

CHAMPIONNATS VAUDOIS 2025

JUDGES DETAILS PER SKATER

SPORT DE MASSE IIIA FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)								Total Deductions	
1	Sophia PAYNE	GEN	2	48.91	24.24	24.67								0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F+2T+1A+SEQ		4.20	0.06	0	0	1								4.26
2	2Lz		2.10	0.14	0	1	1								2.24
3	FCSp3		2.80	0.09	1	0	0								2.89
4	2Lz+2T		3.40	0.00	0	0	0								3.40
5	2F		1.80	0.06	0	1	0								1.86
6	2Lo		1.70	0.06	0	0	1								1.76
7	CCoSp3		3.00	0.20	1	1	0								3.20
8	2S	x	1.30	0.00	0	0	0								1.30
9	ChSq1		3.00	0.33	0	1	1								3.33
			23.30												24.24
Program Components				Factor											
Composition				2.13	4.00	3.75	3.75								3.83
Presentation				2.13	3.75	3.50	4.00								3.75
Skating Skills				2.13	4.00	4.25	3.75								4.00
Judges Total Program Component Score (factored)															24.67
Deductions:															0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)								Total Deductions	
2	Eve PEDURTHE LAUGA	CDF	1	46.61	22.28	24.33								0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo		1.70	0.17	1	1	1								1.87
2	2S+2T+1A+SEQ		3.70	0.09	0	1	1								3.79
3	2F		1.80	0.00	0	0	0								1.80
4	CCoSp3		3.00	0.20	1	1	0								3.20
5	ChSq1		3.00	0.17	0	1	0								3.17
6	2Lz	x	2.10	-0.14	-1	0	-1								1.96
7	2S+2T	x	2.60	0.04	0	1	0								2.64
8	2Lo	x	1.70	0.00	0	0	0								1.70
9	FCSp2		2.30	-0.15	-2	0	0								2.15
			21.90												22.28
Program Components				Factor											
Composition				2.13	3.75	3.75	3.75								3.75
Presentation				2.13	3.50	3.75	3.75								3.67
Skating Skills				2.13	4.00	4.00	4.00								4.00
Judges Total Program Component Score (factored)															24.33
Deductions:															0.00

Legend:									
#	Sequence number		GOE	Grade of Execution		Jx	Judges (x=1-9)	Ref.	Referee
x	Credit for highlight distribution, base value multiplied by 1.1								