

CORRINE GILKINSON CUP

JUDGES DETAILS PER SKATER

JUVENILE GIRLS FREE SKATING

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions									
1	Sorayah MORRIS	Centaurus Ice Skating Club	2	19.74	7.48	12.26	0.00									
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1Lz+1Lo		1.10	0.02	0	1	0	1	0						1.12	
2	1Lo		0.50	0.00	0	0	0	0	0						0.50	
3	1Lz		0.60	0.00	-1	0	0	0	0						0.60	
4	CoSp1V		1.50	0.05	0	1	0	0	1						1.55	
5	StSqB		1.60	0.00	0	-2	0	0	0						1.60	
6	1F+1T		0.90	0.00	-1	0	0	0	1						0.90	
7	SSpB		1.30	-0.09	-2	0	-1	-1	0						1.21	
			7.50												7.48	
Program Components			Factor													
Composition			1.67	2.75	2.25	2.50	2.00	2.50								2.42
Presentation			1.67	2.75	2.25	2.25	2.25	3.00								2.42
Skating Skills			1.67	2.75	2.25	2.50	2.25	2.75								2.50
Judges Total Program Component Score (factored)															12.26	
Deductions:															0.00	

Rank	Name	Club								Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)		Total Deductions	
2	Arleigha BLISSETT	Alexandra Ice Skating Club								1	18.74	6.91	11.83		0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1Lz+1A<<+SEQ	<<	0.60	-0.22	-2	-4	-4	-3	-4						0.38	
2	CCoSp1V		1.80	-0.48	-5	-3	-2	-2	-3						1.32	
3	1A<<	F <<	0.00	0.00	-	-	-	-	-						0.00	
4	1F		0.50	0.05	1	0	1	1	1						0.55	
5	StSqB		1.60	-0.05	0	-1	0	-1	0						1.55	
6	1F+1Lo		1.00	0.02	0	1	1	0	0						1.02	
7	SSp2		1.90	0.19	1	1	1	0	1						2.09	
			7.40												6.91	
Program Components				Factor												
Composition				1.67	2.75	2.25	2.50	2.25	2.25							2.33
Presentation				1.67	3.00	2.00	2.25	2.25	2.25							2.25
Skating Skills				1.67	2.75	2.25	2.50	2.50	2.50							2.50
Judges Total Program Component Score (factored)															11.83	
Deductions:															0.00	

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<<	Downgraded jump	F	Fall				