CRYSTAL SKATE OF ROMANIA 2026 RECREATIONAL
JUDGES DETAILS PER SKATER
RECREATIONAL D2 ADVANCED WOMEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Jazmin SIKLODI	ROU	1	22.11	9.86	12.25	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	-0.40	-3	-4	-4	-4	-3						0.70
2	2S		1.30	-0.35	-3	-3	-3	-2	-2						0.95
3	CCoSpB		2.00	-0.13	-2	-1	-1	0	0						1.87
4	1Lz+1A+SEQ	F	1.70	-0.55	-5	-5	-5	-5	-5						1.15
5	2S		1.30	-0.26	-2	-3	-2	-2	-2						1.04
6	ChSq1		3.50	-0.17	-1	0	-2	0	1						3.33
7	1Lo*	*	0.00	0.00	-	-	-	-	-						0.00
8	SSpB		1.30	-0.48	-5	0	-5	-3	-3						0.82
			12.20												**9.86**
	Program Components			**Factor**											
	Composition			1.67	2.50	2.50	2.00	2.50	2.50						2.50
	Presentation			1.67	2.25	2.25	1.75	2.25	2.25						2.25
	Skating Skills			1.67	2.75	2.75	2.25	2.75	2.25						2.58
	Judges Total Program Component Score (factored)														**12.25**

Deductions:	0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Ruxandra MOVANU	ROU	2	19.74	6.93	12.81	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	A		0.00	0.00	-	-	-	-	-						0.00
2	1Lze+1Lo	e	0.98	-0.15	-4	-4	-3	-2	-2						0.83
3	ChSq1		3.50	0.00	-1	0	0	0	1						3.50
4	1F+1Lo		1.00	-0.05	-2	-2	0	-1	0						0.95
5	SSp	F	0.00	0.00	-	-	-	-	-						0.00
6	1Lz!	!	0.60	-0.16	-3	-3	-3	-2	-1						0.44
7	CoSpBV		1.35	-0.14	-1	-1	-2	-1	1						1.21
			7.43												**6.93**
	Program Components			**Factor**											
	Composition			1.67	2.75	2.50	2.25	2.75	3.00						2.67
	Presentation			1.67	3.00	2.75	2.75	3.00	3.25						2.92
	Skating Skills			1.67	1.50	2.25	1.75	2.25	2.75						2.08
	Judges Total Program Component Score (factored)														**12.81**

Deductions:	0.00

Legend:

#	Sequence number	**GOE**	Grade of Execution	**Jx**	Judges (x=1-9)	**Ref.**	Referee
*	Invalid element	**e**	Wrong edge	**!**	Not clear edge	**F**	Fall

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