

WINTER SKATE 2024

JUDGES DETAILS PER SKATER

BASIC NOVICE GIRLS FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Caitlyn LI	VIC	3	40.33	20.24	20.59	-0.50								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lz+2T		3.40	0.28	1	2	1								3.68
2	1A		1.10	-0.07	0	-1	-1								1.03
3	CCoSp2		2.50	0.42	1	2	2								2.92
4	3Lo<<	F	1.70	-0.85	-5	-5	-5								0.85
5	2F+2Lo		3.50	-0.48	-1	-3	-4								3.02
6	2Lz		2.10	0.28	1	1	2								2.38
7	StSq1		1.80	0.18	1	1	1								1.98
8	FCSSp2		2.30	0.08	-1	1	1								2.38
9	B2	1,5	2.00	0.00	-	-	-								2.00
			20.40												20.24
Program Components				Factor											
Composition				1.67	4.00	4.25	4.75					4.33			
Presentation				1.67	3.75	3.50	4.25					3.83			
Skating Skills				1.67	4.25	3.75	4.50					4.17			
Judges Total Program Component Score (factored)												20.59			
Deductions:		Falls				-0.50	(1)					-0.50			

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	O Lam Anabel TANG	VIC	1	16.71	6.10	12.11	-1.50								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo<<	F	0.50	-0.25	-5	-5	-5								0.25
2	2F<<	F	0.50	-0.25	-5	-5	-5								0.25
3	1A+1T		1.50	-0.22	-2	-2	-2								1.28
4	CCoSp1V		1.50	-0.20	-3	-1	0								1.30
5	StSqB		1.50	-0.20	-3	-1	0								1.30
6	1F+1Lo		1.00	0.00	0	0	0								1.00
7	2F<	F	1.44	-0.72	-5	-5	-5								0.72
8	SSp		0.00	0.00	-	-	-								0.00
			7.94												6.10
Program Components				Factor											
Composition				1.67	2.75	2.25	2.75					2.58			
Presentation				1.67	2.50	2.00	2.25					2.25			
Skating Skills				1.67	2.50	2.25	2.50					2.42			
Judges Total Program Component Score (factored)												12.11			
Deductions:		Falls				-1.50	(3)					-1.50			

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	<<	Downgraded jump	F	Fall		