JUDGES DETAILS PER SKATER

ADVANCED NOVICE BOYS FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Leonardo PAVESI	ITA	2	57.91	28.70	29.21	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel
1	3Sb+2Tq	b,q	5.60	-2.15	-5	-5	-5							1.00		4.45
2	2Ab	b	3.30	-0.77	-2	-2	-3							1.00		3.53
3	3S		4.30	-0.57	-1	-2	-1									3.73
4	CCoSp3		3.60	0.00	0	0	0									3.60
5	2A+Eu+2F<+1Lo	<	5.24	-1.54	-5	-5	-4									3.70
6	FCSp1		2.30	-0.54	-3	-2	-2									1.76
7	2Lz		2.10	0.00	0	0	0									2.10
8	ChSq1		3.50	0.33	0	1	1									3.83
	Variety Bonus 2.00		**29.94**													**28.70**
	Program Components			**Factor**												
	Composition			2.40	4.00	4.00	4.50									4.17
	Presentation			2.40	4.00	3.25	4.50									3.92
	Skating Skills			2.40	4.25	4.25	3.75									4.08
	Judges Total Program Component Score (factored)															**29.21**

Deductions:	0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Giacomo MAROTTA	ITA	1	42.19	17.18	25.01	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	CCoSp2		3.00	0.00	0	0	0								3.00
2	2A<<	F <<	1.10	-0.55	-5	-5	-5								0.55
3	1Lz!	!	0.60	-0.24	-4	-4	-4								0.36
4	2F		1.80	-0.48	-2	-3	-3								1.32
5	2Lo+2T+1A+SEQ		4.10	0.00	0	0	0								4.10
6	FCSp1		2.30	0.08	0	1	0								2.38
7	2Lz!+Eu*+2S*+REP	!,*,*	1.68	-0.21	-2	-1	0								1.47
8	ChSq1		3.50	0.50	1	1	1								4.00
			18.08												**17.18**
	Program Components			**Factor**											
	Composition			2.40	3.75	3.75	3.75								3.75
	Presentation			2.40	3.25	3.25	3.00								3.17
	Skating Skills			2.40	3.50	3.50	3.50								3.50
	Judges Total Program Component Score (factored)														**25.01**

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	**b**	Bonus Point for jump added to the element score