

CHRIS LAHEY BOKAAL 2025

JUDGES DETAILS PER SKATER

ADVANCED NOVICE B FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)								Total Deductions	
1	Silke MIDDELDORP	KCT	2	35.83	15.85	19.98								0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F+2T		3.10	0.09	1	0									3.19
2	2Lz	F	2.10	-1.05	-5	-5									1.05
3	2Lo+1A+SEQ	F	2.80	-0.85	-5	-5									1.95
4	FCSp1		1.90	0.00	0	0									1.90
5	2Lo	F	1.70	-0.85	-5	-5									0.85
6	2Lz		2.10	0.21	1	1									2.31
7	ChSq1		3.00	-0.50	-1	-1									2.50
8	2F	F	1.80	-0.90	-5	-5									0.90
9	CCoSp1V		1.50	-0.30	-2	-2									1.20
			20.00												15.85
Program Components				Factor											
Composition				2.13	3.50	3.25									3.38
Presentation				2.13	2.75	2.75									2.75
Skating Skills				2.13	3.00	3.50									3.25
Judges Total Program Component Score (factored)															19.98
Deductions:															0.00

Rank	Name		Nation	Starting Number	Total Segment Score		Total Element Score		Total Program Component Score (factored)					Total Deductions	
2	Rebecca BULT		KCG	1	33.66		12.61		21.05					0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S+1Lo+1A+SEQ		2.90	0.00	0	0									2.90
2	FCSpB		1.60	-0.32	-2	-2									1.28
3	2Lo+1Lo		2.20	0.00	0	0									2.20
4	1F		0.50	-0.08	-1	-2									0.42
5	2F<<	<<	0.50	-0.23	-5	-4									0.27
6	ChSq1		3.00	0.25	0	1									3.25
7	2S		1.30	0.00	0	0									1.30
8	1A		1.10	-0.11	-1	-1									0.99
9	CoSp*	*	0.00	0.00	-	-									0.00
			13.10												12.61
Program Components				Factor											
Composition				2.13	3.25	3.00									3.13
Presentation				2.13	3.25	3.25									3.25
Skating Skills				2.13	3.50	3.50									3.50
Judges Total Program Component Score (factored)														21.05	
Deductions:															0.00

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