

**NOVI SAD NA LEDU 2022**  
**JUDGES DETAILS PER SKATER**  
**KADETI B FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions		
1	Marko MARJANOVIC	SRB	1	18.62	6.39	13.23							-1.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+1T		1.50	0.11	0	1	2								1.61
2	2Lz<<	<<	0.60	-0.28	-5	-5	-4								0.32
3	CoSp	F	0.00	0.00	-	-	-								0.00
4	2Lo<<	F	0.50	-0.25	-5	-5	-5								0.25
5	StSqB		1.50	-0.10	-1	-2	1								1.40
6	2S<+1A+SEQ	<	2.14	-0.33	-4	-4	-1								1.81
7	CSSp1V		1.43	-0.43	-3	-3	-3								1.00
			<b>7.67</b>												<b>6.39</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				1.67	2.75	2.50	2.50								2.58
Presentation				1.67	3.00	2.25	2.75								2.67
Skating Skills				1.67	2.75	2.50	2.75								2.67
<b>Judges Total Program Component Score (factored)</b>															<b>13.23</b>
<b>Deductions:</b>		Falls												-1.00 (2)	<b>-1.00</b>

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions		
2	Evgeniy MAKSYUTOV	SRB	2	15.63	5.76	9.87							0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A<<	<<	0.00	0.00	-	-	-								0.00
2	1F		0.50	0.00	0	0	0								0.50
3	CCoSpBV		1.28	-0.17	-2	-1	-1								1.11
4	1S+1Lo		0.90	0.00	0	0	0								0.90
5	1Lo+1T		0.90	0.00	-1	0	1								0.90
6	SSpB		1.10	0.00	0	-1	1								1.10
7	StSqB		1.50	-0.25	-1	-3	-1								1.25
			<b>6.18</b>												<b>5.76</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				1.67	2.50	1.75	2.00								2.08
Presentation				1.67	2.25	1.75	2.00								2.00
Skating Skills				1.67	2.25	1.75	1.50								1.83
<b>Judges Total Program Component Score (factored)</b>															<b>9.87</b>
<b>Deductions:</b>															<b>0.00</b>

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