

# 1.BOLGE YARISMASI

## JUDGES DETAILS PER SKATER

### B BAY FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Tiber SIRER	TUR	1	42.54	21.54	21.00	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2A		3.30	-0.99	-3	-3	-3	-3	-3						2.31
2	2A		3.30	0.44	1	2	2	1	1						3.74
3	2Lz+1A+SEQ		3.20	0.00	0	0	1	0	0						3.20
4	2F+2T		3.10	0.00	0	0	0	0	0						3.10
5	CCoSp2V		1.88	0.32	1	2	2	1	2						2.20
6	StSq2		2.60	0.35	1	3	1	1	2						2.95
7	2S		1.30	0.13	1	1	1	1	0						1.43
8	CSSp2		2.30	0.31	1	2	1	1	2						2.61
			<b>20.98</b>												<b>21.54</b>
<b>Program Components</b>				<b>Factor</b>											
	Composition			1.67	4.25	4.50	4.00	4.00	4.00						4.08
	Presentation			1.67	4.50	4.75	4.25	4.25	4.25						4.33
	Skating Skills			1.67	4.25	4.25	4.00	4.25	4.00						4.17
	<b>Judges Total Program Component Score (factored)</b>														<b>21.00</b>

**Deductions:** **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Kaan SANAL	TUR	3	41.68	20.38	21.30	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2A		3.30	0.33	1	1	2	1	1						3.63
2	2Lz+2Lo		3.80	-0.28	-1	-2	0	-1	-2						3.52
3	2Lz+2T		3.40	0.14	1	1	0	1	0						3.54
4	2F!	!	1.80	-0.18	-1	-1	0	-1	-1						1.62
5	2S		1.30	-0.13	-1	-1	0	-1	-1						1.17
6	CSSp2		2.30	0.00	-1	0	0	0	1						2.30
7	StSq2		2.60	0.35	2	2	1	1	1						2.95
8	CCoSp1V		1.50	0.15	1	1	1	1	2						1.65
			<b>20.00</b>												<b>20.38</b>
<b>Program Components</b>				<b>Factor</b>											
	Composition			1.67	4.25	4.50	4.00	4.00	4.25						4.17
	Presentation			1.67	4.50	4.50	4.25	4.50	4.25						4.42
	Skating Skills			1.67	4.25	4.25	4.25	4.00	4.00						4.17
	<b>Judges Total Program Component Score (factored)</b>														<b>21.30</b>

**Deductions:** **0.00**

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Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
3	Daghan YILMAZ	TUR	4	35.31	15.86	20.45	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2Fe+2T	e	2.74	-0.24	-2	-2	-1	-1	-3						2.50	
2	2Lo+1A+SEQ		2.80	0.11	1	1	1	0	0						2.91	
3	CCoSp2		2.50	0.42	1	2	2	1	2						2.92	
4	1Lz		0.60	-0.10	-1	-2	-1	-2	-3						0.50	
5	2S	F	1.30	-0.65	-5	-5	-5	-5	-5						0.65	
6	2Lz<	F	1.68	-0.84	-5	-5	-5	-5	-5						0.84	
7	CSSp2		2.30	0.38	2	1	2	1	2						2.68	
8	StSq2		2.60	0.26	1	1	1	0	1						2.86	
			<b>16.52</b>												<b>15.86</b>	
<b>Program Components</b>			<b>Factor</b>													
Composition			1.67	4.25	4.25	4.00	4.00	4.00	4.00							4.08
Presentation			1.67	4.25	4.50	4.25	3.75	4.00							4.17	
Skating Skills			1.67	4.00	4.00	4.00	4.25	3.75							4.00	
<b>Judges Total Program Component Score (factored)</b>															<b>20.45</b>	

<b>Deductions:</b>	Falls	-1.00 (2)	<b>-1.00</b>
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Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
4	Mehmet Kagan OZER	TUR	5	34.09	12.80	21.29	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2A<<	<<	1.10	-0.55	-5	-5	-5	-5	-4						0.55
2	2Lz+2T		3.40	0.21	1	2	1	1	0						3.61
3	2Lz+1Lo		2.60	-0.28	-3	-1	-1	-2	-1						2.32
4	CSpB		1.10	0.11	1	1	1	0	2						1.21
5	StSq1		1.80	0.00	0	1	0	0	-1						1.80
6	2F		1.80	0.12	0	1	1	1	0						1.92
7	2S		1.30	0.09	1	1	0	1	0						1.39
8	CSSp1*	*	0.00	0.00	-	-	-	-	-						0.00
			<b>13.10</b>												<b>12.80</b>
<b>Program Components</b>			<b>Factor</b>												
Composition			1.67	4.50	4.50	4.00	4.25	4.00							4.25
Presentation			1.67	4.50	4.25	4.25	4.50	4.25							4.33
Skating Skills			1.67	4.25	4.25	4.00	4.25	4.00							4.17
<b>Judges Total Program Component Score (factored)</b>															<b>21.29</b>

<b>Deductions:</b>			<b>0.00</b>
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<b>Legend:</b>							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
*	Invalid element	e	Wrong edge	<	Under-rotated jump	<<	Downgraded jump
!	Not clear edge	F	Fall				