JUDGES DETAILS PER SKATER

JUGEND 5 ADVANCED NOVICE KNABEN FREE SKATING

Rank	Name		Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Aaron GRILJ		AUT	2	52.03	22.63	29.40	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9		Ref.	Scores of Panel
1	2Lz+2Tq+1A+SEQ	q	4.50	-0.35	-1	-2	-2									4.15
2	FSSp3		2.60	0.17	0	1	1									2.77
3	2F		1.80	0.12	0	2	0									1.92
4	2Lo		1.70	-0.34	-2	-2	-2									1.36
5	2S+2Lo<	<	2.66	-0.27	-2	-2	-2									2.39
6	2Lz		2.10	0.14	1	1	0									2.24
7	ChSq1		3.00	0.00	0	0	0									3.00
8	2F		1.80	0.00	0	0	0									1.80
9	CCoSp3		3.00	0.00	0	0	0									3.00
			23.16													22.63

Program Components	Factor										
Composition	2.40	4.25	4.25	4.00							4.17
Presentation	2.40	4.25	4.25	3.50							4.00
Skating Skills	2.40	4.50	4.00	3.75							4.08
Judges Total Program Component Score (factored)											29.40

Deductions:		0.00

Rank	Name		Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Daniil SLOVESNOV		AUT	1	47.79	22.40	25.39	0.00

#	Executed Elements	Info		Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel
1	2F+2T+1A+SEQ			4.20	-0.06	0	0	-1									4.14
2	2A<	F	<	2.64	-1.32	-5	-5	-5									1.32
3	2Lz!		!	2.10	-0.21	-1	-1	-1									1.89
4	2F+2T			3.10	-0.06	-1	0	0									3.04
5	CCoSp3V			2.25	-0.08	0	-1	0									2.17
6	2Aqb		q,b	3.30	-0.88	-2	-3	-3							1.00		3.42
7	2Lz!		!	2.10	-0.35	-1	-2	-2									1.75
8	FCSSp2V			1.73	-0.06	0	0	-1									1.67
9	ChSq1			3.00	0.00	0	0	0									3.00
				24.42													22.40

Program Components	Factor										
Composition	2.40	3.75	3.50	3.25							3.50
Presentation	2.40	3.50	3.50	3.00							3.33
Skating Skills	2.40	4.00	3.75	3.50							3.75
Judges Total Program Component Score (factored)											25.39

Deductions:		0.00

Legend:								
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee	
<	Under-rotated jump	!	Not clear edge	F	Fall	q	Jump landed on the quarter	
b	Bonus Point for jump added to the element score							