

AUSTRALIAN MASTERS GAMES 2023
JUDGES DETAILS PER SKATER
BRONZE MEN 30-49 FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions			
1	Alex COOKE	QLD	1	18.51	6.81	11.70							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	-0.10	-3	-3	-2	-2	-3					-3	0.70	
2	1Loq	q	0.50	-0.12	-4	-2	-2	-2	-2					-4	0.38	
3	CSpB		1.10	-0.22	-3	-2	-1	-1	-3					-3	0.88	
4	ChSq1		3.00	-0.30	-2	0	-2	0	1					-2	2.70	
5	USpB		1.00	-0.04	-1	0	0	-1	0					-1	0.96	
6	1Lo		0.50	-0.09	-3	-3	0	-2	-1					-3	0.41	
7	1S+1T		0.80	-0.02	-1	-1	0	-1	0					-1	0.78	
			7.70												6.81	
Program Components				Factor												
Composition				2.00	1.25	1.50	2.00	2.00	2.75						1.25	1.90
Presentation				2.00	1.50	1.50	2.25	2.25	3.00						1.50	2.10
Skating Skills				2.00	1.50	1.25	2.00	2.00	2.50						1.50	1.85
Judges Total Program Component Score (factored)																11.70
Deductions:															0.00	

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)							Total Deductions			
2	James KLAEBE	SA	2	18.12	6.72	11.40							0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1Lz+1T		1.00	-0.02	-1	-1	0	1	-1					-1	0.98	
2	1F+1Lo		1.00	0.00	-1	0	0	1	0					-1	1.00	
3	SSp		0.00	0.00	-	-	-	-	-					-	0.00	
4	1Lz		0.60	-0.01	-1	0	0	1	-1					-1	0.59	
5	1F		0.50	0.01	0	0	0	1	0					0	0.51	
6	ChSq1		3.00	-0.30	-2	0	-2	1	0					-2	2.70	
7	USpB		1.00	-0.06	-1	-1	-1	1	-1					-1	0.94	
			7.10												6.72	
Program Components				Factor												
Composition				2.00	1.50	1.25	1.75	2.25	2.25						1.50	1.80
Presentation				2.00	1.50	1.25	2.00	2.50	2.50						1.50	1.95
Skating Skills				2.00	1.50	1.75	1.75	2.50	2.25						1.50	1.95
Judges Total Program Component Score (factored)																11.40
Deductions:															0.00	

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	REP	Jump repetition
F	Fall	q	Jump landed on the quarter				