

**YOUR STORAGE CUP**  
**JUDGES DETAILS PER SKATER**  
**UNGDOM 15 B1 POJKAR FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Alexander SUNDIN	SWE	1	26.71	9.73	16.98	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2F+2T<	<	2.84	-0.36	-2	-2	-2								2.48	
2	2Lz<<	<<	0.60	-0.28	-5	-5	-4								0.32	
3	2F<<	F	0.50	-0.25	-5	-5	-5								0.25	
4	CCoSp		0.00	0.00	-	-	-								0.00	
5	1Lz+1A+SEQ		1.70	-0.07	-1	0	-1								1.63	
6	FSSp2		2.30	0.08	0	0	1								2.38	
7	ChSq1		3.00	-0.33	0	-2	0								2.67	
8	S		0.00	0.00	-	-	-								0.00	
			<b>10.94</b>												<b>9.73</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			2.00	2.75	2.75	3.00										2.83
Presentation			2.00	3.00	2.75	2.75										2.83
Skating Skills			2.00	2.75	2.75	3.00										2.83
<b>Judges Total Program Component Score (factored)</b>													<b>16.98</b>			

**Deductions:** 0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Algot LINDHOLM	SWE	2	22.88	9.38	13.50	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	FCSp		0.00	0.00	-	-	-								0.00	
2	2S		1.30	-0.30	-2	-2	-3								1.00	
3	1A+1A+SEQ		2.20	0.11	2	0	1								2.31	
4	2Lz!q	!	2.10	-0.49	-3	-3	-1								1.61	
5	2F		1.80	-0.42	-2	-3	-2								1.38	
6	ChSq1		3.00	-1.17	-2	-3	-2								1.83	
7	CSp*	*	0.00	0.00	-	-	-								0.00	
8	2Lo		1.70	-0.45	-3	-2	-3								1.25	
			<b>12.10</b>												<b>9.38</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			2.00	2.00	2.50	2.50										2.33
Presentation			2.00	1.50	2.25	2.25										2.00
Skating Skills			2.00	2.25	2.25	2.75										2.42
<b>Judges Total Program Component Score (factored)</b>													<b>13.50</b>			

**Deductions:** 0.00

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