

OKTOBERKONKURRENCEN 2022
JUDGES DETAILS PER SKATER
JUNIOR K3 DAMER FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Sarah Winther MORTENSEN	HI	1	32.96	13.24	19.72	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo		1.70	0.23	1	2	1								1.93
2	2T+1T		1.70	0.17	2	2	0								1.87
3	CCoSp2		2.50	0.17	1	1	0								2.67
4	1S		0.40	-0.04	-1	-1	-1								0.36
5	1A+2T<<	<<	1.50	-0.55	-5	-5	-5								0.95
6	1F		0.50	-0.03	-1	-1	0								0.47
7	2Lo		1.70	-0.06	0	0	-1								1.64
8	StSq1		1.80	0.06	0	1	0								1.86
9	FCSpB		1.60	-0.11	-1	1	-2								1.49
			13.40												13.24
Program Components			Factor												
	Composition			2.13	2.75	2.75	3.25								2.92
	Presentation			2.13	2.25	3.00	3.50								2.92
	Skating Skills			2.13	3.50	3.75	3.00								3.42
	Judges Total Program Component Score (factored)														19.72

Deductions: **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Cecilie Adele THEISEN	HI	2	27.84	10.04	18.30	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo<	F	1.36	-0.68	-5	-5	-5								0.68
2	2S<	<	1.04	-0.49	-5	-5	-4								0.55
3	2F<<	<<	0.50	-0.25	-5	-5	-5								0.25
4	StSq1		1.80	0.18	1	2	0								1.98
5	FCSpB		1.60	-0.11	-1	0	-1								1.49
6	1Lz+1T		1.00	0.00	0	0	0								1.00
7	1A		1.10	-0.04	0	0	-1								1.06
8	1A		1.10	-0.07	-1	-1	0								1.03
9	CCoSp1		2.00	0.00	-1	1	0								2.00
			11.50												10.04
Program Components			Factor												
	Composition			2.13	2.00	3.00	3.00								2.67
	Presentation			2.13	2.00	3.50	3.25								2.92
	Skating Skills			2.13	2.75	3.25	3.00								3.00
	Judges Total Program Component Score (factored)														18.30

Deductions: Falls -0.50 (1) **-0.50**

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