

20. DORFENER STADTPOKAL

JUDGES DETAILS PER SKATER

GRUPPE 12 - HOBBY OHNE AXEL / OHNE DOPPELSPRÜNGE

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Jasmin SADQI	BAY	1	20.12	6.25	13.87	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1F+1Lo		1.00	0.00	0	0									1.00
2	1Lz!	!	0.60	-0.09	-1	-2									0.51
3	1Lo		0.50	-0.03	-1	0									0.47
4	1F		0.50	0.00	0	0									0.50
5	1Lz+1T		1.00	0.00	0	0									1.00
6	CCoSpBV		1.28	-0.26	-2	-2									1.02
7	ChSq*	*	0.00	0.00	-	-									0.00
8	1S		0.40	0.00	0	0									0.40
9	SSp*	*	0.00	0.00	-	-									0.00
10	StSqB		1.50	-0.15	-2	0									1.35
			6.78												6.25
Program Components				Factor											
Composition				2.13	2.25	2.25									2.25
Presentation				2.13	2.25	2.00									2.13
Skating Skills				2.13	2.00	2.25									2.13
Judges Total Program Component Score (factored)															13.87

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Lea EISENHOFER	BAY	2	14.45	2.99	11.46	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lo<	<	0.40	-0.14	-4	-3									0.26
2	1F<+1T	<	0.80	-0.16	-4	-4									0.64
3	SSp*	*	0.00	0.00	-	-									0.00
4	1S		0.40	-0.14	-4	-3									0.26
5	ChSq*	*	0.00	0.00	-	-									0.00
6	1Lo<<+1T	<<	0.40	-0.16	-4	-4									0.24
7	1F<<	<<	0.00	0.00	-	-									0.00
8	StSqB		1.50	-0.23	-2	-1									1.27
9	1S		0.40	-0.08	-2	-2									0.32
10	CCoSp*	*	0.00	0.00	-	-									0.00
			3.90												2.99
Program Components				Factor											
Composition				2.13	2.00	2.00									2.00
Presentation				2.13	2.00	1.50									1.75
Skating Skills				2.13	1.75	1.50									1.63
Judges Total Program Component Score (factored)															11.46

Deductions:

0.00

Legend:

#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	!	Not clear edge