

MONTALIN CUP
JUDGES DETAILS PER SKATER
BRONZE KNABEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions		
1	Justin WENAWESER	MIT	2	31.29	12.79	19.50							-1.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A		1.10	0.11	1	1	1								1.21
2	2Lo		1.70	0.17	1	1	1								1.87
3	2Lz+1Lo		2.60	-0.21	-1	-1	-1								2.39
4	CSSp2		2.30	0.23	2	1	0								2.53
5	2S<<+SEQ+1A*	F	0.40	-0.20	-5	-5	-5								0.20
6	StSq1		1.80	0.12	0	1	1								1.92
7	CCoSp2		2.50	0.17	0	1	1								2.67
			12.40												12.79
Program Components				Factor											
Composition				2.00	2.75	3.50	3.25					3.17			
Presentation				2.00	3.25	3.25	3.50					3.33			
Skating Skills				2.00	3.25	3.50	3.00					3.25			
Judges Total Program Component Score (factored)													19.50		
Deductions:		Falls		-1.00		(2)								-1.00	

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions		
2	Naoki STEFFENS	DUB	1	31.10	12.92	18.18							0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+2Tq	q	2.40	-0.26	-2	-1	-3								2.14
2	2S		1.30	0.00	0	0	0								1.30
3	CSSp1		1.90	0.06	1	0	0								1.96
4	1Lz		0.60	0.00	0	0	0								0.60
5	StSq1		1.80	0.00	0	1	-1								1.80
6	2S		1.30	0.04	0	0	1								1.34
7	1A+2Lo<<	<<	1.60	-0.40	-4	-3	-4								1.20
8	CCoSp2		2.50	0.08	1	1	-1								2.58
			13.40												12.92
Program Components				Factor											
Composition				2.00	3.25	3.50	3.00					3.25			
Presentation				2.00	3.00	3.25	2.50					2.92			
Skating Skills				2.00	2.75	3.25	2.75					2.92			
Judges Total Program Component Score (factored)													18.18		
Deductions:		0.00													

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	F	Fall
x	Credit for highlight distribution, base value multiplied by 1.1			REP	Jump repetition		
q	Jump landed on the quarter						