



JUDGES DETAILS PER SKATER
SOLISCI - JUNIOR ML. B U13 FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
1	Szymon JAKUBOWSKI	LDZ	2	35.92	16.31	19.61						0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo		1.70	-0.06	0	-1	0								1.64
2	2Lz!+2T<<	<<	2.50	-0.91	-5	-5	-3								1.59
3	CCoSp2V		1.88	-0.06	0	-1	0								1.82
4	2Lz!+1A+SEQ	!	3.20	-0.21	-1	-1	-1								2.99
5	1A		1.10	-0.04	0	-1	0								1.06
6	FCSSp2		2.30	-0.08	-1	0	0								2.22
7	ChSq1		3.00	-0.17	0	-1	0								2.83
8	2Feq	e	1.44	-0.48	-3	-4	-3								0.96
9	2Fe	e	1.44	-0.24	-3	-2	0								1.20
			18.56												16.31
Program Components			Factor												
Composition			2.40	2.75	2.25	3.00							2.67		
Presentation			2.40	2.75	2.00	3.00							2.58		
Skating Skills			2.40	3.00	2.50	3.25							2.92		
Judges Total Program Component Score (factored)												19.61			
Deductions:												0.00			

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
2	Bartosz SOBIERAJSKI	LDZ	1	35.49	15.88	19.61						0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2A<	<	2.64	-1.32	-5	-5	-5								1.32
2	FSSp3		2.60	0.09	1	0	0								2.69
3	2Lo		1.70	-0.68	-3	-5	-4								1.02
4	1A		1.10	0.00	0	0	0								1.10
5	2T+1T		1.70	-0.22	-1	-3	-1								1.48
6	CCoSp2		2.50	0.00	0	0	0								2.50
7	ChSq1		3.00	0.17	1	0	0								3.17
8	2S		1.30	0.00	0	0	0								1.30
9	2S		1.30	0.00	0	0	0								1.30
			17.84												15.88
Program Components			Factor												
Composition			2.40	2.75	2.50	2.75							2.67		
Presentation			2.40	2.75	2.00	3.00							2.58		
Skating Skills			2.40	3.00	2.75	3.00							2.92		
Judges Total Program Component Score (factored)												19.61			
Deductions:												0.00			

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	
q	Jump landed on the quarter							

