

VLAAMS KAMPPIOENSCHAP

JUDGES DETAILS PER SKATER

ADVANCED NOVICE BOYS SHORT PROGRAM

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions						
1	Mohammed AAMARA	KHM	1	26.52	14.06	12.46				0.00						
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel
1	3Lz<	F <	4.72	-2.36	-5	-5	-5	-5	-5	-5						2.36
2	3Sb+COMBO+2T*	b *	4.30	-2.15	-5	-5	-5	-5	-5	-5				1.00		3.15
3	CSSp1		1.90	-0.29	-2	-1	-1	-2	-3	-1						1.61
4	2Ab	b	3.30	-0.66	-2	-2	-2	-1	-3	-2				1.00		3.64
5	StSq1		1.80	-0.05	-1	-1	0	-1	1	1						1.75
6	CCoSp2V		1.88	-0.33	-3	-2	-1	-1	-3	0						1.55
			17.90													14.06
Program Components				Factor												
Composition				1.20	3.00	3.75	3.75	3.00	3.25	3.75						3.44
Presentation				1.20	3.00	3.50	3.50	3.00	3.50	3.25						3.31
Skating Skills				1.20	3.50	4.00	3.75	3.50	3.50	3.75						3.63
Judges Total Program Component Score (factored)																12.46
Deductions:																0.00

Rank	Name			Nation	Starting Number			Total Segment Score		Total Element Score		Total Program Component Score (factored)			Total Deductions		
2	Yann FEITZ			KPL	2			26.04		14.16		11.88			0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	2Lz	F <	2.10	0.16	0	1	1	1	1	0					2.26		
2	2A<		2.64	-1.32	-5	-5	-5	-5	-5	-5					1.32		
3	CCoSp3		3.00	0.23	0	0	1	1	1	1					3.23		
4	2F+2T		3.10	-0.23	-2	-1	-1	-1	-2	-1					2.87		
5	StSq2		2.60	-0.13	0	-1	-1	-1	0	0					2.47		
6	CSSp2		2.30	-0.29	-2	-1	-1	-2	-1	1					2.01		
			15.74													14.16	
Program Components				Factor													
Composition				1.20	3.50	3.25	3.25	3.50	3.75	3.25						3.38	
Presentation				1.20	3.50	3.25	3.00	2.50	3.00	3.25						3.13	
Skating Skills				1.20	3.75	3.50	3.25	3.25	3.25	3.50						3.38	
Judges Total Program Component Score (factored)																11.88	
Deductions:																0.00	

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	F	Fall	b	Bonus Point for jump added to the element score