

COPPA ITALIA (GOLD) E COPPA ITALIA (SILVER) - 2 PROVA

JUDGES DETAILS PER SKATER

JUNIOR FEMMINILE - SILVER FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
3	Greta GHERARDI	ITA	2	34.03	15.11	18.92	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	-0.39	-3	-3									0.91
2	2Lz		2.10	0.00	0	0									2.10
3	2F		1.80	0.00	0	0									1.80
4	FCSSp2V		1.73	0.00	0	0									1.73
5	2F	F	1.80	-0.90	-5	-5									0.90
6	2Lo	F	1.70	-0.85	-5	-5									0.85
7	ChSq1		3.00	-0.50	0	-2									2.50
8	1A+1A+SEQ		2.20	0.00	0	0									2.20
9	CCoSp2		2.50	-0.38	-2	-1									2.12
			18.13												15.11
Program Components				Factor											
	Composition			2.13	3.00	3.25									3.13
	Presentation			2.13	2.75	2.75									2.75
	Skating Skills			2.13	2.75	3.25									3.00
Judges Total Program Component Score (factored)														18.92	

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
4	Vanessa VITELLA	ITA	1	32.01	11.75	20.26	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Fq+1A+SEQ	q	2.90	-0.54	-3	-3									2.36
2	2Lz!<	!,<	1.68	-0.67	-4	-4									1.01
3	2S+2Tq*+1A*+SEQ+REP	q,*,*	0.91	-0.26	-2	-2									0.65
4	FSSp2		2.30	0.00	0	0									2.30
5	ChSq1		3.00	-0.25	0	-1									2.75
6	2Lo		1.70	-0.17	-1	-1									1.53
7	2F<	<	1.44	-0.29	-2	-2									1.15
8	1A*	*	0.00	0.00	-	-									0.00
9	CCoSp		0.00	0.00	-	-									0.00
			13.93												11.75
Program Components				Factor											
	Composition			2.13	3.25	3.50									3.38
	Presentation			2.13	3.00	3.25									3.13
	Skating Skills			2.13	3.00	3.00									3.00
Judges Total Program Component Score (factored)														20.26	

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
REP	Jump repetition	F	Fall	q	Jump landed on the quarter		