

ZAERINGER CUP 2024

JUDGES DETAILS PER SKATER

AVENIRS ARP GARÇONS FREE SKATING

Rank	Name			Nation	Starting Number			Total Segment Score		Total Element Score		Total Program Component Score (factored)			Total Deductions	
1	Célestin BOETSCH			GRU	2			25.41		8.73		16.68			0.00	
#	Executed Elements		Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+1Lo		F	1.60	0.00	0	0	0								1.60
2	2S			1.30	-0.04	-1	0	0								1.26
3	CCoSp			0.00	0.00	-	-	-								0.00
4	2T			1.30	-0.65	-5	-5	-5								0.65
5	CSSpB			1.60	0.00	1	-1	0								1.60
6	StSq1		!	1.80	-0.18	-1	-1	-1								1.62
7	1Lz!+1T			1.00	-0.06	-1	-1	-1								0.94
8	1A			1.10	-0.04	0	0	-1								1.06
				9.70												8.73
Program Components				Factor												
Composition					2.00	2.50	3.25	3.25								3.00
Presentation					2.00	2.00	3.00	3.00								2.67
Skating Skills					2.00	2.25	2.50	3.25								2.67
Judges Total Program Component Score (factored)																16.68
Deductions:																0.00

Rank	Name			Nation	Starting Number			Total Segment Score		Total Element Score		Total Program Component Score (factored)			Total Deductions	
2	Léandre MAILLARD			FRI	1			24.84		7.00		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	-0.13	-2	0	-1								1.17
2	1A+2T<			2.14	-0.22	-2	-2	-2								1.92
3	CCoSp			0.00	0.00	-	-	-								0.00
4	2S		<<	1.30	-0.13	-1	-1	-1								1.17
5	1A+2Lo<<			1.60	-0.37	-3	-4	-3								1.23
6	2Lz<<			0.60	-0.24	-4	-4	-4								0.36
7	StSqB		<<	1.50	-0.35	-3	-2	-2								1.15
8	CSSp			0.00	0.00	-	-	-								0.00
				8.44												7.00
Program Components				Factor												
Composition					2.00	3.25	3.00	3.25								3.17
Presentation					2.00	3.00	3.00	3.25								3.08
Skating Skills					2.00	2.75	2.50	2.75								2.67
Judges Total Program Component Score (factored)																17.84
Deductions:																0.00

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