

## 2023 MJS

## JUDGES DETAILS PER SKATER

## ADULT BRONZE MEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
1	Bryan GRAYSON	NSW	1	13.70	4.58	10.12						-1.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1Lo+1T<<	<<	0.50	-0.20	-4	-4	-4	-4							0.30
2	CUSpBV		1.13	-0.23	-2	-2	-3	-1							0.90
3	1F		0.50	-0.03	-1	0	-1	0							0.47
4	1S+1T		0.80	0.00	0	0	0	0							0.80
5	ChSq1		3.00	-1.38	-3	-4	0	-4							1.62
6	1Lo		0.50	-0.01	-1	0	0	0							0.49
7	USp*	*	0.00	0.00	-	-	-	-							0.00
			<b>6.43</b>												<b>4.58</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			2.00	1.75	1.25	2.00	2.00							1.75	
Presentation			2.00	1.50	1.25	1.75	1.75							1.56	
Skating Skills			2.00	1.75	1.50	2.00	1.75							1.75	
<b>Judges Total Program Component Score (factored)</b>													<b>10.12</b>		
<b>Deductions:</b>			Time violation		-1.00						<b>-1.00</b>				

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
2	Joshua McKAY	NSW	2	7.74	1.72	6.02						0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1T<<	<<	0.00	0.00	-	-	-	-							0.00
2	ChSq1		3.00	-2.13	-5	-5	-4	-3							0.87
3	S+T		0.00	0.00	-	-	-	-							0.00
4	SSp		0.00	0.00	-	-	-	-							0.00
5	1S<<	<<	0.00	0.00	-	-	-	-							0.00
6	USpB		1.00	-0.15	-2	0	-1	-3							0.85
			<b>4.00</b>												<b>1.72</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			2.00	0.75	0.75	1.50	1.50							1.13	
Presentation			2.00	0.50	0.50	1.75	1.25							1.00	
Skating Skills			2.00	0.50	0.50	1.25	1.25							0.88	
<b>Judges Total Program Component Score (factored)</b>													<b>6.02</b>		
<b>Deductions:</b>			<b>0.00</b>												

## Legend:

#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	<	Under-rotated jump	<<	Downgraded jump	F	Fall