

# SKATE CELJE 2023 ISU

## JUDGES DETAILS PER SKATER

### INTERMEDIATE NOVICES BOYS (1.7.2008 AND YOUNGER) FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Indi Tej ACCETTO KOROSEK	SLO	2	39.45	17.27	22.18	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F!+1A+SEQ	!	2.90	-0.06	0	0	-1								2.84
2	2Lz+2T		3.40	-0.21	-1	-1	-1								3.19
3	1A		1.10	0.04	1	0	0								1.14
4	FCSp1		1.90	-0.13	-1	-1	0								1.77
5	2Lo		1.70	-0.17	-1	-1	-1								1.53
6	ChSq1		3.00	0.00	0	0	0								3.00
7	2S		1.30	0.00	0	0	0								1.30
8	CCoSp2		2.50	0.00	0	0	0								2.50
			<b>17.80</b>												<b>17.27</b>
<b>Program Components</b>				<b>Factor</b>											
	Composition			2.00	3.75	3.75	3.50								3.67
	Presentation			2.00	4.00	3.50	3.75								3.75
	Skating Skills			2.00	3.75	3.50	3.75								3.67
	<b>Judges Total Program Component Score (factored)</b>														<b>22.18</b>

**Deductions:**

**0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Leo RUIS	AUT	1	34.97	14.47	20.50	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Fe<+1A+SEQ	<	2.18	-0.48	-4	-5	-4								1.70
2	2Lo<	<	1.36	-0.27	-2	-2	-2								1.09
3	CSSp2		2.30	0.15	0	1	1								2.45
4	1A		1.10	0.07	1	1	0								1.17
5	2Lz<+1Lo	<	2.18	-0.34	-2	-2	-2								1.84
6	2Feq	e	1.44	-0.72	-5	-5	-5								0.72
7	CCoSp1		2.00	0.00	0	0	0								2.00
8	ChSq1		3.00	0.50	1	1	1								3.50
			<b>15.56</b>												<b>14.47</b>
<b>Program Components</b>				<b>Factor</b>											
	Composition			2.00	3.75	3.50	3.25								3.50
	Presentation			2.00	3.75	3.25	3.25								3.42
	Skating Skills			2.00	3.50	3.25	3.25								3.33
	<b>Judges Total Program Component Score (factored)</b>														<b>20.50</b>

**Deductions:**

**0.00**

Legend:		GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
#	Sequence number	<	Under-rotated jump	!	Not clear edge	q	Jump landed on the quarter
e	Wrong edge						