

3. VASAS KUPA

JUDGES DETAILS PER SKATER

ADVANCED NOVICE - BOYS FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Igor KIND	HUN	1	59.50	26.62	33.38	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel
1	2Ab	b	3.30	0.33	1	1	1							1.00		4.63
2	3S<	F	3.44	-1.72	-5	-5	-5									1.72
3	2A+1Eu+2S		5.10	-0.33	-1	-1	-1									4.77
4	FCSp3		2.80	0.28	1	1	1									3.08
5	StSq2		2.60	0.26	1	1	1									2.86
6	2Lz+2T		3.40	0.00	0	0	0									3.40
7	2F		1.80	0.06	1	0	0									1.86
8	2S		1.30	0.00	0	0	0									1.30
9	CCoSp3		3.00	0.00	0	0	0									3.00
			26.74													26.62
Program Components				Factor												
Composition				2.40	4.50	4.50	4.75					4.58				
Presentation				2.40	4.75	4.75	4.75					4.75				
Skating Skills				2.40	4.75	4.50	4.50					4.58				
Judges Total Program Component Score (factored)												33.38				

Deductions:	Falls	-0.50 (1)	-0.50
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Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Kolos RÁC	HUN	2	51.28	20.67	31.61	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel
1	3S<	F	3.44	-1.72	-5	-5	-5									1.72
2	3Sq+REP	F	3.01	-2.15	-5	-5	-5									0.86
3	FSSp3		2.60	0.00	0	0	0									2.60
4	2Ab	b	3.30	-0.88	-2	-2	-4							1.00		3.42
5	2F+1Eu+2S		3.60	0.00	0	0	0									3.60
6	2F+2T	!	3.10	-0.18	-1	-1	-1									2.92
7	StSq3		3.30	0.55	1	2	2									3.85
8	2Lo		1.70	0.00	0	0	0									1.70
9	CoSp*	*	0.00	0.00	-	-	-									0.00
			24.05													20.67
Program Components				Factor												
Composition				2.40	4.25	4.25	4.25					4.25				
Presentation				2.40	4.25	4.50	4.00					4.25				
Skating Skills				2.40	4.75	4.50	4.75					4.67				
Judges Total Program Component Score (factored)												31.61				

Deductions:	Falls	-1.00 (2)	-1.00
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Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	!	Not clear edge
REP	Jump repetition	F	Fall	q	Jump landed on the quarter	b	Bonus Point for jump added to the element score