



COPPA ITALIA FASCIA GOLD - TROFEO DELLE REGIONI FASCIA SILVER
Stagione sportiva 2024 - 2025

JUDGES DETAILS PER SKATER
BASIC NOVICE BOYS SILVER FREE SKATING

Rank	Name	Nation		Starting Number	Total Segment Score		Total Element Score		Total Program Component Score (factored)					Total Deductions	
1	Demiyan VOLTA	ITA		1	19.98		8.27		11.71					0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S<	F <<	1.04	-0.52	-5	-5									0.52
2	1F+1Lo		1.00	0.00	0	0									1.00
3	2S<<		0.40	-0.20	-5	-5									0.20
4	CoSp2		2.00	-0.10	0	-1									1.90
5	1A+1T		1.50	0.00	0	0									1.50
6	StSqB		1.50	-0.38	-2	-3									1.12
7	1A		1.10	0.00	0	0									1.10
8	SSpB		1.10	-0.17	-1	-2									0.93
			9.64												8.27
Program Components				Factor											
Composition				1.67	2.25	2.50								2.38	
Presentation				1.67	2.00	2.25								2.13	
Skating Skills				1.67	2.25	2.75								2.50	
Judges Total Program Component Score (factored)														11.71	
Deductions:															0.00

Rank	Name			Nation	Starting Number			Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions	
2	Luca FRAMARIN			ITA	2			18.01	7.36	10.65				0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A		1.10	-0.11	-1	-1									0.99
2	1Lz!+1Lo	!	1.10	-0.09	-1	-2									1.01
3	SSpB		1.10	0.00	0	0									1.10
4	StSqB		1.50	-0.38	-2	-3									1.12
5	2F<	<	1.44	-0.51	-3	-4									0.93
6	2S		1.30	0.00	0	0									1.30
7	CCoSp		0.00	0.00	-	-									0.00
8	1Lz!+1T	!	1.00	-0.09	-1	-2									0.91
			8.54												7.36
Program Components				Factor											
Composition				1.67	2.00	2.00									2.00
Presentation				1.67	2.25	2.50									2.38
Skating Skills				1.67	2.00	2.00									2.00
Judges Total Program Component Score (factored)															10.65
Deductions:															0.00

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