

LAKES TROPHY 2026
JUDGES DETAILS PER SKATER
NOVICES 1 MEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Timoti GUILLAUME	FRA	1	22.96	10.30	12.66	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S		1.30	-0.04	0	0	0	-1	-1						1.26
2	2S		1.30	-0.04	0	0	0	-1	-1						1.26
3	1Lz+1Lo		1.10	-0.02	0	0	0	-1	-1						1.08
4	CCoSp1		2.00	-0.20	-1	0	-1	-1	-3						1.80
5	2T<<	<<	0.40	-0.16	-3	-4	-4	-4	-5						0.24
6	CUSpB		1.50	-0.20	-2	-1	-1	-1	-3						1.30
7	1A+1A+SEQ		2.20	-0.04	0	-1	0	-1	0						2.16
8	StSq1		1.80	-0.60	-3	-3	-3	-4	-5						1.20
			11.60												10.30
Program Components				Factor											
	Composition			2.00	2.00	2.50	2.25	2.00	1.00						2.08
	Presentation			2.00	1.75	2.25	2.25	2.00	1.00						2.00
	Skating Skills			2.00	2.00	2.50	2.25	2.50	1.00						2.25
Judges Total Program Component Score (factored)															12.66

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Naim YEKHLEF	FRA	2	20.06	7.74	12.32	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	SSpB		1.10	0.07	0	1	1	0	1						1.17
2	2S	F	1.30	-0.65	-5	-5	-5	-5	-5						0.65
3	CCoSpBV		1.28	-0.13	-1	-1	-1	-1	-3						1.15
4	2T		1.30	-0.30	-4	-2	-3	-2	-2						1.00
5	StSq1		1.80	-0.42	-2	-2	-3	-2	-3						1.38
6	2T+COMBO+1T*	*	1.30	-0.39	-4	-3	-3	-3	-3						0.91
7	1Fe+1Lo	e	0.90	-0.12	-2	-2	-2	-3	-3						0.78
8	1A		1.10	-0.40	-4	-3	-3	-4	-4						0.70
			10.08												7.74
Program Components				Factor											
	Composition			2.00	2.00	2.00	2.00	2.75	1.50						2.00
	Presentation			2.00	2.25	2.00	2.00	2.50	1.50						2.08
	Skating Skills			2.00	2.25	2.00	2.00	2.25	2.00						2.08
Judges Total Program Component Score (factored)															12.32

Deductions:

0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	e	Wrong edge	<<	Downgraded jump	F	Fall