

ISIDOR
JUDGES DETAILS PER SKATER
UNGDOM 13 B POJKAR FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions
1	Samuel ANDERSSON	SWE	1	30.01	12.61	17.40						0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F		1.80	-0.60	-3	-4	-3								1.20
2	2T		1.30	0.00	0	0	0								1.30
3	1A	F	1.10	-0.55	-5	-5	-5								0.55
4	FSSpB		1.70	-0.17	-3	-1	1								1.53
5	2S		1.30	-0.13	-1	-1	-1								1.17
6	2Lo		1.70	-0.40	-3	-2	-2								1.30
7	2Lo+SEQ+1A*	*	1.70	-0.51	-3	-3	-3								1.19
8	StSqB		1.50	-0.05	-1	0	0								1.45
9	CCoSp2		2.50	0.42	1	1	3								2.92
			14.60												12.61
Program Components				Factor											
Composition				2.40	2.50	2.50	2.25					2.42			
Presentation				2.40	2.00	2.25	2.50					2.25			
Skating Skills				2.40	2.50	2.75	2.50					2.58			
Judges Total Program Component Score (factored)												17.40			

Deductions: 0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions
2	Tajus-Benediktas PESECKAS	SWE	2	26.56	7.55	19.01						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	0.26	2	2	3								1.36
2	1S		0.40	0.05	1	1	2								0.45
3	FSSp		0.00	0.00	-	-	-								0.00
4	1F+1Lo+1Lo		1.50	-0.02	0	0	-1								1.48
5	1A+1T		1.50	0.22	2	2	2								1.72
6	StSqB		1.50	-0.05	0	0	-1								1.45
7	1Lz!	!	0.60	-0.08	-2	-1	-1								0.52
8	1F		0.50	0.07	1	1	2								0.57
9	CCoSp		0.00	0.00	-	-	-								0.00
			7.10												7.55
Program Components				Factor											
Composition				2.40	3.00	2.75	2.25					2.67			
Presentation				2.40	2.75	2.50	2.50					2.58			
Skating Skills				2.40	3.25	2.50	2.25					2.67			
Judges Total Program Component Score (factored)												19.01			

Deductions: 0.00

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