

2024 MIXC FIGURE SKATING PRIX TAIYUAN

JUDGES DETAILS PER SKATER

ELITE ADVANCED NOVICE GIRLS FREE SKATING

Rank	Name				Nation		Starting Number		Total Segment Score	Total Element Score		Total Program Component Score (factored)		Total Deductions	
1	Siyi CHEN						1		35.44	13.90		22.54		-1.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lz+2Tq	q	3.40	-0.35	-2	-2	-1								3.05
2	2A<	<	2.64	-0.53	-2	-2	-2								2.11
3	CCoSp3		3.00	0.10	0	0	1								3.10
4	2A<<	F	1.10	-0.55	-5	-5	-5								0.55
5	2F		1.80	-0.36	-2	-2	-2								1.44
6	ChSq1		3.00	0.00	0	0	0								3.00
7	2S	F	1.30	-0.65	-5	-5	-5								0.65
8	LSp1*	*	0.00	0.00	-	-	-								0.00
			16.24												13.90
Program Components			Factor												
Composition				2.13	3.50	3.50	3.75								3.58
Presentation				2.13	3.25	3.25	3.75								3.42
Skating Skills				2.13	3.50	3.50	3.75								3.58
Judges Total Program Component Score (factored)															22.54
Deductions:		Falls		-1.00	(2)										-1.00

Rank	Name				Nation		Starting Number		Total Segment Score	Total Element Score		Total Program Component Score (factored)		Total Deductions	
2	Yihan LIU						2		30.42	9.85		20.57		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	0.00	0	0	0								1.30
2	2Lo<+1A+SEQ	<	2.46	-0.36	-2	-3	-3								2.10
3	FSSp		0.00	0.00	-	-	-								0.00
4	1Lz		0.60	0.00	0	0	0								0.60
5	2Lo<<	<<	0.50	-0.15	-3	-3	-3								0.35
6	2S		1.30	0.00	0	0	0								1.30
7	1A+1T+1Lo		2.00	0.00	0	0	0								2.00
8	CCoSp1		2.00	0.20	2	0	1								2.20
9	ChSq		0.00	0.00	-	-	-								0.00
			10.16												9.85
Program Components			Factor												
Composition				2.13	3.25	3.25	3.25								3.25
Presentation				2.13	3.00	3.00	3.25								3.08
Skating Skills				2.13	3.25	3.25	3.50								3.33
Judges Total Program Component Score (factored)															20.57
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						