

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

JUDGES DETAILS PER SKATER

SENIOR FEMMINILE - SILVER FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Benedetta BRUNI	ITA	1	44.89	19.85	25.04	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A+1A+2T<+SEQ	F <	3.24	-0.55	-5	-5									2.69	
2	2Lz!+2T<	!,<	3.14	-0.74	-4	-3									2.40	
3	2Lz		2.10	0.00	0	0									2.10	
4	FSSp3		2.60	0.00	0	0									2.60	
5	2S		1.30	0.00	0	0									1.30	
6	2F		1.80	-0.09	-1	0									1.71	
7	CCoSp2		2.50	0.00	0	0									2.50	
8	ChSq1		3.00	0.25	1	0									3.25	
9	2S		1.30	0.00	0	0									1.30	
			20.98												19.85	
Program Components				Factor												
Composition				2.13	3.75	4.00										3.88
Presentation				2.13	4.00	3.75										3.88
Skating Skills				2.13	4.25	3.75										4.00
Judges Total Program Component Score (factored)													25.04			

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Chiara SALDUCCO	ITA	2	34.69	12.31	22.38	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2F<	<	1.44	-0.36	-3	-2									1.08	
2	2Lz<+1Lo+1A+SEQ	<	3.28	-0.59	-4	-3									2.69	
3	2S<	<	1.04	-0.21	-2	-2									0.83	
4	CCoSp3		3.00	-0.30	-1	-1									2.70	
5	2Lz!<<	!,<<	0.60	-0.27	-5	-4									0.33	
6	FSSp		0.00	0.00	-	-									0.00	
7	2F<+1T	<	1.84	-0.29	-2	-2									1.55	
8	ChSq1		3.00	-0.25	-1	0									2.75	
9	1S		0.40	-0.02	-1	0									0.38	
			14.60												12.31	
Program Components				Factor												
Composition				2.13	3.50	3.75										3.63
Presentation				2.13	3.25	3.25										3.25
Skating Skills				2.13	3.75	3.50										3.63
Judges Total Program Component Score (factored)													22.38			

Deductions:

0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	<<	Downgraded jump	!	Not clear edge	F	Fall