

# SPRING CUP 08-09.04.2023

## JUDGES DETAILS PER SKATER

### KLAS VI BOYS FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
1	Andrey MANOLOV	BUL	1	28.85	10.45	18.90						-0.50			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lz!<	F	0.48	-0.24	-5	-5	-5	-5							0.24
2	1A+1Lo		1.60	0.08	0	1	1	1							1.68
3	SSp2		1.60	0.16	1	1	1	1							1.76
4	2Lo		1.70	0.13	0	1	1	1							1.83
5	2Lo		1.70	0.09	0	1	1	0							1.79
6	CCoSp1V		1.50	0.00	0	0	0	0							1.50
7	StSqB		1.50	0.15	1	1	1	1							1.65
			<b>10.08</b>												<b>10.45</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			1.67	3.50	4.00	4.00	4.25							3.94	
Presentation			1.67	3.50	3.75	3.75	4.00							3.75	
Skating Skills			1.67	3.25	3.75	3.75	3.75							3.63	
<b>Judges Total Program Component Score (factored)</b>														<b>18.90</b>	
<b>Deductions:</b>		Falls	-0.50 (1)										<b>-0.50</b>		

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
2	Dobromir HADJIYSKI	BUL	2	23.15	8.32	14.83						0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A		1.10	-0.03	0	-1	0	0							1.07
2	1Lz+1Lo		1.10	0.02	0	1	0	0							1.12
3	SSpB		1.10	-0.03	0	-1	0	0							1.07
4	StSqB		1.50	0.04	0	1	0	0							1.54
5	1A		1.10	0.06	0	1	1	0							1.16
6	1F+1T		0.90	0.00	0	0	0	0							0.90
7	CoSpB		1.50	-0.04	0	-1	0	0							1.46
			<b>8.30</b>												<b>8.32</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			1.67	2.75	3.25	3.25	3.00							3.06	
Presentation			1.67	2.50	3.00	3.25	2.75							2.88	
Skating Skills			1.67	2.75	3.00	3.25	2.75							2.94	
<b>Judges Total Program Component Score (factored)</b>														<b>14.83</b>	
<b>Deductions:</b>															<b>0.00</b>

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	!	Not clear edge	F	Fall		