

PIROUETTE SKATING 2026

JUDGES DETAILS PER SKATER

BASIC NOVICE A BOYS FREE SKATING

Rank	Name						Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions			
1	Ilyas MAYEUR						GSK	2	28.23	14.71	13.52	0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lo<	<	1.36	-0.27	-2	-2	-2								1.09
2	1A+2T<	<	2.14	-0.22	-2	-2	-2								1.92
3	StSqB		1.60	-0.05	0	0	-1								1.55
4	CCoSp2		3.00	0.00	0	0	0								3.00
5	2F<	<	1.44	-0.38	-2	-3	-3								1.06
6	1Lz+1A+SEQ		1.70	0.00	0	0	0								1.70
7	2Sq	q	1.30	-0.30	-3	-2	-2								1.00
8	SSpB		1.30	0.09	1	0	1								1.39
Variety Bonus 2.00			13.84												14.71
Program Components				Factor											
Composition				1.67	3.00	2.50	2.50								2.67
Presentation				1.67	3.25	2.75	2.75								2.92
Skating Skills				1.67	2.75	2.25	2.50								2.50
Judges Total Program Component Score (factored)															13.52
Deductions:														0.00	

Rank	Name						Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions			
2	Sebastien BERG						CHP	1	27.51	15.06	12.95	-0.50			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S		1.30	0.13	1	1	1								1.43
2	2Fe	F e	1.44	-0.72	-5	-5	-5								0.72
3	2Lo+1A+SEQ		2.80	0.00	0	0	0								2.80
4	2F!+1T	!	2.20	-0.72	-4	-4	-4								1.48
5	2Lzq	q	2.10	-0.63	-4	-2	-3								1.47
6	SSpB		1.30	0.09	1	0	1								1.39
7	StSq1		1.90	-0.13	0	-1	-1								1.77
8	CCoSp2		3.00	-1.00	-3	-4	-3								2.00
Variety Bonus 2.00			16.04												15.06
Program Components				Factor											
Composition				1.67	2.75	2.25	2.50								2.50
Presentation				1.67	2.50	2.50	2.50								2.50
Skating Skills				1.67	2.75	2.75	2.75								2.75
Judges Total Program Component Score (factored)															12.95
Deductions:			Falls	-0.50	(1)										-0.50

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