



## Free Skating Men Espoir Intermediate - Free Program

## JUDGES DETAILS PER SKATER

Prov.rank	Name	Total Element score	Total Component score (factored)	Total Deductions	Total Segment score
1	YAGO MARTELLOTTE	11.33	11.75	-3.00	20.08

  

#	Executed Element	Info	Base Value	QOE	J1	J2	J3	J4	J5	Scores of Panel
1	Jump	1F Flip	0.80	0.00	0	0	0	0	0	0.80
2	Jump	1Lz Lutz	0.90	0.00	0	0	0	0	0	0.90
3	Jump	2T 2 Toeloop	1.70	-0.40	-3	-3	-3	-3	-3	1.30
4	ComboSpin				-2	-2	-2	-3	-1	
		CFD Camel Forward Spin	0.60	-0.40						0.20
		CBD Camel Backward Spin	0.50	-0.40						0.10
		NLSit Sit Spin No Level	0.00	0.00						0.00
		NLUpr Upright Spin No level	0.00	0.00						0.00
		NLCBD Camel Backward No Level	0.00*							
5	ComboJump	1Lz Lutz	0.96	0.00	0	-1	0	0	0	0.96
		1Lo Loop	0.96	0.00	0	-1	0	0	0	0.96
		1Th Thoren	0.96	0.00	0	-1	0	0	0	0.96
		2S 2 Salchow	1.85	0.00	-1	0	0	0	+1	1.85
6	Spin	NS No Spin	0.00	0.00	-3	-3	-3	-3	-3	0.00
7	Step Sequence	StB Footwork sequence	1.80	-0.20	0	-1	-1	0	-3	1.60
8	Jump	NJ No Jump	0.00	0.00	0	0	0	0	0	0.00
9	ComboSpin				-1	-1	-2	-2	-2	
		NLCFD Camel Forward No Level	0.00*							
		U Upright Spin	0.50*							
		NLUpr Upright Spin No level	0.00*							
10	Jump	1T Toeloop	0.60	0.00	0	0	0	0	0	0.60
11	Jump	1A Axel	1.30	-0.20	-1	-1	-1	-1	-2	1.10
			<b>12.93</b>							<b>11.33</b>
<b>Program Components</b>			<b>Factor</b>							
Skating Skills			1		3.25	3.25	3.25	3.25	3.25	3.25
Transitions/Linking Footwork/Movement			1		2.75	2.75	2.75	2.75	2.75	2.75
Performance/Execution			1		2.75	2.75	2.75	2.75	2.75	2.75
Choreography/Composition			1		3.00	3.00	3.00	3.00	3.00	3.00
<b>Judges Total Program Component Score (factored)</b>										<b>11.75</b>
<b>Deductions</b>			-3.00							
				Falls: -3.0						



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\* Element not allowed, < jump UNDER, << jump HALF, <<< jump DOWN, 'T' Credit for distribution (10%), '+' bonus on spin, '%' bonus on jump/spin, '!' Lutz No Edge

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<b>Event Manager</b>	.	<b>Referee</b>	.
<b>Specialist</b>	.	<b>Judge 1</b>	.
<b>Data Operator</b>	.	<b>Judge 2</b>	.
<b>Assistant</b>	.	<b>Judge 3</b>	.
<b>Controller</b>	.	<b>Judge 4</b>	.
		<b>Judge 5</b>	.

