

NATIONAL CHAMPIONSHIPS OF NORTH MACEDONIA 2023
JUDGES DETAILS PER SKATER
MLADINKI 1 FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Isidora ISJANOVSKI	MKD	2	32.05	14.30	17.75	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lz		2.10	-0.49	-2	-2	-3								1.61
2	2Lz+2T<	<	3.14	-0.70	-3	-4	-3								2.44
3	1A		1.10	0.00	0	0	0								1.10
4	FCSSp1		1.90	-0.25	0	-2	-2								1.65
5	2Feq	e	1.44	-0.67	-5	-5	-4								0.77
6	2Fe<+2Lo	<	2.78	-0.68	-5	-4	-3								2.10
7	StSq1		1.80	-0.42	-2	-4	-1								1.38
8	2Lo		1.70	-0.45	-3	-3	-2								1.25
9	CCoSp2		2.50	-0.50	0	-4	-2								2.00
			18.46												14.30
Program Components				Factor											
	Composition			2.13	2.75	3.00	2.75								2.83
	Presentation			2.13	2.75	3.00	2.75								2.83
	Skating Skills			2.13	2.50	3.00	2.50								2.67
Judges Total Program Component Score (factored)															17.75

Deductions: **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Ivana DIMESKA	MKD	1	26.18	7.73	18.45	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	0.07	1	1	0								1.17
2	2S<+1T	<	1.44	-0.38	-3	-4	-4								1.06
3	2S		1.30	-0.26	-2	-2	-2								1.04
4	CCoSp		0.00	0.00	-	-	-								0.00
5	1A+1T		1.50	-0.11	-2	-1	0								1.39
6	StSqB		1.50	-0.20	1	-3	-2								1.30
7	2Lo<<	<<	0.50	-0.25	-5	-5	-5								0.25
8	2F<<	<<	0.50	-0.23	-4	-5	-5								0.27
9	FSSpB		1.70	-0.45	-1	-4	-3								1.25
			9.54												7.73
Program Components				Factor											
	Composition			2.13	3.50	3.00	2.75								3.08
	Presentation			2.13	3.25	2.75	2.50								2.83
	Skating Skills			2.13	3.00	2.75	2.50								2.75
Judges Total Program Component Score (factored)															18.45

Deductions: **0.00**

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