

LENTIA CUP 2023

JUDGES DETAILS PER SKATER

JUGEND 4 INTERMEDIATE NOVICE KNABEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Jonathan ASCHL	AUT	1	42.05	19.07	22.98	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lz		2.10	0.00	0	0	0	-1	0						2.10
2	2T		1.30	0.00	0	0	0	0	0						1.30
3	2F+1A+SEQ		2.90	0.00	0	-1	0	0	0						2.90
4	CCoSp2		2.50	0.17	0	1	1	1	0						2.67
5	2F+2Loq	q	3.50	-0.36	-2	-2	-2	-3	-2						3.14
6	ChSq1		3.00	0.17	1	-1	2	0	0						3.17
7	2S		1.30	-0.04	0	-1	0	-1	0						1.26
8	CSSp2		2.30	0.23	1	1	1	1	0						2.53
			18.90												19.07
Program Components				Factor											
Composition				2.00	4.25	4.00	4.00	3.25	3.50						3.83
Presentation				2.00	4.00	4.25	3.75	3.50	3.75						3.83
Skating Skills				2.00	3.75	4.00	4.00	3.25	3.75						3.83
Judges Total Program Component Score (factored)															22.98

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Leo RUIS	AUT	2	35.53	15.21	20.32	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Fq+1A+SEQ	q	2.90	-0.36	-2	-2	-1	-2	-2						2.54
2	2Lo<	<	1.36	-0.36	-2	-2	-3	-3	-3						1.00
3	CSSp2		2.30	0.00	0	0	1	0	0						2.30
4			0.00	0.00	-	-	-	-	-						0.00
5	1A		1.10	0.00	0	0	0	0	0						1.10
6	2Lz<<+2T<	<<	1.64	-0.49	-5	-4	-5	-5	-4						1.15
7	2F!	!	1.80	-0.18	-1	-1	0	-1	-2						1.62
8			0.00	0.00	-	-	-	-	-						0.00
9	CCoSp2		2.50	0.00	0	0	0	0	0						2.50
10	ChSq1		3.00	0.00	0	0	0	-2	0						3.00
			16.60												15.21
Program Components				Factor											
Composition				2.00	3.50	3.75	3.25	3.00	3.25						3.33
Presentation				2.00	3.50	3.50	3.00	3.00	3.50						3.33
Skating Skills				2.00	3.50	3.50	3.50	3.00	3.75						3.50
Judges Total Program Component Score (factored)															20.32

Deductions:

0.00

Legend:		GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
#	Sequence number	<	Under-rotated jump	!	Not clear edge	q	Jump landed on the quarter