

ÖVIKSCUPEN 2023

JUDGES DETAILS PER SKATER

SENIORER B2 DAMER FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
1	Nikita MARKGREN	SWE	1	21.57	8.31	13.76						-0.50			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S<	<	1.04	-0.28	-3	-2	-3								0.76
2	1A		1.10	-0.07	-1	0	-1								1.03
3	FCSp		0.00	0.00	-	-	-								0.00
4	1F+1Lo		1.00	-0.08	-1	-2	-2								0.92
5	ChSq1		3.00	-0.33	-2	0	0								2.67
6	1A		1.10	-0.07	-1	0	-1								1.03
7	CCoSp1	F	2.00	-1.00	-5	-5	-5								1.00
8	1Lz!+1T	!	1.00	-0.10	-1	-3	-1								0.90
			10.24												8.31
Program Components				Factor											
Composition				1.70	2.75	2.75	2.50					2.67			
Presentation				1.70	2.50	3.00	2.75					2.75			
Skating Skills				1.70	2.50	2.50	3.00					2.67			
Judges Total Program Component Score (factored)													13.76		
Deductions:		Falls	-0.50 (1)												-0.50

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
2	Matilda ELLENBERG TUCK	SWE	2	19.61	5.65	14.46						-0.50			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1F+1T		0.90	0.00	0	0	0								0.90
2	1F+1Lo		1.00	0.00	0	0	0								1.00
3	2S<<	<<	0.40	-0.19	-5	-4	-5								0.21
4	CCoSpB		1.70	-0.23	-1	-2	-1								1.47
5	ChSq1	F	3.00	-2.50	-5	-5	-5								0.50
6	1A<<	<<	0.00	0.00	-	-	-								0.00
7	1Lz		0.60	0.02	0	1	0								0.62
8	SSpB		1.10	-0.15	-2	0	-2								0.95
			8.70												5.65
Program Components				Factor											
Composition				1.70	2.75	3.00	2.50					2.75			
Presentation				1.70	2.75	3.25	3.25					3.08			
Skating Skills				1.70	3.00	3.00	2.00					2.67			
Judges Total Program Component Score (factored)													14.46		
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	!	Not clear edge	F	Fall