

BOLLWERKCUP

JUDGES DETAILS PER SKATER

11 PRE ADVANCED NOVICE (U14) FREE SKATING

Rank	Name	Nation				Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)		Total Deductions				
1	Daria GUITBOUT	B-W				2	50.85	24.23	26.62		0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2A<	F <	2.64	-1.32	-5	-5									1.32
2	3S<	F <	3.44	-1.72	-5	-5									1.72
3	3Lz<	F <	4.72	-2.36	-5	-5									2.36
4	ChSq1		3.00	0.75	2	1									3.75
5	2Lz+2T+2Lo<	<	4.76	-0.42	-2	-2									4.34
6	FSSp3		2.60	0.00	0	0									2.60
7	2F		1.80	-0.18	-1	-1									1.62
8	2F!+2T	!	3.10	-0.18	-1	-1									2.92
9	CCoSp3		3.00	0.60	2	2									3.60
			29.06												24.23
Program Components				Factor											
Composition				2.13	4.25	4.25									
Presentation				2.13	3.75	4.25									
Skating Skills				2.13	4.25	4.25									
Judges Total Program Component Score (factored)															
															26.62
Deductions:															0.00

Rank	Name	Nation				Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)		Total Deductions				
2	Vlada ILIOVA	B-W				1	42.46	20.08	22.38		0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo+1A+2Lo<+SEQ	<	4.16	-0.43	-3	-2									3.73
2	2Fq+2T	q	3.10	-0.36	-2	-2									2.74
3	ChSq1		3.00	0.00	0	0									3.00
4	2Lz!	!	2.10	-0.11	0	-1									1.99
5	FCSSp2		2.30	0.00	0	0									2.30
6	2Lz!<	!,<	1.68	-0.67	-4	-4									1.01
7	2F<	<	1.44	-0.43	-3	-3									1.01
8	2S		1.30	0.00	0	0									1.30
9	CCoSp3		3.00	0.00	0	0									3.00
			22.08												20.08
Program Components				Factor											
Composition				2.13	3.25	3.75									
Presentation				2.13	3.25	3.75									
Skating Skills				2.13	3.50	3.50									
Judges Total Program Component Score (factored)															
															22.38
Deductions:															0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	!	Not clear edge	F	Fall	q	Jump landed on the quarter