

**FINALE KNSB-CUP B EN SHOW**  
**JUDGES DETAILS PER SKATER**  
**MAXI 2 HEREN FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Jochem BOUWMEESTERS	DYC	2	14.67	5.76	8.91	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A		1.10	0.00	0	0	0								1.10	
2	2S	F	1.30	-0.65	-5	-5	-5								0.65	
3	1F+1A+SEQ		1.60	-0.04	-1	0	0								1.56	
4	SSp		0.00	0.00	-	-	-								0.00	
5	1Lo		0.50	0.00	0	0	0								0.50	
6	StSqB		1.50	-0.20	-2	0	-2								1.30	
7	2S	F	1.30	-0.65	-5	-5	-5								0.65	
8	CCoSp		0.00	0.00	-	-	-								0.00	
			<b>7.30</b>												<b>5.76</b>	
<b>Program Components</b>				<b>Factor</b>												
Composition				1.67	1.75	2.00	2.00									1.92
Presentation				1.67	1.25	1.75	1.75									1.58
Skating Skills				1.67	1.50	2.00	2.00									1.83
<b>Judges Total Program Component Score (factored)</b>												<b>8.91</b>				

**Deductions:** **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Daniel MAJDUB	WKC	1	12.84	4.23	8.61	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1S		0.40	0.00	0	0	0								0.40	
2	1A<<	<<	0.00	0.00	-	-	-								0.00	
3	1Lo		0.50	0.00	0	0	0								0.50	
4	CCoSp		0.00	0.00	-	-	-								0.00	
5	StSqB		1.50	-0.50	-3	-3	-4								1.00	
6	1F+1Lo		1.00	0.00	0	0	0								1.00	
7	1Lz+1T<<	<<	0.60	-0.22	-3	-4	-4								0.38	
8	SSpB		1.10	-0.15	-1	-1	-2								0.95	
			<b>5.10</b>												<b>4.23</b>	
<b>Program Components</b>				<b>Factor</b>												
Composition				1.67	2.50	2.00	1.75									2.08
Presentation				1.67	1.75	1.50	2.00									1.75
Skating Skills				1.67	1.25	1.75	1.00									1.33
<b>Judges Total Program Component Score (factored)</b>												<b>8.61</b>				

**Deductions:** **0.00**

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