

# JUDGES DETAILS PER SKATER

## N1 NOVICE ADVANCED FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions									
1	Team Z'Hystérik	FRA	2	62.78	29.24	34.04	-0.50									
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	ME3<	<	5.75	0.77	2	2	1	1	1						6.52	
2	I3+pi3		6.75	0.68	1	1	1	1	-1						7.43	
3	NHE3+s1		3.25	0.44	2	2	1	1	1						3.69	
4	SySp2		4.50	0.15	1	1	0	0	0						4.65	
5	PB1		3.50	0.12	0	1	1	0	0						3.62	
6	TrE3	F	4.00	-0.67	-3	-2	-2	-1	-1						3.33	
			<b>27.75</b>												<b>29.24</b>	
Program Components				Factor												
Composition				2.67	5.25	4.75	4.50	4.50	4.75							4.67
Presentation				2.67	5.00	4.00	4.25	4.00	4.00							4.08
Skating Skills				2.67	4.50	4.50	3.75	3.75	3.75							4.00
<b>Judges Total Program Component Score (factored)</b>															<b>34.04</b>	
<b>Deductions:</b>			Falls	-0.50	(1)										<b>-0.50</b>	

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions									
2	Team Chrysalides NA	FRA	1	60.17	29.67	30.50	0.00									
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	SySp2		4.50	0.15	1	1	0	0	0						4.65	
2	ME3		6.00	0.80	2	2	1	1	1						6.80	
3	PB1		3.50	0.58	3	2	1	1	2						4.08	
4	NHE3+s1		3.25	0.22	1	1	0	0	1						3.47	
5	I2+pi3		5.75	0.39	1	1	0	1	-2						6.14	
6	TrE3		4.00	0.53	2	2	1	1	1						4.53	
			<b>27.00</b>												<b>29.67</b>	
Program Components				Factor												
Composition				2.67	4.75	4.50	3.75	3.50	3.50							3.92
Presentation				2.67	4.25	4.25	3.50	3.25	3.75							3.83
Skating Skills				2.67	4.25	4.25	3.50	3.25	3.25							3.67
<b>Judges Total Program Component Score (factored)</b>															<b>30.50</b>	
<b>Deductions:</b>																<b>0.00</b>

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Position, Edge, Timing errors	F	Fall				