

POUSSINS MESSIEURS FREE SKATING

JUDGES DETAILS PER SKATER

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Program Component Score (factored)	Total Deductions
1	Maxime CHENEY	FRA	2	36.74	19.24 B	17.50	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref	Scores of Panel	
1	2Lo+1A+SEQ		2.24	0.17	1	1	1	1	1						2.41	
2	2Lz		2.10	-0.42	-2	-2	-2	-4	-2						1.68	
3	FSSp2		2.30	0.15	-1	1	1	1	0						2.45	
4	StSq2		2.60	0.00	-1	1	0	0	0						2.60	
5	2Lz		2.10	0.21	1	1	1	0	1						2.31	
6	2F		1.80	0.18	1	1	1	1	0						1.98	
7	CCoSp2		2.50	0.25	1	1	1	1	1						2.75	
8	1A+2T<<	<<	1.50	-0.44	-4	-5	-3	-4	-4						1.06	
			17.14												19.24	
Program Components						Factor										
Skating Skills			2.00			3.25	3.75	3.00	3.25	3.00						3.17
Performance			2.00			2.50	3.50	2.50	3.00	2.75						2.75
Interpretation of the Music			2.00			2.00	3.00	2.75	3.25	2.75						2.83
Judges Total Program Component Score (factored)																17.50

Deductions	0.00
-------------------	-------------

<< Downgraded jump

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Program Component Score (factored)	Total Deductions
2	Baptiste GELLON	FRA	1	32.43	16.43 B	16.50	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref	Scores of Panel	
1	2S		1.30	0.13	0	1	1	1	1						1.43	
2	S		0.00	0.00	-	-	-	-	-						0.00	
3	CCoSp2		2.50	0.50	2	2	2	3	2						3.00	
4	StSq2		2.60	-0.09	-2	0	1	0	-1						2.51	
5	2Lo		1.70	0.00	0	0	0	0	0						1.70	
6	1A+1Lo		1.60	0.04	0	1	0	1	0						1.64	
7	1A+1T		1.50	0.04	0	1	0	1	0						1.54	
8	CSSp2		2.30	0.31	0	2	1	2	1						2.61	
			13.50												16.43	
Program Components						Factor										
Skating Skills			2.00			2.50	3.25	2.75	2.75	2.75						2.75
Performance			2.00			1.75	2.75	2.75	2.75	2.50						2.67
Interpretation of the Music			2.00			1.75	3.00	3.00	3.00	2.50						2.83
Judges Total Program Component Score (factored)																16.50

Deductions	Falls: -0.50	-0.50
-------------------	--------------	--------------