

WHITLEY BAY ANNUALS

JUDGES DETAILS PER SKATER

NATIONAL 5 GIRLS NATIONAL 5 GIRLS

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Alessia REA	Whitley Bay	1	28.17	12.02	16.15	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+1Lo		1.60	0.00	0	0	0								1.60
2	2Lo<	<	1.36	-0.36	-3	-2	-3								1.00
3	StSqB		1.50	0.10	1	0	1								1.60
4	CSSp2		2.30	0.00	-1	0	1								2.30
5	2Sq	q	1.30	-0.22	-2	-1	-2								1.08
6	2Lo<	<	1.36	-0.27	-2	-2	-2								1.09
7	1F+1A+SEQ		1.60	0.00	0	0	0								1.60
8	CCoSp2V		1.88	-0.13	-1	-1	0								1.75
			12.90												12.02
Program Components				Factor											
Composition				1.70	3.25	3.00	3.25								3.17
Presentation				1.70	3.50	3.25	3.25								3.33
Skating Skills				1.70	3.00	3.00	3.00								3.00
Judges Total Program Component Score (factored)															16.15
Deductions:															0.00

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	Olivia CORCORAN	Billingham	2	18.06	5.31	12.75	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S		1.30	-0.26	-3	-1	-2								1.04
2	1F+A+SEQ+1A*	*	0.50	-0.25	-5	-5	-5								0.25
3	2Lo<<	<<	0.50	-0.22	-4	-5	-4								0.28
4	CCoSpB		1.70	-0.51	-3	-3	-3								1.19
5	2S<	F <	1.04	-0.52	-5	-5	-5								0.52
6	1A+1Lo		1.60	-0.33	-3	-3	-3								1.27
7	StSq		0.00	0.00	-	-	-								0.00
8	CSSp1V		1.43	-0.67	-5	-4	-5								0.76
			8.07												5.31
Program Components				Factor											
Composition				1.70	2.50	2.75	2.25								2.50
Presentation				1.70	2.25	2.25	2.50								2.33
Skating Skills				1.70	2.75	3.00	2.25								2.67
Judges Total Program Component Score (factored)															12.75
Deductions:															0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	F	Fall
q	Jump landed on the quarter						