



Winter Skate 2026

June 20th - 21st, 2026



WINTER SKATE 2026

JUDGES DETAILS PER SKATER

SENIOR WOMEN SHORT PROGRAM

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Sienna KACZMARCZYK	Boondall Figure Ice Skating Club	2	45.36	23.96	21.40	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	3F<<	<<	1.80	-0.66	-4	-4	-3								1.14
2	3S<+2T	<	4.74	-0.69	-2	-2	-2								4.05
3	CCoSp4		3.50	1.05	3	3	3								4.55
4	2A	x	3.63	0.33	1	1	1								3.96
5	LSp4		2.70	0.63	2	3	2								3.33
6	StSq3		3.30	0.33	0	1	2								3.63
7	FSSp4		3.00	0.30	1	1	1								3.30
			22.67												23.96
Program Components				Factor											
Composition				1.33	6.00	5.25	5.00								
Presentation				1.33	5.75	4.75	5.25								
Skating Skills				1.33	5.75	5.75	4.75								
Judges Total Program Component Score (factored)															21.40
Deductions:															0.00

Rank	Name	Club								Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions	
2	Hope ROWE	Melbourne Figure Skating Club								1	30.25	15.40	16.85	-2.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2A	F	3.30	-1.65	-5	-5	-5								1.65
2	3S<	F <	3.44	-1.72	-5	-5	-5								1.72
3	FSSp4		3.00	0.40	2	1	1								3.40
4	StSq2		2.60	0.35	1	2	1								2.95
5	2Lo+1T*	*	1.87	x -0.85	-5	-5	-5								1.02
6	CCoSp3		3.00	-0.50	-1	-2	-2								2.50
7	LSp3		2.40	-0.24	1	-1	-3								2.16
			19.61												15.40
Program Components				Factor											
Composition				1.33	4.75	4.75	3.75								
Presentation				1.33	4.25	4.50	3.25								
Skating Skills				1.33	4.50	4.75	3.50								
Judges Total Program Component Score (factored)															16.85
Deductions:		Falls	-2.00 (2)												-2.00

Legend:						
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref. Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	
x	Credit for highlight distribution, base value multiplied by 1.1			F	Fall	

