

UPPSALAICE

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	Stella TRICALLOTIS TÖRNEKRONA	SWE	2	41.35	21.35	20.00	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	0.17	1	0	1	2							1.87
2	2Lz!+1A+SEQ	!	3.20	-0.26	-2	-2	0	-1							2.94
3	LSp2		1.90	0.57	2	3	4	3							2.47
4	2F		1.80	0.05	-1	0	1	1							1.85
5	2S+2T		2.60	0.03	0	0	0	1							2.63
6			0.00	0.00	-	-	-	-							0.00
7	2Lz		2.10	0.11	0	0	1	1							2.21
8	ChSq1		3.00	1.38	1	3	4	3							4.38
9	CCoSp2		2.50	0.50	0	2	4	2							3.00
			18.80												21.35
Program Components			Factor												
Composition			1.70	2.75	3.75	4.50	4.50						3.88		
Presentation			1.70	3.00	3.75	4.75	4.50						4.00		
Skating Skills			1.70	3.25	3.50	4.50	4.25						3.88		
Judges Total Program Component Score (factored)													20.00		

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Lara KARABAY	SWE	1	22.48	8.98	13.50	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lz!+1A+SEQ	!	1.70	-0.28	-2	-3	-2	-3							1.42
2	2S<	<	1.04	-0.31	-4	-3	-3	-2							0.73
3	SSp1		1.30	-0.10	-1	0	-2	0							1.20
4	1A		1.10	-0.06	0	0	-1	-1							1.04
5	ChSq1	F	3.00	-2.50	-5	-5	-5	-5							0.50
6	2T<	<	1.04	-0.37	-3	-4	-3	-4							0.67
7	1F+2Lo<<	<<	1.00	-0.21	-4	-5	-4	-4							0.79
8	CCoSp2		2.50	0.13	1	0	0	1							2.63
			12.68												8.98
Program Components			Factor												
Composition			1.70	2.50	2.75	3.00	2.25						2.63		
Presentation			1.70	2.75	3.00	2.75	2.50						2.75		
Skating Skills			1.70	2.50	2.75	2.75	2.25						2.56		
Judges Total Program Component Score (factored)													13.50		

Deductions:

0.00

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