

18. DVTK EASTERN - HUNGARY CUP
JUDGES DETAILS PER SKATER
BASIC NOVICE III FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Sára Virág SONKOLY	HUN	1	28.84	13.89	15.45	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2Lz		2.10	-0.37	-1	-2	-2	-2							1.73	
2	2S+2Lo	F	3.00	-0.85	-5	-5	-5	-5							2.15	
3	2F		1.80	0.00	0	0	0	0							1.80	
4	CCoSp1		2.00	0.05	0	0	1	0							2.05	
5	StSqB		1.50	0.00	0	0	0	0							1.50	
6	2T		1.30	-0.29	-3	-2	-2	-2							1.01	
7	2Lo+1A+SEQ	x	2.80	0.00	0	0	0	0							2.80	
8	SSpB		1.10	-0.25	-3	-2	-3	-1							0.85	
			15.60												13.89	
Program Components			Factor													
Composition			1.67	3.25	3.00	3.00	2.75								3.00	
Presentation			1.67	3.25	3.00	3.25	3.25								3.19	
Skating Skills			1.67	3.00	3.00	3.00	3.25								3.06	
Judges Total Program Component Score (factored)													15.45			
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	Flóra ZIRCHER	HUN	2	26.33	13.37	13.46	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2Lo+2T<<	<<	2.10	-0.60	-4	-4	-4	-2							1.50	
2	2F		1.80	-0.05	0	-1	0	0							1.75	
3	2S+2T		2.60	-0.10	-1	-1	-1	0							2.50	
4	CSSp1		1.90	0.00	0	0	0	0							1.90	
5	2Lz!	!	2.10	-0.26	-2	-1	-1	-1							1.84	
6	1A		1.10	0.00	0	0	0	0							1.10	
7	StSqB		1.50	0.00	0	0	0	0							1.50	
8	CCoSpBV		1.28	0.00	0	0	0	0							1.28	
			14.38												13.37	
Program Components			Factor													
Composition			1.67	2.50	2.50	2.50	2.75								2.56	
Presentation			1.67	2.75	2.75	2.50	3.00								2.75	
Skating Skills			1.67	2.75	2.50	2.50	3.25								2.75	
Judges Total Program Component Score (factored)													13.46			
Deductions:			Falls	-0.50	(1)											-0.50

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