

**KALMARPIRUETTEN**  
**JUDGES DETAILS PER SKATER**  
**UNGDOM 15 A FLICKOR FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Junimärta LANE Borg	SWE	2	35.67	17.73	17.94	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S+2T+2Loq	q	4.30	-0.34	-2	-2	-2								3.96
2	1A		1.10	0.00	0	0	0								1.10
3	2F<	F	1.44	-0.72	-5	-5	-5								0.72
4	1A		1.10	0.07	0	1	1								1.17
5	FCSSp2		2.30	-0.15	0	-2	0								2.15
6	2S+2T		2.60	-0.17	-1	-2	-1								2.43
7	2Lo		1.70	0.00	0	0	0								1.70
8	ChSq1		3.00	-0.33	0	-2	0								2.67
9	CCoSp2		2.50	-0.67	-3	-3	-2								1.83
			<b>20.04</b>												<b>17.73</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				2.13	3.25	2.25	3.25							2.92	
Presentation				2.13	3.25	2.25	2.75							2.75	
Skating Skills				2.13	3.00	2.50	2.75							2.75	
<b>Judges Total Program Component Score (factored)</b>													<b>17.94</b>		

**Deductions:** 0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Selma VERGARA DAVIDSSON	SWE	1	27.53	11.37	16.16	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lo+2T<<<+SEQ+1A*	*	0.90	-0.23	-5	-5	-4								0.67
2	2S+2T	F	2.60	-0.65	-5	-5	-5								1.95
3	ChSq1		3.00	-0.83	-2	-1	-2								2.17
4	2Lz!<	F	1.68	-0.84	-5	-5	-5								0.84
5	FSSp2		2.30	-0.46	-2	-2	-2								1.84
6	2F<<	<<	0.50	-0.25	-5	-5	-5								0.25
7	2S		1.30	0.00	0	0	0								1.30
8	1A		1.10	0.00	0	0	0								1.10
9	CCoSp1V		1.50	-0.25	-2	-2	-1								1.25
			<b>14.88</b>												<b>11.37</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				2.13	2.75	2.25	2.75							2.58	
Presentation				2.13	2.50	2.50	2.50							2.50	
Skating Skills				2.13	2.50	2.25	2.75							2.50	
<b>Judges Total Program Component Score (factored)</b>													<b>16.16</b>		

**Deductions:** 0.00

<b>Legend:</b>							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	!	Not clear edge
F	Fall	q	Jump landed on the quarter				