

BEKER VAN LIEDEKERKE 2024
JUDGES DETAILS PER SKATER
ADVANCED NOVICE B GIRLS FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Luna TRUYE	GSK	2	38.95	19.08	19.87	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lz+2T+2T		4.70	-0.14	-1	-1	0								4.56
2	1A		1.10	0.00	0	0	0								1.10
3	2F!	!	1.80	-0.78	-4	-5	-4								1.02
4	2Lo+1A+SEQ		2.80	0.00	0	0	0								2.80
5	FCSSp1		1.90	-0.38	-2	-2	-2								1.52
6	2Fe	e	1.44	-0.39	-2	-4	-2								1.05
7	2Lz		2.10	-0.07	0	-1	0								2.03
8	ChSq1		3.00	0.00	0	0	0								3.00
9	CCoSp3		3.00	-1.00	-3	-4	-3								2.00
			21.84												19.08
Program Components				Factor											
Composition				2.13	3.50	3.00	2.75						3.08		
Presentation				2.13	3.25	3.00	3.00						3.08		
Skating Skills				2.13	3.25	3.00	3.25						3.17		
Judges Total Program Component Score (factored)													19.87		

Deductions: **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Astrid GENIETS	GSK	1	34.39	14.52	19.87	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lzq+2T<<	<<	2.50	-0.98	-4	-5	-5								1.52
2	1A		1.10	0.07	1	1	0								1.17
3	2F<+1A+1Lo+SEQ	<	3.04	-0.53	-3	-4	-4								2.51
4	FCSSp2		2.30	-0.23	-2	-1	0								2.07
5	2Lz<	<	1.68	-0.62	-2	-5	-4								1.06
6	1Lo		0.50	0.00	0	0	0								0.50
7	ChSq1		3.00	-0.83	-2	-2	-1								2.17
8	2F<<	<<	0.50	-0.18	-4	-4	-3								0.32
9	CCoSp3		3.00	0.20	1	1	0								3.20
			17.62												14.52
Program Components				Factor											
Composition				2.13	3.25	3.00	3.00						3.08		
Presentation				2.13	3.00	3.00	3.25						3.08		
Skating Skills				2.13	3.00	3.25	3.25						3.17		
Judges Total Program Component Score (factored)													19.87		

Deductions: **0.00**

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