

**COUPE D'ASNIERES**  
**JUDGES DETAILS PER SKATER**  
**ADULTE BRONZE FEMME FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Romane BELOT	FRA	2	14.01	5.51	8.50	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	USpB		1.00	-0.27	-4	-2	-2								0.73
2	1Lo		0.50	0.00	0	0	0								0.50
3	1F+1Lo		1.00	x -0.05	-2	0	-1								0.95
4	1Lz!	!	0.60	x -0.08	-2	-1	-1								0.52
5	ChSq1		3.00	-0.50	-3	-1	1								2.50
6	1Lze	e	0.48	x -0.17	-5	-3	-3								0.31
7	SSp		0.00	0.00	-	-	-								0.00
			<b>6.58</b>												<b>5.51</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				2.00	1.00	1.50	1.50					1.33			
Presentation				2.00	1.25	1.75	2.00					1.67			
Skating Skills				2.00	1.00	1.25	1.50					1.25			
<b>Judges Total Program Component Score (factored)</b>															<b>8.50</b>

**Deductions:** 0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Johanna BONNENFANT	FRA	1	11.97	4.47	7.50	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1F		0.50	-0.08	-3	-1	-1								0.42
2	1Lo<	<	0.40	x -0.19	-5	-5	-4								0.21
3	SSp		0.00	0.00	-	-	-								0.00
4	ChSq1		3.00	-1.50	-4	-3	-2								1.50
5	1F+1Lo		1.00	x -0.03	-2	0	0								0.97
6	1S+1T		0.80	x 0.00	0	0	0								0.80
7	USpB		1.00	-0.43	-5	-4	-4								0.57
			<b>6.70</b>												<b>4.47</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				2.00	1.25	1.50	1.50					1.42			
Presentation				2.00	1.00	1.50	1.25					1.25			
Skating Skills				2.00	0.75	1.25	1.25					1.08			
<b>Judges Total Program Component Score (factored)</b>															<b>7.50</b>

**Deductions:** 0.00

<b>Legend:</b>							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
e	Wrong edge	<	Under-rotated jump	<<	Downgraded jump		
x	Credit for highlight distribution, base value multiplied by 1.1			!	Not clear edge	F	Fall