

**BILLINGETROFÉN**  
**JUDGES DETAILS PER SKATER**  
**MINIORER A FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Stina OLSSON	SWE	2	29.32	12.90	16.42	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A		1.10	0.04	1	0	0								1.14	
2	2S+1A+SEQ		2.40	0.04	1	0	0								2.44	
3	CCoSp1		2.00	0.13	1	1	0								2.13	
4	2Lzq	q	2.10	-0.42	-2	-2	-2								1.68	
5	2Lo<<	F	0.50	-0.25	-5	-5	-5								0.25	
6	2F+2T<<	<<	2.20	-0.72	-4	-4	-4								1.48	
7	StSq1		1.80	0.06	2	-1	0								1.86	
8	SSp2		1.60	0.32	2	3	1								1.92	
			<b>13.70</b>												<b>12.90</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			1.70	3.75	3.50	2.75										
Presentation			1.70	3.00	3.00	2.50										
Skating Skills			1.70	3.75	3.75	3.00										
<b>Judges Total Program Component Score (factored)</b>																<b>16.42</b>

**Deductions:** **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Majken JALMELIN	SWE	1	28.97	13.96	15.01	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2S+2T<	<	2.34	-0.35	-2	-3	-3								1.99	
2	2Lo+1A+SEQ		2.80	-0.06	0	-1	0								2.74	
3	StSq1		1.80	-0.30	-2	-3	0								1.50	
4	CCoSp2		2.50	-0.17	0	-1	-1								2.33	
5	2S		1.30	-0.39	-2	-4	-3								0.91	
6	2Lz		2.10	-0.49	-2	-2	-3								1.61	
7	2F		1.80	-0.06	-1	0	0								1.74	
8	SSpB		1.10	0.04	-1	2	0								1.14	
			<b>15.74</b>												<b>13.96</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			1.70	3.00	3.00	2.50										
Presentation			1.70	3.25	3.00	2.50										
Skating Skills			1.70	3.25	3.25	2.75										
<b>Judges Total Program Component Score (factored)</b>																<b>15.01</b>

**Deductions:** **0.00**

<b>Legend:</b>							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	<<	Downgraded jump	F	Fall	q	Jump landed on the quarter