

21. EULACH-CUP

JUDGES DETAILS PER SKATER

SIS ADVANCED NOVICE U16 KNABEN SHORT PROGRAM

Rank	Name				Nation		Starting Number		Total Segment Score		Total Element Score		Total Program Component Score (factored)		Total Deductions			
1	Vendel CZIPRIAN				LUZ		2		28.07		13.97		14.10		0.00			
#	Executed Elements		Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel	
1	2Ab		b	3.30	0.11	1	0	0	1	0					1.00		4.41	
2	2F+1Lo*		*	1.80	-0.90	-5	-5	-5	-5	-5							0.90	
3	3S<		F <	3.44	-1.72	-5	-5	-5	-5	-5							1.72	
4	CCoSp3			3.00	0.10	1	1	0	0	0							3.10	
5	StSq1			1.80	0.06	1	-1	0	0	1							1.86	
6	CSp2			1.80	0.18	0	2	1	1	1							1.98	
				15.14													13.97	
Program Components					Factor													
Composition					1.20	3.75	3.75	4.00	4.00	3.75								3.83
Presentation					1.20	3.75	3.50	4.25	4.00	4.00								3.92
Skating Skills					1.20	4.00	4.00	4.00	3.75	4.00								4.00
Judges Total Program Component Score (factored)																	14.10	
Deductions:																	0.00	

Rank	Name				Nation		Starting Number		Total Segment Score		Total Element Score		Total Program Component Score (factored)		Total Deductions			
2	Riccardo ARNABOLDI				CIA		1		25.32		11.92		13.40		0.00			
#	Executed Elements		Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel	
1	2Lz!+2Lo		!	3.80	-0.21	-1	-1	-2	-1	-1							3.59	
2	2Aqb		q,b	3.30	-0.66	-2	-2	-4	-2	-2					1.00		3.64	
3	CCoSp3			3.00	-0.70	1	-2	-3	-3	-2							2.30	
4	3T<<		F <<	1.30	-0.65	-5	-5	-5	-5	-5							0.65	
5	StSq1			1.80	-0.06	1	-4	0	-1	0							1.74	
6	SSpB*		*	0.00	0.00	-	-	-	-	-							0.00	
				13.20													11.92	
Program Components					Factor													
Composition					1.20	4.00	4.00	4.25	3.50	3.50								3.83
Presentation					1.20	3.50	3.50	4.00	3.50	3.75								3.58
Skating Skills					1.20	3.75	3.75	3.75	3.50	3.75								3.75
Judges Total Program Component Score (factored)																	13.40	
Deductions:																	0.00	

Legend:						
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref. Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	! Not clear edge
F	Fall	q	Jump landed on the quarter	b	Bonus Point for jump added to the element score	