

**ADULT CUP - PINEROLO**  
**JUDGES DETAILS PER SKATER**  
**ADULT SILVER MEN III FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions		
1	Giancarlo MARAVIGLIA	ITA	1	26.43	9.41	17.52							-0.50		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1F+1Lo		1.00	-0.05	-1	-1									0.95
2	1Lz+1Eu+1F		1.60	-0.06	-1	-1									1.54
3	CUSpB		1.50	-0.23	-2	-1									1.27
4	1Lo		0.50	0.00	0	0									0.50
5	ChSq1		3.00	0.50	1	1									3.50
6	1S		0.40	0.00	0	0									0.40
7	1Lz!q	F	0.60	-0.30	-5	-5									0.30
8	USpB		1.00	-0.05	0	-1									0.95
			<b>9.60</b>												<b>9.41</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				2.00	2.75	3.50								3.13	
Presentation				2.00	2.50	3.50								3.00	
Skating Skills				2.00	2.50	2.75								2.63	
<b>Judges Total Program Component Score (factored)</b>														<b>17.52</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	Davide CHIESA	ITA	2	25.61	5.59	20.02							0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1S+1T		0.80	0.00	0	0									0.80
2	1Lo		0.50	-0.05	-1	-1									0.45
3	CCoSp		0.00	0.00	-	-									0.00
4	1Loq+1Eu<<+1Sq	<<	0.90	-0.25	-5	-5									0.65
5	1Lz		0.60	-0.06	-1	-1									0.54
6	SSp		0.00	0.00	-	-									0.00
7	ChSq1		3.00	-0.25	-1	0									2.75
8	1T		0.40	0.00	0	0									0.40
			<b>6.20</b>												<b>5.59</b>
<b>Program Components</b>				<b>Factor</b>											
Composition				2.00	3.25	3.25								3.25	
Presentation				2.00	3.50	3.25								3.38	
Skating Skills				2.00	3.25	3.50								3.38	
<b>Judges Total Program Component Score (factored)</b>														<b>20.02</b>	
<b>Deductions:</b>															<b>0.00</b>

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