

GOLDEN BEAR 25 INTERCLUB

JUDGES DETAILS PER SKATER

BASIC NOVICE MEN FREE SKATING

Rank	Name			Nation			Starting Number	Total Segment Score		Total Element Score		Total Program Component Score (factored)		Total Deductions		
1	Sarp EKSI			TUR			3	24.28		12.74		11.54		0.00		
#	Executed Elements		Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lz+2T<		F <	3.14	-1.05	-5	-5	-5								2.09
2	2Lz+1A+SEQ			3.20	-0.35	-3	-1	-1								2.85
3	SSpB			1.10	-0.07	0	-1	-1								1.03
4	2S			1.30	-0.26	-3	-1	-2								1.04
5	2Lo			1.70	-0.11	-2	0	0								1.59
6	CCoSp1			2.00	-0.27	-1	-1	-2								1.73
7	StSqB		q	1.50	-0.35	-2	-2	-3								1.15
8	2Fq			1.80	-0.54	-3	-3	-3								1.26
				15.74												12.74
Program Components					Factor											
Composition					1.67	2.25	2.50	2.75								2.50
Presentation					1.67	1.75	2.25	2.25								2.08
Skating Skills					1.67	2.50	2.50	2.00								2.33
Judges Total Program Component Score (factored)																11.54
Deductions:																0.00

Rank	Name			Nation			Starting Number	Total Segment Score		Total Element Score		Total Program Component Score (factored)		Total Deductions		
2	Cakabey CETIN			TUR			1	9.33		3.06		6.27		0.00		
#	Executed Elements		Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A<<		<<	0.00	0.00	-	-	-								0.00
2	CoSp			0.00	0.00	-	-	-								0.00
3	1Lz+1T		<<	1.00	-0.06	-1	0	-2								0.94
4	2S<<			0.40	-0.19	-4	-5	-5								0.21
5	SSpB			1.10	-0.40	-4	-4	-3								0.70
6	1F+1Lo		<<	1.00	-0.07	-1	-2	-1								0.93
7	StSq			0.00	0.00	-	-	-								0.00
8	2Lo<<			0.50	-0.22	-4	-5	-4								0.28
				4.00												3.06
Program Components					Factor											
Composition					1.67	1.50	1.00	1.25								1.25
Presentation					1.67	1.50	1.00	1.25								1.25
Skating Skills					1.67	1.75	1.00	1.00								1.25
Judges Total Program Component Score (factored)																6.27
Deductions:																0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	<<	Downgraded jump	F	Fall	q	Jump landed on the quarter