

**BEKER VAN LIEDEKERKE**  
**JUDGES DETAILS PER SKATER**  
**MINIEMEN -14 BOYS FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Charles TACK	GSK	2	21.42	9.58	11.84	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1Lz+1A+SEQ		1.70	0.00	0	0	0								1.70	
2	2Sq	q	1.30	-0.26	-2	-2	-2								1.04	
3	CCoSp1		2.00	-0.13	-1	-1	0								1.87	
4	1F<<	<<	0.00	0.00	-	-	-								0.00	
5	StSq1		1.80	0.00	0	-1	1								1.80	
6	SSpB		1.10	0.07	0	1	1								1.17	
7	1T		0.40	0.00	0	-1	1								0.40	
8	1A+1Lo		1.60	0.00	0	0	0								1.60	
			<b>9.90</b>												<b>9.58</b>	
<b>Program Components</b>				<b>Factor</b>												
Composition				1.67	2.25	2.25	2.75									2.42
Presentation				1.67	2.50	2.50	2.25									2.42
Skating Skills				1.67	2.25	2.00	2.50									2.25
<b>Judges Total Program Component Score (factored)</b>														<b>11.84</b>		

**Deductions:** **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Ilyas MAYEUR	GSK	1	20.31	9.74	10.57	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2S		1.30	-0.22	-1	-2	-2								1.08	
2	1A+1T		1.50	0.00	0	0	0								1.50	
3	StSq1		1.80	-0.24	-1	-2	-1								1.56	
4	CCoSp1		2.00	0.00	0	0	0								2.00	
5	1Lz!+1A+SEQ	!	1.70	-0.22	-2	-2	-2								1.48	
6	1F		0.50	-0.02	0	-1	0								0.48	
7	1Lo		0.50	0.00	0	0	0								0.50	
8	SSpB		1.10	0.04	0	0	1								1.14	
			<b>10.40</b>												<b>9.74</b>	
<b>Program Components</b>				<b>Factor</b>												
Composition				1.67	2.00	1.75	2.50									2.08
Presentation				1.67	2.25	2.00	2.75									2.33
Skating Skills				1.67	1.75	1.75	2.25									1.92
<b>Judges Total Program Component Score (factored)</b>														<b>10.57</b>		

**Deductions:** **0.00**

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