

SAISA STATE CHAMPIONSHIPS AND SPRING CUP 2026

JUDGES DETAILS PER SKATER

ELEMENTARY GIRLS FREE SKATING

Rank	Name			Nation			Starting Number		Total Segment Score		Total Element Score		Total Program Component Score (factored)		Total Deductions	
1	Piper CALABRESE			SA			1		20.57		6.89		13.68		0.00	
#	Executed Elements		Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2T<		<	1.04	-0.31	-5	-2	-3	-2							0.73
2	2S<<+1A		<<	1.50	-0.36	-4	-3	-3	-3							1.14
3	2F<<+1Lo		<<	1.00	-0.18	-4	-3	-4	-3							0.82
4	SSp1			1.60	0.12	0	1	1	1							1.72
5	2Lze<	F	e,<	1.26	-0.63	-5	-5	-5	-5							0.63
6	StSq			0.00	0.00	-	-	-	-							0.00
7	CCoSpB			2.00	-0.15	-1	-2	0	0							1.85
				8.40												6.89
Program Components					Factor											
Composition					1.67	2.75	2.50	2.75	3.00							2.75
Presentation					1.67	3.00	2.25	2.25	2.75							2.56
Skating Skills					1.67	2.75	2.75	2.75	3.25							2.88
Judges Total Program Component Score (factored)																13.68
Deductions:																0.00

Rank	Name			Nation			Starting Number		Total Segment Score		Total Element Score		Total Program Component Score (factored)		Total Deductions	
2	Elise FELICIANO			SA			2		14.11		3.87		10.24		0.00	
#	Executed Elements		Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A<<		<<	0.00	0.00	-	-	-	-							0.00
2	1Lz!+1A<<		!,<<	0.60	-0.26	-5	-3	-5	-4							0.34
3	CCoSpBV			1.50	-0.04	0	1	-1	-1							1.46
4	StSq			0.00	0.00	-	-	-	-							0.00
5	SSpB			1.30	-0.42	-4	-2	-3	-4							0.88
6	1Lo+1Lo			1.00	-0.01	0	0	0	-1							0.99
7	2S<<	F	<<	0.40	-0.20	-5	-5	-5	-5							0.20
				4.80												3.87
Program Components					Factor											
Composition					1.67	2.00	2.00	2.00	2.00							2.00
Presentation					1.67	2.00	2.00	2.00	2.00							2.00
Skating Skills					1.67	2.00	2.25	2.25	2.00							2.13
Judges Total Program Component Score (factored)																10.24
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	!	Not clear edge
F	Fall						