

**BELLU MEMORIAL 2026 RECREATIONAL  
JUDGES DETAILS PER SKATER  
RECREATIONAL BASIC F6 FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Yevheniia ZALBOLOTNA	UKR	1	14.40	6.41	8.49	-0.50								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lo<+1T	<	0.80	-0.15	-5	-3	-3								0.65
2	1Loq	q	0.50	-0.10	-2	-2	-2								0.40
3	CSpB		1.10	-0.33	-2	-4	-3								0.77
4	1Sq+1T<<	q,<<	0.40	-0.20	-5	-5	-5								0.20
5	1S		0.40	-0.05	-1	-2	-1								0.35
6	ChSq1		3.00	0.17	1	0	0								3.17
7	USpB		1.00	-0.13	0	-1	-3								0.87
			<b>7.20</b>												<b>6.41</b>
Program Components				Factor											
Composition				1.67	2.25	1.75	1.50					1.83			
Presentation				1.67	2.00	1.50	1.25					1.58			
Skating Skills				1.67	2.00	1.50	1.50					1.67			
<b>Judges Total Program Component Score (factored)</b>												<b>8.49</b>			
<b>Deductions:</b>			Time violation	-0.50							<b>-0.50</b>				

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	Iana Elena MIHULESCU	ROU	2	13.36	5.01	8.35	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lz<	<	0.48	-0.22	-5	-4	-5								0.26
2	CoSp		0.00	0.00	-	-	-								0.00
3	1F+1T		0.90	-0.05	-1	0	-2								0.85
4	SSpB		1.10	-0.33	-3	-3	-3								0.77
5	1Lo+T		0.50	-0.13	-3	-2	-3								0.37
6	1Lo		0.50	-0.07	-2	-1	-1								0.43
7	ChSq1		3.00	-0.67	-1	-1	-2								2.33
			<b>6.48</b>												<b>5.01</b>
Program Components				Factor											
Composition				1.67	1.75	1.75	1.75					1.75			
Presentation				1.67	1.75	1.75	1.50					1.67			
Skating Skills				1.67	1.50	1.50	1.75					1.58			
<b>Judges Total Program Component Score (factored)</b>												<b>8.35</b>			
<b>Deductions:</b>										<b>0.00</b>					

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	<<	Downgraded jump	q	Jump landed on the quarter		