

DREITANNEN-CUP 25

JUDGES DETAILS PER SKATER

INTERBRONZE KNABEN FREE SKATING

Rank	Name			Nation	Starting Number			Total Segment Score		Total Element Score		Total Program Component Score (factored)			Total Deductions				
1	Sky UEBELHART			BAS	2			19.32		8.64		10.68			0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel				
1	SSpB		1.10	0.07	1	1	0								1.17				
2	2S<+1T	<	1.44	-0.35	-3	-4	-3								1.09				
3	1A+1Lo		1.60	0.00	0	0	0								1.60				
4	2S<	F <	1.04	-0.52	-5	-5	-5								0.52				
5	ChSqB		1.00	0.03	1	0	0								1.03				
6	1A		1.10	-0.04	0	-1	0								1.06				
7	2T<<	<<	0.40	-0.16	-4	-4	-4								0.24				
8	CCoSpB		1.70	0.23	2	1	1								1.93				
			9.38													8.64			
Program Components				Factor															
Presentation				2.00	2.50	3.00	2.50											2.67	
Skating Skills				2.00	2.75	2.75	2.50											2.67	
Judges Total Program Component Score (factored)																10.68			
Deductions:																0.00			

Rank	Name	Nation			Starting Number			Total Segment Score		Total Element Score		Total Program Component Score (factored)				Total Deductions			
2	Leonas WOLF	BAS			1			18.40		8.40		10.00				0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel				
1	1A+2Lo<	<	2.46	-0.50	-5	-3	-3								1.96				
2	1F		0.50	0.00	0	0	0								0.50				
3	ChSqB		1.00	-0.07	-1	-1	0								0.93				
4	1A		1.10	0.00	0	0	0								1.10				
5	SSpB		1.10	0.15	2	1	1								1.25				
6	2Lo<	F <	1.36	-0.68	-5	-5	-5								0.68				
7	2Lz<<+COMBO+1T*	<<,*	0.60	-0.26	-5	-4	-4								0.34				
8	CCoSpB		1.70	-0.06	1	-1	-1								1.64				
			9.82													8.40			
Program Components				Factor															
Presentation				2.00	2.50	2.50	2.50											2.50	
Skating Skills				2.00	2.50	2.50	2.50											2.50	
Judges Total Program Component Score (factored)																10.00			
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