

JUDGES DETAILS PER SKATER

YOUNG ADULT HERREN DEU FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Nikolas FABRY	NRW	1	30.00	18.41	11.59	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	3S<<	<<	1.30	-0.43	-3	-3	-4								0.87	
2	CCoSp3V		2.25	0.15	1	1	0								2.40	
3	ChSq1		3.00	0.50	2	1	0								3.50	
4	2F		1.80	-0.36	-2	-2	-2								1.44	
5	1A		1.10	0.00	0	0	0								1.10	
6	2Lo+1Eu+2S		3.50	0.00	0	0	0								3.50	
7	2Lo		1.70	0.06	1	0	0								1.76	
8	2Lz!	!	2.10	-0.56	-3	-2	-3								1.54	
9	FSSp2		2.30	0.00	1	0	-1								2.30	
			19.05													18.41
Program Components				Factor												
Composition				1.00	4.50	3.50	3.25					3.75				
Presentation				1.00	4.50	4.00	3.25					3.92				
Skating Skills				1.00	4.50	3.75	3.50					3.92				
Judges Total Program Component Score (factored)												11.59				

Deductions: **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Jim SIMON	HAM	2	23.50	14.50	10.00	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2S+2T<	<	2.34	-0.26	-2	-2	-2								2.08	
2	1A		1.10	0.11	1	1	1								1.21	
3	2F	F	1.80	-0.90	-5	-5	-5								0.90	
4	FCSpB		1.60	-0.16	-1	-1	-1								1.44	
5	ChSq1		3.00	0.50	1	1	1								3.50	
6	2F		1.80	0.06	0	1	0								1.86	
7	1A+1Eu+2S		2.90	-0.04	-1	0	0								2.86	
8	2T	F	1.30	-0.65	-5	-5	-5								0.65	
9	CoSp*	*	0.00	0.00	-	-	-								0.00	
			15.84													14.50
Program Components				Factor												
Composition				1.00	3.50	3.50	3.25					3.42				
Presentation				1.00	3.25	3.25	3.25					3.25				
Skating Skills				1.00	3.50	3.25	3.25					3.33				
Judges Total Program Component Score (factored)												10.00				

Deductions: Falls -1.00 (2) **-1.00**

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						