

Couple Dance Junior Intermediate

FINAL RESULT

Pl.	Name	Club	Points	CD	FD
1	VALERI ALEJANDRA GALINDO REYES MANUEL SANCHEZ	DEPORTIVO RUEDAS MAGICAS DE FUNZA	52.40	1	1



Couple Dance Junior Intermediate - Free Dance

RESULTS DETAILS

Pl.	Name	Club	TES	PCS	DED	Total
1	VALERI ALEJANDRA GALINDO REYES MANUEL SANCHEZ	DEPORTIVO RUEDAS MAGICAS DE FUNZA	21.40	9.00	0.0	30.40

Event Manager WS BELEN VEGA  
 Specialist WS NOEL SALAZAR  
 Controllor WS MARIA CARVAJAL  
 Judge 1 ARG MAURO BUSTAMANTE  
 Judge 3 PAR ADA AMARILLA

Data Operator WS BELEN VEGA  
 Referee WS MAURO BUSTAMANTE  
 Judge 2 URU EDUARDO HIERRO  
 Judge 4 COL NATALY ANTOLINES



Couple Dance Junior Intermediate - Free Dance

JUDGES DETAILS PER SKATER

Rank	Name	Total Element score	Total Component score (factored)	Total Deductions	Total Segment score
1	VALERI ALEJANDRA GALINDO REYES - MANUEL SANCHEZ	21.40	9.00	0.00	30.40

  

# Executed Element	Info	Base Value	QOE	J1	J2	J3	J4	Scores of Panel
1	Dance Step CISqB Cluster Sequence	3.00	-0.60	-2	-2	-2	-1	2.40
2	Dance Step HoB Hold Sequence	4.50	-0.80	-2	-2	-2	-2	3.70
3	Lift RtLi3 Dance Lift Rotational	4.50	-0.30	-1	-1	-2	-1	4.20
4	Dance Travelling Tr2 Traveling	4.50	-0.80	-2	-2	-2	-1	3.70
5	Lift ChoLif1 Choreographic Lift	2.00	-0.20	-1	-1	-1	0	1.80
6	Dance Sequence OPF1 One Partner Footwork Sequence	3.50	-0.30	-1	-1	-2	-1	3.20
7	Lift CiiLi1 Dance Lift Combo	3.00	-0.60	-2	-2	-2	-1	2.40
		<b>25.00</b>						<b>21.40</b>
Program Components		Factor						
Skating Skills		1		2.25	2.25	2.25	2.25	2.25
Transitions/Linking Footwork/Movement		1		2.00	2.00	2.00	2.00	2.00
Performance/Execution		1		2.25	2.25	2.25	2.25	2.25
Choreography/Composition		1		2.50	2.50	2.25	2.50	2.50
<b>Judges Total Program Component Score (factored)</b>								<b>9.00</b>
<b>Deductions</b>		0.00						

Event Manager	WS	BELEN VEGA	Referee	WS	MAURO BUSTAMANTE
Specialist	WS	NOEL SALAZAR	Judge 1	ARG	MAURO BUSTAMANTE
Data Operator	WS	BELEN VEGA	Judge 2	URU	EDUARDO HIERRO
Controller	WS	MARIA CARVAJAL	Judge 3	PAR	ADA AMARILLA
			Judge 4	COL	NATALY ANTOLINES