

2023_12_COUPE_VITRY

JUDGES DETAILS PER SKATER

R3 A POU/BEN SERIE 1 HOMME FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Maxime SPITSYN	FRA	1	12.35	6.22	6.13	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lo		0.50	0.00	0	0	0								0.50
2	1S<<+1Lo	<<	1.00 x	-0.20	-5	-4	-3								0.80
3	CoSp		0.00	0.00	-	-	-								0.00
4	StSqB		1.50	-0.20	-3	0	-1								1.30
5	1F+1Lo<<	<<	1.00 x	-0.20	-5	-4	-3								0.80
6	USpB		1.00	-0.03	-1	0	0								0.97
7	StSqB		1.50	-0.45	-3	-3	-3								1.05
8	1S+1T*	*	0.80 x	0.00	0	0	0								0.80
			7.30												6.22
Program Components				Factor											
Composition				1.50	1.00	1.25	1.75								1.33
Presentation				1.50	1.00	1.75	1.75								1.50
Skating Skills				1.50	0.75	1.25	1.75								1.25
Judges Total Program Component Score (factored)															6.13

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Aurele CARFAGNINI WEHRLIN	FRA	2	11.24	6.34	5.40	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1S+1Lo<	<	0.80	-0.15	-5	-3	-3								0.65
2	CoSp		0.00	0.00	-	-	-								0.00
3	1F		1.00 x	-0.12	-3	-1	-3								0.88
4	StSqB		1.50	-0.10	-2	0	0								1.40
5	1F<+COMBO+1T<<*	*	0.80 x	-0.17	-5	-4	-4								0.63
6	StSqB	F	1.50	-0.75	-5	-5	-5								0.75
7	1Lo		1.00 x	0.00	0	0	0								1.00
8	SSpB		1.10	-0.07	-1	0	-1								1.03
			7.70												6.34
Program Components				Factor											
Composition				1.50	0.25	1.50	1.75								1.17
Presentation				1.50	0.25	1.75	1.75								1.25
Skating Skills				1.50	0.50	1.50	1.50								1.17
Judges Total Program Component Score (factored)															5.40

Deductions: Falls

-0.50 (1)

-0.50

Legend:

#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump		
x	Credit for highlight distribution, base value multiplied by 1.1			F	Fall		