

# ÖVIKSCUPEN 2023

## 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	Levi EKMAN ISHOLT	SWE	2	31.76	13.92	17.84	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2S		1.30	-0.22	-2	-1	-2								1.08	
2	2Lo+2T<<	<<	2.10	-0.62	-4	-3	-4								1.48	
3	CCoSp2V		1.88	-0.13	-1	0	-1								1.75	
4	1A		1.10	-0.18	0	-2	-3								0.92	
5	2F+2Loq	q	3.50	-0.84	-5	-4	-5								2.66	
6	ChSq1		3.00	0.50	1	1	1								3.50	
7	2F<<*	*	0.00	0.00	-	-	-								0.00	
8	FSSp2		2.30	0.23	1	0	2								2.53	
			<b>15.18</b>												<b>13.92</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			2.00	2.75	3.25	2.75										
Presentation			2.00	2.50	3.25	2.75										
Skating Skills			2.00	2.75	3.50	3.25										
<b>Judges Total Program Component Score (factored)</b>																<b>17.84</b>

**Deductions:**

**0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Alexius ERIKSSON	SWE	1	27.28	8.26	19.02	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2S+COMBO+1T*	*	1.30	-0.30	-3	-3	-1								1.00	
2	2S+1A+SEQ		2.40	0.04	0	0	1								2.44	
3	2T	F	1.30	-0.65	-5	-5	-5								0.65	
4	SSp1		1.30	-0.52	-4	-4	-4								0.78	
5	ChSq1	F	3.00	-2.17	-5	-5	-3								0.83	
6	1A		1.10	0.04	1	0	0								1.14	
7	1Lz		0.60	-0.12	-2	-2	-2								0.48	
8	CCoSp2V	F	1.88	-0.94	-5	-5	-5								0.94	
			<b>12.88</b>												<b>8.26</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			2.00	3.00	3.25	3.25										
Presentation			2.00	2.75	2.75	3.25										
Skating Skills			2.00	3.00	3.50	3.75										
<b>Judges Total Program Component Score (factored)</b>																<b>19.02</b>

**Deductions:**

**0.00**

Legend:		GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
#	Sequence number	<<	Downgraded jump	F	Fall	q	Jump landed on the quarter