

BEKER VAN HEIST + BELGISCH CRITERIUM 2025

JUDGES DETAILS PER SKATER

BASIC NOVICE B BOYS FREE SKATING

Rank	Name		Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions	
1	Axel HENDRICKX		ASW	2	24.87	11.28	13.59							0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A	F	1.10	-0.03	0	0	0	-1							1.07
2	1Lz+1A+SEQ		1.70	0.00	0	0	0	0							1.70
3	2S		1.30	-0.13	-1	-1	-1	-1							1.17
4	SSpB		1.10	0.00	0	0	0	0							1.10
5	StSq2		2.60	0.00	0	0	0	0							2.60
6	1F+1T		0.90	-0.03	-1	0	-1	0							0.87
7	2S		1.30	-0.65	-5	-5	-5	-5							0.65
8	CCoSp2		2.50	-0.38	-3	-2	0	-1							2.12
			12.50												11.28
Program Components			Factor												
Composition			1.67	2.75	2.75	2.75	3.25								2.88
Presentation			1.67	2.75	2.50	2.50	2.75								2.63
Skating Skills			1.67	2.75	2.50	2.50	2.75								2.63
Judges Total Program Component Score (factored)															13.59
Deductions:															0.00

Rank	Name		Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions	
2	Jules SANDERS		KHM	1	20.46	9.28	11.18							0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A		1.10	-0.11	-1	-1	-1	-1							0.99
2	2S		1.30	-0.49	-4	-4	-4	-3							0.81
3	2S+1Lo		1.80	-0.36	-2	-3	-3	-3							1.44
4	CCoSp1		2.00	-0.45	-2	-2	-2	-3							1.55
5	StSq1		1.80	-0.27	-1	-2	-2	-1							1.53
6	1A		1.10	-0.08	0	-1	-1	-1							1.02
7	1F+1T		0.90	-0.03	0	0	-1	-1							0.87
8	SSpB		1.10	-0.03	-1	0	0	0							1.07
			11.10												9.28
Program Components			Factor												
Composition			1.67	2.75	2.00	1.75	2.75								2.31
Presentation			1.67	2.50	1.75	1.75	2.50								2.13
Skating Skills			1.67	2.50	2.25	2.00	2.25								2.25
Judges Total Program Component Score (factored)															11.18
Deductions:															0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
F	Fall						