

BORLÄNGEKRISTALLEN 2024
JUDGES DETAILS PER SKATER
SENIORER B1 DAMER FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Lisa MITAZAKI	SWE	2	32.18	15.75	16.43	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	-0.28	-2	-1	-2								1.42
2	1A		1.10	0.04	1	0	0								1.14
3	FCSp2		2.30	0.08	1	-1	1								2.38
4	ChSq1		3.00	0.67	2	0	2								3.67
5	2S		1.30	0.00	0	0	0								1.30
6	1F+1A+SEQ		1.60	0.04	0	0	1								1.64
7	2Lo		1.70	0.00	0	0	0								1.70
8	CCoSp2		2.50	0.00	2	-2	0								2.50
			15.20												15.75
Program Components			Factor												
Composition			1.70	3.50	3.00	3.25						3.25			
Presentation			1.70	3.00	3.25	3.00						3.08			
Skating Skills			1.70	3.50	3.50	3.00						3.33			
Judges Total Program Component Score (factored)												16.43			
Deductions:												0.00			

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions									
2	Clara LUNAK	SWE	1	17.05	6.86	12.19	-2.00									
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A+1Eu+2S*	*	1.60	-0.07	1	-2	-1								1.53	
2	2F<<	F	0.50	-0.25	-5	-5	-5								0.25	
3	FCSp1		1.90	-0.32	-1	-3	-1								1.58	
4	2Lo<<	F	0.50	-0.25	-5	-5	-5								0.25	
5	1A		1.10	-0.04	0	-1	0								1.06	
6	ChSq1		3.00	-1.33	-2	-3	-3								1.67	
7	2S<	F	1.04	-0.52	-5	-5	-5								0.52	
8	CCoSp		0.00	0.00	-	-	-								0.00	
			9.64												6.86	
Program Components			Factor													
Composition			1.70	2.50	2.50	2.50						2.50				
Presentation			1.70	2.50	2.00	2.00						2.17				
Skating Skills			1.70	3.00	2.50	2.00						2.50				
Judges Total Program Component Score (factored)												12.19				
Deductions:							Time violation	-0.50	Falls	-1.50 (3)						-2.00

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