

TOURNOI FEDERAL DE GARGES LES GONESSE
JUDGES DETAILS PER SKATER
R2 POUSSIN-BENJAMIN HOMME FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Aurele CARFAGNINI WEHRLLEN	FRA	2	19.19	8.20	10.99	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1S+1Lo		0.90	0.00	0	0	0								0.90	
2	1A+1T		1.50	0.04	1	0	0								1.54	
3	1Lz!	!	0.60	-0.08	-1	-1	-2								0.52	
4	CCoSpBV		1.28	-0.13	-1	-1	-1								1.15	
5	StSqB		1.50	-0.25	-1	-1	-3								1.25	
6	1A		1.10	x 0.07	1	0	1								1.17	
7	1F		0.50	x 0.00	0	0	0								0.50	
8	SSpB		1.10	0.07	1	0	1								1.17	
			8.48												8.20	
Program Components				Factor												
Composition				1.67	2.25	2.00	2.50									2.25
Presentation				1.67	2.00	2.00	2.25									2.08
Skating Skills				1.67	2.25	2.00	2.50									2.25
Judges Total Program Component Score (factored)														10.99		

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Maxime RAIZONVILLE	FRA	1	14.14	5.36	8.78	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	1F+1T		0.90	-0.02	0	0	-1								0.88	
3	CCoSp	F	0.00	0.00	-	-	-								0.00	
4	StSq	F	0.00	0.00	-	-	-								0.00	
5	1A		1.10	x 0.04	1	0	0								1.14	
6	1Lz!+1A+SEQ	!	1.70	x -0.18	-1	-1	-3								1.52	
7	1S		0.40	x 0.00	0	0	0								0.40	
8	SSpB		1.10	-0.18	-3	-2	0								0.92	
			5.70												5.36	
Program Components				Factor												
Composition				1.67	2.00	2.00	1.75									1.92
Presentation				1.67	1.75	1.75	2.00									1.83
Skating Skills				1.67	1.25	1.50	1.75									1.50
Judges Total Program Component Score (factored)														8.78		

Deductions:

0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
x	Credit for highlight distribution, base value multiplied by 1.1			!	Not clear edge	F	Fall