

2. JEGESMEDVE KUPA

JUDGES DETAILS PER SKATER

BASIC NOVICE - BOYS FREE SKATING

Rank	Name				Nation			Starting Number	Total Segment Score		Total Element Score		Total Program Component Score (factored)		Total Deductions		
1	Levente FAGYAS				HUN			1	21.85		9.04		12.81		0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	1A+1A+SEQ		2.20	-0.15	-2	-1	-1								2.05		
2	2S<	<	1.04	-0.24	-2	-3	-2								0.80		
3	2S<	<	1.04	-0.24	-2	-3	-2								0.80		
4	1F+2Lo<<	<<	1.00	-0.20	-4	-4	-4								0.80		
5	2F<<	<<	0.50	-0.20	-4	-4	-4								0.30		
6	CCoSp2V		1.88	-0.13	-2	0	0								1.75		
7	StSqB		1.50	-0.10	-1	-1	0								1.40		
8	SSpB		1.10	0.04	0	1	0								1.14		
			10.26												9.04		
Program Components				Factor													
Composition				1.67	2.75	2.50	2.75									2.67	
Presentation				1.67	2.50	2.25	2.50									2.42	
Skating Skills				1.67	2.50	2.50	2.75									2.58	
Judges Total Program Component Score (factored)															12.81		
Deductions:																0.00	

Rank	Name				Nation			Starting Number	Total Segment Score		Total Element Score		Total Program Component Score (factored)		Total Deductions		
2	Mátyás BODROGI				HUN			2	17.45		5.47		11.98		0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	SSpB		1.10	0.00	0	0	0								1.10		
2	1F+1A+SEQ	F	1.60	-0.55	-5	-5	-5								1.05		
3	2S		1.30	-0.22	-2	-2	-1								1.08		
4	1A+COMBO+1Lo*	*	1.10	-0.40	-4	-4	-3								0.70		
5	1F*	*	0.00	0.00	-	-	-								0.00		
6	1Lz		0.60	0.00	0	0	0								0.60		
7	CCoSpBV		1.28	-0.34	-3	-2	-3								0.94		
8	StSq		0.00	0.00	-	-	-								0.00		
			6.98												5.47		
Program Components				Factor													
Composition				1.67	2.50	2.75	2.25									2.50	
Presentation				1.67	2.50	2.25	2.00									2.25	
Skating Skills				1.67	2.25	2.75	2.25									2.42	
Judges Total Program Component Score (factored)															11.98		
Deductions:																0.00	

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	F	Fall