

**PUCHAR ZIEMI OSWIECIMSKIEJ 2023 - GRUPY DODATKOWE**  
**JUDGES DETAILS PER SKATER**  
**SOLISCI - KLASA WSTEPNA U9 FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
1	Jakub BOLEK	OSW	2	12.69	5.32	7.37						0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	USp1		1.20	-0.24	-3	-2	-1								0.96
2	1S		0.40	0.00	0	0	0								0.40
3	1T<<	<<	0.00	0.00	-	-	-								0.00
4	ChSq1		3.00	-0.17	-1	0	0								2.83
5	1S		0.40	0.00	0	0	0								0.40
6	USpB		1.00	-0.27	-4	-2	-2								0.73
7	1T<<	<<	0.00	0.00	-	-	-								0.00
			<b>6.00</b>												<b>5.32</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			1.67	1.25	1.25	1.50							1.33		
Presentation			1.67	1.50	1.25	1.75							1.50		
Skating Skills			1.67	1.50	1.50	1.75							1.58		
<b>Judges Total Program Component Score (factored)</b>									<b>7.37</b>						
<b>Deductions:</b>												<b>0.00</b>			

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
2	Szymon ZEMLA	OSW	1	8.04	2.56	5.98						-0.50			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	USpB		1.00	-0.20	-2	-2	-2								0.80
2	1S		0.40	-0.01	0	0	-1								0.39
3	1T<<	<<	0.00	0.00	-	-	-								0.00
4	1S		0.40	0.00	0	0	0								0.40
5	ChSq	F	0.00	0.00	-	-	-								0.00
6	1T<<	<<	0.00	0.00	-	-	-								0.00
7	USpB		1.00	-0.03	0	0	-1								0.97
			<b>2.80</b>												<b>2.56</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			1.67	1.25	1.25	1.25							1.25		
Presentation			1.67	1.25	1.00	1.00							1.08		
Skating Skills			1.67	1.25	1.25	1.25							1.25		
<b>Judges Total Program Component Score (factored)</b>									<b>5.98</b>						
<b>Deductions:</b>												<b>-0.50</b>			
Falls												(1)			

Legend:		GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
#	Sequence number						
<<	Downgraded jump	F	Fall				