

ANTWERP DIAMOND TROPHY 2022
JUDGES DETAILS PER SKATER
BASIC NOVICE BOYS FREE SKATING

Rank	Name					Nation	Starting Number	Total Segment Score		Total Element Score		Total Program Component Score (factored)				Total Deductions	
1	LO LEON						2	35.47		17.43		18.04				0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	1A	q	1.10	0.11	1	1	1	1	1						1.21		
2	2Lz+2Tq		3.40	-0.38	-1	-2	-2	-2	-2						3.02		
3	CSSp2		2.30	0.46	3	2	2	1	2						2.76		
4	StSq2		2.60	0.26	2	1	1	1	0						2.86		
5	2Lz	^	2.10	0.21	2	1	0	1	1						2.31		
6	2F!+2Lo<		3.16	-0.54	-3	-3	-3	-3	-3						2.62		
7	CCoSp2		2.50	0.15	1	1	0	0	1						2.65		
			17.16												17.43		
Program Components				Factor													
Composition				1.67	4.00	3.75	4.00	3.50	3.00							3.65	
Presentation				1.67	4.25	3.50	4.25	3.50	3.25							3.75	
Skating Skills				1.67	4.25	3.50	3.50	3.25	2.50							3.40	
Judges Total Program Component Score (factored)																18.04	
Deductions:																0.00	

Rank	Name				Nation	Starting Number		Total Segment Score		Total Element Score		Total Program Component Score (factored)			Total Deductions		
2	FEITZ YANN					1		20.56		8.12		12.44			0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel		
1	1A+2Tq	q	2.40	-0.47	-3	-2	-4	-5	-4						1.93		
2	CCoSp1V		1.50	0.03	1	0	0	0	0						1.53		
3	1F+1A+SEQ		1.60	-0.09	0	-1	-2	0	-1						1.51		
4	2Lo<	<	1.36	-0.33	-2	-2	-2	-3	-3						1.03		
5	1S		0.40	-0.01	0	0	0	-1	0						0.39		
6	SSp		0.00	0.00	-	-	-	-	-						0.00		
7	StSq1		1.80	-0.07	1	-1	0	0	-2						1.73		
			9.06												8.12		
Program Components				Factor													
Composition				1.67	3.00	2.25	2.25	2.75	1.75							2.40	
Presentation				1.67	3.25	2.00	2.50	2.75	1.75							2.45	
Skating Skills				1.67	3.25	2.50	2.50	2.50	2.25							2.60	
Judges Total Program Component Score (factored)																12.44	
Deductions:																0.00	

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	!	Not clear edge	q	Jump landed on the quarter		