

# KUP VOJVODINE 2023

## 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	20.71	7.85	13.36						-0.50			
#	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	1	1	1	1							1.61
2	2Lz<<	<<	0.60	-0.29	-5	-4	-5	-5							0.31
3	CCoSp1		2.00	-0.25	-3	-1	0	-1							1.75
4	2Lo<<	<<	0.50	-0.23	-4	-4	-5	-5							0.27
5	StSqB		1.50	0.00	0	-1	1	0							1.50
6	2S<+1A+SEQ	<	2.14	-0.44	-3	-3	-5	-5							1.70
7	CSSp1V	F	1.43	-0.72	-5	-5	-5	-5							0.71
			<b>9.67</b>												<b>7.85</b>
Program Components				Factor											
Composition				1.67	2.50	2.50	3.00	2.75						2.69	
Presentation				1.67	2.50	2.25	2.75	2.75						2.56	
Skating Skills				1.67	2.50	2.50	3.00	3.00						2.75	
<b>Judges Total Program Component Score (factored)</b>													<b>13.36</b>		
<b>Deductions:</b>		Falls											-0.50 (1)	<b>-0.50</b>	

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
2	Evgeniy MAKSYUTOV	SRB	2	16.17	6.37	9.80						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+1Lo		1.00	-0.01	0	-1	0	0							0.99
3	CCoSpB		1.70	-0.13	-1	-1	-1	0							1.57
4	1Lz!	!	0.60	-0.14	-2	-4	-2	-1							0.46
5	1Lo+1T		0.90	-0.06	-2	-3	0	0							0.84
6	SSpB		1.10	0.06	1	0	0	1							1.16
7	StSqB		1.50	-0.15	0	-2	-1	-1							1.35
			<b>6.80</b>												<b>6.37</b>
Program Components				Factor											
Composition				1.67	2.25	1.75	2.00	2.25						2.06	
Presentation				1.67	1.75	1.50	1.75	2.25						1.81	
Skating Skills				1.67	2.00	1.50	2.00	2.50						2.00	
<b>Judges Total Program Component Score (factored)</b>													<b>9.80</b>		
<b>Deductions:</b>															<b>0.00</b>

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