

JUDGES DETAILS PER SKATER

PRE NOVICE JUNGEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Maxim HAGE	HES	2	49.91	21.30	28.61	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A		1.10	0.15	2	1	1								1.25
2	2Lz+2T		3.40	0.00	0	0	0								3.40
3	2F		1.80	0.18	1	1	1								1.98
4	FCSSp1		1.90	0.00	0	0	0								1.90
5	2F		1.80	0.12	1	0	1								1.92
6	2S+2Lo+1A+SEQ		4.10	0.06	0	1	0								4.16
7	ChSq1		3.00	0.00	0	0	0								3.00
8	2Lzeq	e	1.68	-0.39	-3	-2	-2								1.29
9	CCoSp3V		2.25	0.15	1	1	0								2.40
			21.03												21.30
Program Components			Factor												
Composition			2.40	4.00	4.00	4.00							4.00		
Presentation			2.40	4.00	4.00	4.00							4.00		
Skating Skills			2.40	3.75	3.75	4.25							3.92		
Judges Total Program Component Score (factored)												28.61			
Deductions:														0.00	

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	Felix ZENG	HES	1	48.68	18.96	30.22	-0.50								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F+2T<<+1A+SEQ	<<	3.30	-0.42	-3	-2	-2								2.88
2	2Lo		1.70	0.11	1	1	0								1.81
3	FSSp	F	0.00	0.00	-	-	-								0.00
4	2Lz+2T<<	<<	2.50	-0.49	-3	-2	-2								2.01
5	2F		1.80	0.24	2	1	1								2.04
6	2Lz		2.10	0.28	1	2	1								2.38
7	ChSq1		3.00	0.33	2	0	0								3.33
8	2Lo		1.70	0.06	1	0	0								1.76
9	CCoSp2		2.50	0.25	1	1	1								2.75
			18.60												18.96
Program Components			Factor												
Composition			2.40	4.25	4.25	4.00							4.17		
Presentation			2.40	4.00	4.25	4.25							4.17		
Skating Skills			2.40	4.50	4.25	4.00							4.25		
Judges Total Program Component Score (factored)												30.22			
Deductions:							Falls							-0.50 (1)	
														-0.50	

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	e	Wrong edge	<	Under-rotated jump	<<	Downgraded jump
x	Credit for highlight distribution, base value multiplied by 1.1			!	Not clear edge	F	Fall
q	Jump landed on the quarter						