

KING STAKH CUP 2023
JUDGES DETAILS PER SKATER
2 SPORTIVNYJ B - MEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Roman STEPAN'KOV	IVA	2	43.23	17.24	25.99	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S+2Loq+2T<<	<<	3.40	-0.85	-5	-5	-5								2.55
2	2Fq+2T<<	<<	2.20	-0.90	-5	-5	-5								1.30
3	CCoSp2		2.50	0.25	2	1	0								2.75
4	2Lz!<	<	1.68	-0.61	-3	-4	-4								1.07
5	2Loq	q	1.70	-0.51	-3	-3	-3								1.19
6	FSSp2		2.30	0.23	2	1	0								2.53
7	2Fq	q	1.80	-0.42	-3	-2	-2								1.38
8	ChSq1		3.00	0.33	1	1	0								3.33
9	1A		1.10	0.04	1	0	0								1.14
			19.68												17.24
Program Components				Factor											
Composition				2.40	3.75	3.50	3.50						3.58		
Presentation				2.40	3.50	3.50	3.50						3.50		
Skating Skills				2.40	3.75	3.75	3.75						3.75		
Judges Total Program Component Score (factored)													25.99		

Deductions: **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Svyatoslav NICHIPOROVICH	MIN	1	32.08	11.28	22.80	-2.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S	F	1.30	-0.65	-5	-5	-5								0.65
2	FSSp		0.00	0.00	-	-	-								0.00
3	2Flq	F	1.80	-0.90	-5	-5	-5								0.90
4	CCoSp2		2.50	-0.25	-1	-1	-1								2.25
5	2S+1T		1.70	-0.35	-3	-3	-2								1.35
6	2Loq+1Lo<<+2Lo<<	F	2.20	-0.85	-5	-5	-5								1.35
7	2Lz<	<	1.68	-0.45	-3	-2	-3								1.23
8	ChSq1		3.00	0.00	0	0	0								3.00
9	2A<<	F	1.10	-0.55	-5	-5	-5								0.55
			15.28												11.28
Program Components				Factor											
Composition				2.40	3.25	3.25	3.25						3.25		
Presentation				2.40	3.00	3.00	3.00						3.00		
Skating Skills				2.40	3.25	3.25	3.25						3.25		
Judges Total Program Component Score (factored)													22.80		

Deductions: Falls -2.00 (4) **-2.00**

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