

OPEN GEWESTELIJK KAMPIOENSCHAP ZUID-HOLLAND 2026

JUDGES DETAILS PER SKATER

ADVANCED NOVICE MEISJES FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Sophie van VLIET	DDD	2	48.21	21.40	26.81	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	3Lo<<	F <<	1.70	-0.85	-5	-5	-5								0.85	
2	2Lz+2T+1A+SEQ		4.50	0.07	0	1	0								4.57	
3	FSSp2V		1.73	-0.12	1	0	-3								1.61	
4	2F+2Lo		3.50	0.00	0	0	0								3.50	
5	2Lz		2.10	0.07	0	1	0								2.17	
6	CCoSp3		3.00	0.20	1	1	0								3.20	
7	2S		1.30	0.00	0	0	0								1.30	
8	ChSq1		3.00	-0.50	-1	-1	-1								2.50	
9	2Lo		1.70	0.00	0	0	0								1.70	
			22.53												21.40	
Program Components				Factor												
Composition				2.13	3.75	4.50	4.50									4.25
Presentation				2.13	3.50	4.25	4.75									4.17
Skating Skills				2.13	3.75	4.50	4.25									4.17
Judges Total Program Component Score (factored)												26.81				

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Fae PRINS	AMA	1	48.15	23.48	24.67	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A		1.10	0.00	0	0	0								1.10	
2	2S+2T		2.60	0.00	0	0	0								2.60	
3	2Lz+2T+2Lo		5.10	0.07	1	0	0								5.17	
4	2F		1.80	0.00	0	0	0								1.80	
5	FSSp3		2.60	0.35	2	1	1								2.95	
6	2F!	!	1.80	-0.24	-2	-1	-1								1.56	
7	2Lz		2.10	0.00	0	0	0								2.10	
8	CCoSp3		3.00	0.20	2	1	-1								3.20	
9	ChSq1		3.00	0.00	0	0	0								3.00	
			23.10												23.48	
Program Components				Factor												
Composition				2.13	4.00	4.00	4.00									4.00
Presentation				2.13	4.00	3.25	3.25									3.50
Skating Skills				2.13	3.75	4.25	4.25									4.08
Judges Total Program Component Score (factored)												24.67				

Deductions:

0.00

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