

JUDGES DETAILS PER SKATER

YOUNG ADULT HERREN KÜR

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Nikolas FABRY	NRW	2	42.70	16.89	26.81	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	CCoSp3		3.00	0.50	2	2	1								3.50		
2	2F+1Eu+2S		3.60	-0.06	1	-1	-1								3.54		
3	StSq1		1.80	0.24	1	2	1								2.04		
4	2Lz		2.10	-0.49	-2	-2	-3								1.61		
5	2A<<	F	1.10	-0.55	-5	-5	-5								0.55		
6	2F	F	1.80	-0.90	-5	-5	-5								0.90		
7	2Loq	q	1.70	-0.34	-2	-2	-2								1.36		
8	2Lze+1T	e	2.08	-0.39	-2	-2	-3								1.69		
9	FSSpB		1.70	0.00	0	1	-1								1.70		
			18.88												16.89		
Program Components				Factor													
Composition				2.40	3.75	4.50	3.50										
Presentation				2.40	4.00	3.75	3.00										
Skating Skills				2.40	3.75	3.75	3.50										
Judges Total Program Component Score (factored)															26.81		

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	Jonah Gabriel FRANTZEN	NED	1	38.74	16.13	22.61	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	2F+1T		2.20	0.18	1	1	1								2.38		
2	1A		1.10	0.07	1	1	0								1.17		
3	2Lo+2Lo<<	<<	2.20	-0.51	-3	-3	-3								1.69		
4	FCSpB		1.60	0.00	1	0	-1								1.60		
5	2Lz		2.10	0.00	0	1	-1								2.10		
6	StSq1		1.80	-0.06	0	0	-1								1.74		
7	2S		1.30	-0.26	-2	-2	-2								1.04		
8	2F		1.80	-0.06	0	0	-1								1.74		
9	CCoSp2		2.50	0.17	1	1	0								2.67		
			16.60												16.13		
Program Components				Factor													
Composition				2.40	3.25	4.00	3.00										
Presentation				2.40	3.50	2.50	1.75										
Skating Skills				2.40	3.50	3.50	3.25										
Judges Total Program Component Score (factored)															22.61		

Deductions: **0.00**

Legend:		GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
#	Sequence number						
e	Wrong edge	<<	Downgraded jump	F	Fall	q	Jump landed on the quarter