

TROPHÉE ROMAND 2024
JUDGES DETAILS PER SKATER
ADVANCED NOVICE U15 SIS BOYS SHORT PROGRAM

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Tammaro WYSS	NEU	1	31.90	17.80	14.60	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel
1	3F<	F	4.24	-2.12	-5	-5	-5	-5	-5							2.12
2	3Sb+COMBO+1T*	*	4.30	-2.15	-5	-5	-5	-5	-5					1.00		3.15
3	CSp3		2.30	0.15	1	0	0	1	1							2.45
4	StSq2		2.60	0.26	0	1	1	1	1							2.86
5	2Ab	b	3.30	0.22	2	0	1	1	0					1.00		4.52
6	CCoSp3		3.00	-0.30	1	-1	-1	-2	-1							2.70
			19.74													17.80
Program Components				Factor												
	Composition			1.20	4.00	4.25	4.50	4.25	4.00							4.17
	Presentation			1.20	3.75	4.00	4.50	3.75	3.75							3.83
	Skating Skills			1.20	3.75	4.00	4.50	4.25	4.25							4.17
	Judges Total Program Component Score (factored)															14.60

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	Uzumaki WENDLER	GEN	2	31.64	18.44	13.70	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel
1	3Sq	F	4.30	-2.15	-5	-5	-5	-5	-5							2.15
2	2Lz+2T		3.40	0.21	1	1	1	0	1							3.61
3	CCSp3		2.80	-0.65	-2	0	-3	-4	-2							2.15
4	StSq2		2.60	0.00	-1	0	0	0	1							2.60
5	2Ab	b	3.30	0.33	1	1	1	1	1					1.00		4.63
6	CCoSp3		3.00	0.30	2	1	1	-1	1							3.30
			19.40													18.44
Program Components				Factor												
	Composition			1.20	3.75	4.00	3.75	4.25	3.75							3.83
	Presentation			1.20	3.75	3.75	3.50	3.50	3.50							3.58
	Skating Skills			1.20	4.00	4.00	3.50	4.00	4.00							4.00
	Judges Total Program Component Score (factored)															13.70

Deductions:	Falls	-0.50 (1)	-0.50
--------------------	-------	-----------	--------------

Legend:							
#	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	b	Bonus Point for jump added to the element score		