



FFSG CSNPA CR4 AURA CHAMBERY
JUDGES DETAILS PER SKATER
ADULTE OR HOMME FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Olivier JACQUET	FRA	1	29.61	10.04	19.57	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	0.11	0	2	1								1.21
2	2S		1.30	x 0.13	0	2	1								1.43
3	1Lz+1Lo+1T		1.50	x -0.10	-1	-2	-2								1.40
4	CCoSpB		1.70	0.06	1	0	0								1.76
5	1F+1Lo		1.00	x -0.02	0	0	-1								0.98
6	StSqB		1.50	-0.25	-2	-1	-2								1.25
7	FSSpBV		1.28	-0.30	-3	-1	-3								0.98
8	USpB		1.00	0.03	0	1	0								1.03
			10.38												10.04
Program Components				Factor											
Composition				2.67	2.00	3.00	2.25					2.42			
Presentation				2.67	2.00	3.25	2.50					2.58			
Skating Skills				2.67	2.25	2.75	2.00					2.33			
Judges Total Program Component Score (factored)												19.57			
Deductions:												0.00			

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	Claude ROUX	FRA	2	25.98	9.53	16.45	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lze+1T	e	0.88	-0.19	-4	-4	-4								0.69
2	FCUSpB		1.50	-0.35	-2	-2	-3								1.15
3	1F+1Lo		1.00	0.00	0	0	0								1.00
4	1Lo		0.50	x 0.02	0	1	0								0.52
5	CCoSpBV		1.28	-0.09	0	-1	-1								1.19
6	1S+1T		0.80	x 0.00	0	0	0								0.80
7	StSqB		1.50	-0.20	-2	0	-2								1.30
8	1F		0.50	x 0.00	0	0	0								0.50
9	SSp3		2.10	0.28	0	3	1								2.38
			10.06												9.53
Program Components				Factor											
Composition				2.67	1.50	3.00	2.25					2.25			
Presentation				2.67	1.25	3.00	2.00					2.08			
Skating Skills				2.67	2.00	2.00	1.50					1.83			
Judges Total Program Component Score (factored)												16.45			
Deductions:												0.00			

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
e	Wrong edge	<	Under-rotated jump	<<	Downgraded jump		
x	Credit for highlight distribution, base value multiplied by 1.1			F	Fall	q	Jump landed on the quarter