

# JUDGES DETAILS PER SKATER

## D3 NOVICE HOMME FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Jeson PLOURDEAU	FRA	1	26.80	11.64	15.16	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+2T<	<	2.14	-0.29	-2	-2	-3	-3	-3						1.85
2	2Lo		1.70	-0.17	-1	-1	-1	-1	-3						1.53
3	2T		1.30	0.04	1	0	1	0	0						1.34
4	CCoSpBV		1.28	0.00	0	0	0	1	-2						1.28
5	2S+1A+SEQ		2.40	x 0.04	0	1	0	0	1						2.44
6	StSqB		1.50	0.00	0	0	-2	0	0						1.50
7	1Lz		0.60	x 0.00	0	0	0	0	0						0.60
8	SSpB		1.10	0.00	0	0	0	0	0						1.10
			<b>12.02</b>												<b>11.64</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				1.67	3.00	2.50	3.00	3.25	3.50						3.08
Presentation				1.67	2.75	2.50	2.75	3.25	3.00						2.83
Skating Skills				1.67	3.25	3.00	3.25	3.50	3.00						3.17
<b>Judges Total Program Component Score (factored)</b>														<b>15.16</b>	

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Timoti GUILLAUME	FRA	2	22.19	10.36	11.83	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+1A+SEQ		2.20	0.00	0	0	0	0	-1						2.20
2	StSq1		1.80	-0.30	-2	-3	-1	-1	-2						1.50
3	2S		1.30	-0.04	0	0	-1	0	-1						1.26
4	1F+1Lo		1.00	x 0.00	0	0	0	0	-1						1.00
5	CCoSp1		2.00	-0.47	-2	-2	-2	-3	-4						1.53
6	1Lz		0.60	x 0.00	0	0	0	0	0						0.60
7	2S		1.30	x -0.13	-1	-1	-1	-1	-1						1.17
8	SSpB		1.10	0.00	0	0	1	0	0						1.10
			<b>11.30</b>												<b>10.36</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				1.67	2.50	1.50	2.50	2.75	2.50						2.50
Presentation				1.67	2.25	1.50	2.50	2.75	2.00						2.25
Skating Skills				1.67	2.25	2.00	2.75	3.00	2.00						2.33
<b>Judges Total Program Component Score (factored)</b>														<b>11.83</b>	

Deductions:

0.00

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