

EASTER SKATE 2024 (RINK1)

JUDGES DETAILS PER SKATER

GOLD II-III, WOMEN FREE SKATING

Rank	Name				Nation	Starting Number	Total Segment Score		Total Element Score		Total Program Component Score (factored)			Total Deductions	
1	Terje VINGISAAR				EST	1	45.57		17.32		28.25			0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	FSSp1		2.00	0.20	1	1	1								2.20
2	2T+1A+SEQ		2.40	0.13	1	1	1								2.53
3	1F+1Lo		1.00	0.00	0	0	0								1.00
4	1A+1Eu+2S		2.90	-0.17	-1	-2	-1								2.73
5	2T		1.30	0.04	1	0	0								1.34
6	CCoSp3		3.00	0.10	1	0	0								3.10
7	StSq1		1.80	-0.06	0	-1	0								1.74
8	2S		1.30	0.04	1	0	0								1.34
9	SSp1		1.30	0.04	1	0	0								1.34
			17.00												17.32
Program Components			Factor												
Composition			2.67			3.75	3.50	3.50							3.58
Presentation			2.67			3.75	3.25	3.00							3.33
Skating Skills			2.67			4.00	3.50	3.50							3.67
Judges Total Program Component Score (factored)															28.25
Deductions:															0.00

Rank	Name				Nation	Starting Number			Total Segment Score	Total Element Score	Total Program Component Score (factored)			Total Deductions	
2	Heli BLOMROOS				FIN	2			31.83	7.14	24.69			0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1F!	!	0.50	-0.05	-1	-1	-1								0.45
2	1A<+1Lo	<	1.38	-0.26	-2	-3	-4								1.12
3	1A<<	<<	0.00	0.00	-	-	-								0.00
4	CSSp*	*	0.00	0.00	-	-	-								0.00
5	1F+1Lo		1.00	0.00	0	0	0								1.00
6	1Lz+1T		1.00	-0.08	-2	-1	-1								0.92
7	USpB		1.00	0.00	0	0	0								1.00
8	StSqB		1.50	-0.10	0	0	-2								1.40
9	FUSpB		1.50	-0.25	-2	0	-3								1.25
			7.88												7.14
Program Components				Factor											
Composition				2.67	3.00	3.25	3.25								3.17
Presentation				2.67	3.00	3.25	3.00								3.08
Skating Skills				2.67	3.25	3.00	2.75								3.00
Judges Total Program Component Score (factored)															24.69
Deductions:															0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	!	Not clear edge