

COPPA ITALIA - FINALE (FASCIA GOLD)

JUDGES DETAILS PER SKATER

BASIC NOVICE MASCHILE FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions					
1	Giacomo MAROTTA	ITA	1	33.22	14.98	18.24				0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F+2T		3.10	0.06	0	0	1								3.16
2	2Lz!+1A+SEQ	!	3.20	-0.21	-2	-1	0								2.99
3	1A		1.10	0.07	0	1	1								1.17
4	CCoSp2		2.50	-0.67	-4	-2	-2								1.83
5	2Lo	F	1.70	-0.85	-5	-5	-5								0.85
6	2Lz!	!	2.10	-0.35	-2	-2	-1								1.75
7	StSq1		1.80	0.18	1	1	1								1.98
8	CSpB		1.10	0.15	1	2	1								1.25
			16.60												14.98
Program Components				Factor											
Composition				1.67	3.75	4.00	3.50								3.75
Presentation				1.67	3.25	3.50	3.75								3.50
Skating Skills				1.67	3.50	3.75	3.75								3.67
Judges Total Program Component Score (factored)															18.24
Deductions:															0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions					
2	Leonardo PERICCIOLI	ITA	2	25.24	11.17	14.07				0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F		1.80	-0.18	-1	-1	-1								1.62
2	2S+SEQ+1A*	*	1.30	-0.48	-4	-4	-3								0.82
3	2Lo<	F <	1.36	-0.68	-5	-5	-5								0.68
4	SSpB		1.10	-0.07	-1	-1	0								1.03
5	StSq1		1.80	-0.18	-2	0	-1								1.62
6	2S		1.30	-0.04	0	-1	0								1.26
7	1A+1Lo		1.60	-0.04	0	0	-1								1.56
8	CCoSp2		2.50	0.08	0	1	0								2.58
			12.76												11.17
Program Components				Factor											
Composition				1.67	3.00	3.25	2.75					3.00			
Presentation				1.67	2.25	2.75	2.50					2.50			
Skating Skills				1.67	2.75	3.50	2.50					2.92			
Judges Total Program Component Score (factored)															14.07
Deductions:															0.00

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