

FFSG CSNPA FRANCE CLUBS 2026

JUDGES DETAILS PER SKATER

D2 BENJAMIN HOMME FREE SKATING

Rank	Name				Nation		Starting Number		Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions			
1	Antoniý HOUSSIN				FRA		2		26.15	12.92	13.23	0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2T		1.30	-0.04	-1	0	0	0	-1						1.26
2	1Lz+1A+SEQ		1.70	-0.11	-1	-1	-1	-1	-1						1.59
3	2T		1.30	0.00	0	0	0	0	0						1.30
4	2S		1.30	0.00	0	0	0	0	0						1.30
5	CCoSp1		2.00	0.13	0	2	0	1	1						2.13
6	StSq2		2.60	0.00	0	0	0	0	0						2.60
7	1A+1T		1.50	x -0.04	-1	0	0	0	-1						1.46
8	SSpB		1.10	0.18	0	2	1	2	2						1.28
			12.80												12.92
Program Components				Factor											
Composition				1.67	2.50	2.50	2.50	2.75	3.00						2.58
Presentation				1.67	2.50	2.50	3.00	2.75	2.75						2.67
Skating Skills				1.67	2.50	2.75	2.50	2.75	2.75						2.67
Judges Total Program Component Score (factored)														13.23	
Deductions:													0.00		

Rank	Name				Nation		Starting Number		Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions			
2	Oscar LAMOTTE				FRA		1		12.17	3.95	8.22	0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	SSpB		1.10	0.00	-2	0	0	0	0						1.10
2	1Lz		0.60	0.00	-1	0	0	0	0						0.60
3	CoSpBV		1.13	-0.41	-4	-3	-4	-3	-4						0.72
4	1F!	!	0.50	-0.05	-1	-1	-1	-1	-1						0.45
5	StSq		0.00	0.00	-	-	-	-	-						0.00
6	1F+1T<<	<<	0.50	x -0.17	-3	-3	-3	-4	-4						0.33
7	1A<<	F <<	0.00	x 0.00	-	-	-	-	-						0.00
8	1S+1Lo		0.90	x -0.15	-3	-3	-3	-3	-4						0.75
			4.73												3.95
Program Components				Factor											
Composition				1.67	1.25	1.50	1.75	1.75	1.75						1.67
Presentation				1.67	1.25	1.75	1.75	1.75	1.75						1.75
Skating Skills				1.67	1.25	1.50	1.50	1.75	1.50						1.50
Judges Total Program Component Score (factored)														8.22	
Deductions:													0.00		

Legend:					
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)
<<	Downgraded jump	x	Credit for highlight distribution, base value multiplied by 1.1		
F	Fall			Ref.	Referee
				!	Not clear edge