

# 7. KÖNIGSCUP

## JUDGES DETAILS PER SKATER

### ANFÄNGER A JUNGEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Tobias ZIRNGIBL	BAY	1	32.26	15.60	16.66	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2S+1A+SEQ		2.40	0.00	0	0	0								2.40	
2	2Lo		1.70	0.06	0	0	1								1.76	
3	2A+2T<	F <	4.34	-1.65	-5	-5	-5								2.69	
4	2Fq	q	1.80	-0.36	-2	-2	-2								1.44	
5	SSp2		1.60	-0.05	0	0	-1								1.55	
6	StSqB		1.50	0.15	1	1	1								1.65	
7	2Lo		1.70	-0.17	-1	-1	-1								1.53	
8	CCoSp2		2.50	0.08	0	0	1								2.58	
			<b>17.54</b>												<b>15.60</b>	
<b>Program Components</b>				<b>Factor</b>												
Composition				2.00	2.75	2.75	2.75									2.75
Presentation				2.00	2.75	3.00	2.75									2.83
Skating Skills				2.00	2.50	2.75	3.00									2.75
<b>Judges Total Program Component Score (factored)</b>															<b>16.66</b>	

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Thomas ZIRNGIBL	BAY	2	21.76	8.10	13.66	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2S<+1T	<	1.44	-0.35	-3	-3	-4								1.09	
2	2F<<	F <<	0.50	-0.25	-5	-5	-5								0.25	
3	2Lo		1.70	-0.40	-2	-2	-3								1.30	
4	SSp2		1.60	0.00	0	0	0								1.60	
5	1Lz+1A+SEQ		1.70	-0.07	-1	-1	0								1.63	
6	StSq1		1.80	0.06	0	0	1								1.86	
7	2Lo<<	<<	0.50	-0.13	-3	-2	-3								0.37	
8	COSPNV	F	0.00	0.00	-	-	-								0.00	
			<b>9.24</b>												<b>8.10</b>	
<b>Program Components</b>				<b>Factor</b>												
Composition				2.00	2.25	2.25	2.25									2.25
Presentation				2.00	2.25	2.50	2.25									2.33
Skating Skills				2.00	2.00	2.25	2.50									2.25
<b>Judges Total Program Component Score (factored)</b>															<b>13.66</b>	

Deductions:

0.00

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