

ABP 29 EKIM CUMHURİYET KUPASI 1. BOLGE YARISMASI

JUDGES DETAILS PER SKATER

A BAY FREE SKATING

Rank	Name				Nation	Starting Number		Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions		
1	Ruzgar BOSTANCI				TUR	2		26.84	10.33	17.01				-0.50		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A+2Lo		2.80	0.09	1	1	0	0							2.89	
2	2FI<	F	1.44	-0.72	-5	-5	-5	-5							0.72	
3	CCoSp1V		1.50	0.11	0	0	1	2							1.61	
4	2FI<<+2T	<<	1.80	-0.65	-5	-5	-5	-5							1.15	
5	StSqB		1.50	0.04	1	1	-1	0							1.54	
6	2Lze<<	<<	0.48	-0.24	-5	-5	-5	-5							0.24	
7	CSSp2		2.30	-0.12	-1	-1	0	0							2.18	
			11.82												10.33	
Program Components				Factor												
Composition				1.67	3.25	3.50	3.50	3.00							3.31	
Presentation				1.67	3.50	3.25	3.75	3.25							3.44	
Skating Skills				1.67	3.50	3.50	3.50	3.25							3.44	
Judges Total Program Component Score (factored)															17.01	
Deductions:		Falls		-0.50	(1)											-0.50

Rank	Name				Nation	Starting Number		Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions		
2	Arda CIZAR				TUR	1		21.88	7.65	14.73				-0.50		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A+2T<<	<<	1.50	-0.55	-5	-5	-5	-5							0.95	
2	1A+2Lo<<	<<	1.60	-0.55	-5	-5	-5	-5							1.05	
3	CCoSp1		2.00	0.00	0	0	-1	1							2.00	
4	2S<<	<<	0.40	-0.15	-4	-4	-4	-3							0.25	
5	2S<	<	1.04	-0.34	-4	-4	-3	-2							0.70	
6	StSqB		1.50	0.00	0	0	0	0							1.50	
7	SSp1		1.30	-0.10	0	0	-2	-1							1.20	
			9.34												7.65	
Program Components				Factor												
Composition				1.67	2.50	3.00	3.25	3.25							3.00	
Presentation				1.67	2.50	2.75	3.00	3.25							2.88	
Skating Skills				1.67	2.50	3.00	3.25	3.00							2.94	
Judges Total Program Component Score (factored)															14.73	
Deductions:		Falls		-0.50	(1)											-0.50

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
e	Wrong edge	<	Under-rotated jump	<<	Downgraded jump	!	Not clear edge
F	Fall						