FFSG CSNPA BRIANCON 2024
JUDGES DETAILS PER SKATER
R2 NOVICE FEMME FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Victoria SCHWARZ	FRA	1	22.85	9.31	14.04	-0.50

#	Executed Elements	Info	Base Value		GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+1Lo		1.60		-0.07	-1	0	-1								1.53
2	1A		1.10		-0.15	-1	-1	-2								0.95
3	1S		0.40		-0.04	0	0	-3								0.36
4	CCoSp2		2.50		0.08	2	1	-2								2.58
5	1Lz		0.60	x	0.00	0	0	0								0.60
6	StSqB		1.50		0.05	0	1	0								1.55
7	1F+1T		0.90	x	-0.02	0	0	-1								0.88
8	CSSp2V	F	1.73		-0.87	-5	-5	-5								0.86
			10.33													**9.31**
	Program Components				**Factor**											
	Composition				1.67	3.00	3.00	2.25								2.75
	Presentation				1.67	3.25	3.50	2.50								3.08
	Skating Skills				1.67	3.00	2.75	2.00								2.58
	Judges Total Program Component Score (factored)															**14.04**

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	Alyssa BERNARD	FRA	2	17.03	7.03	10.00	0.00

#	Executed Elements	Info	Base Value		GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+COMBO+1T*	*	1.10		-0.37	-2	-4	-4								0.73
2	1S		0.40		-0.01	0	0	-1								0.39
3	1F+1Lo		1.00		-0.03	0	0	-2								0.97
4	CCoSp2V		1.88		-0.75	-3	-5	-4								1.13
5	StSqB		1.50		-0.40	-2	-3	-3								1.10
6	1A		1.10	x	-0.04	0	0	-1								1.06
7	1Lz!	!	0.60	x	-0.16	-2	-3	-3								0.44
8	SSp1		1.30		-0.09	0	0	-2								1.21
			8.88													**7.03**
	Program Components				**Factor**											
	Composition				1.67	2.50	2.00	1.75								2.08
	Presentation				1.67	2.25	1.50	1.75								1.83
	Skating Skills				1.67	2.50	2.00	1.75								2.08
	Judges Total Program Component Score (factored)															**10.00**

Deductions:				**0.00**

Legend:

#	Sequence number	**GOE**	Grade of Execution	**Jx**	Judges (x=1-9)	**Ref.**	Referee
*	Invalid element	**x**	Credit for highlight distribution, base value multiplied by 1.1			**!**	Not clear edge
F	Fall						