

VICTORIE CUP ALKMAAR 2024-2
JUDGES DETAILS PER SKATER
ADVANCED NOVICE MEN FREE SKATING

Rank	Name	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Leon LO	2	78.64	45.64	33.00	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref.	Scores of Panel
1	3Tb+2Ab+2Aq+SEQ	b b q	10.80	0.00	-1	1	0							2.00		12.80
2	3Lzqb+2T	q b	7.20	-1.77	-3	-3	-3							1.00		6.43
3	3F!	!	5.30	-0.18	-1	0	0									5.12
4	FCCSp2V		1.73	-0.11	-1	-1	0									1.62
5	3Lo		4.90	0.16	0	0	1									5.06
6	3Lz	F	5.90	-2.95	-5	-5	-5									2.95
7	3S		4.30	0.43	2	0	1									4.73
8	ChSq1		3.00	0.83	2	1	2									3.83
9	CCoSp3		3.00	0.10	0	1	0									3.10
			46.13													45.64
Program Components			Factor													
	Composition			2.40	5.00	4.50	4.50									4.67
	Presentation			2.40	4.75	4.00	4.25									4.33
	Skating Skills			2.40	4.75	4.75	4.75									4.75
	Judges Total Program Component Score (factored)															33.00

Deductions: 0.00

Rank	Name	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Laurent van EEKELLEN	1	33.02	12.84	20.18	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	3S<<	<<	1.30	-0.56	-5	-4	-4								0.74
2	3T<<	<<	1.30	-0.56	-5	-4	-4								0.74
3	2Loq+1A+SEQ	q	2.80	-0.51	-3	-2	-4								2.29
4	1A		1.10	0.00	0	0	0								1.10
5	2Lz!<	! <	1.68	-0.50	-3	-3	-3								1.18
6	CCoSp2		2.50	-0.17	0	-1	-1								2.33
7	1F!	!	0.50	-0.23	-5	-5	-4								0.27
8	ChSq1		3.00	-0.33	0	-1	-1								2.67
9	FCSp1		1.90	-0.38	-2	-2	-2								1.52
			16.08												12.84
Program Components			Factor												
	Composition			2.40	2.75	2.75	2.75								2.75
	Presentation			2.40	2.50	2.75	2.50								2.58
	Skating Skills			2.40	3.25	3.00	3.00								3.08
	Judges Total Program Component Score (factored)														20.18

Deductions: 0.00

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