

**CRYSTAL SKATE OF ROMANIA RECREATIONAL 2024**  
**JUDGES DETAILS PER SKATER**  
**RECREATIONAL ADVANCED C GIRLS FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)			Total Deductions						
1	Lyara SADAKOVA	BUL	1	29.66	14.22	15.44			0.00						
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo<	F <	1.36	-0.68	-5	-5	-5								0.68
2	2F<+1A+SEQ	<	2.54	-0.29	-2	-2	-2								2.25
3	CCoSp2		2.50	0.25	1	1	1								2.75
4	1A+2T<	<	2.14	-0.22	-2	-2	-2								1.92
5	2Loq	q	1.70	-0.34	-2	-2	-2								1.36
6	ChSq1		3.00	0.17	0	0	1								3.17
7	CSSp1		1.90	0.19	1	1	1								2.09
			<b>15.14</b>												<b>14.22</b>
Program Components				Factor											
Composition				1.67	2.75	3.25	3.00					3.00			
Presentation				1.67	3.00	3.00	3.25					3.08			
Skating Skills				1.67	3.00	3.25	3.25					3.17			
<b>Judges Total Program Component Score (factored)</b>													<b>15.44</b>		
<b>Deductions:</b>										<b>0.00</b>					

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)			Total Deductions						
2	Hristiyana KRASENOVA	BUL	2	19.11	7.42	11.69			0.00						
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	CCoSp1V		1.50	-0.45	-3	-3	-3								1.05
2	1A	F	1.10	-0.55	-5	-5	-5								0.55
3	1F+1Lo		1.00	0.00	0	0	0								1.00
4	ChSq1		3.00	-0.33	-1	-1	0								2.67
5	2S<<	F <<	0.40	-0.20	-5	-5	-5								0.20
6	1F+1T		0.90	0.00	0	0	0								0.90
7	CSSp1V		1.43	-0.38	-4	-2	-2								1.05
			<b>9.33</b>												<b>7.42</b>
Program Components				Factor											
Composition				1.67	2.00	2.50	2.25					2.25			
Presentation				1.67	2.00	2.50	2.50					2.33			
Skating Skills				1.67	2.25	2.75	2.25					2.42			
<b>Judges Total Program Component Score (factored)</b>													<b>11.69</b>		
<b>Deductions:</b>										<b>0.00</b>					

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