

**POKAL SLOVENIJE 2023**  
**JUDGES DETAILS PER SKATER**  
**DECKI B FREE SKATING**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Indi Tej ACCETTO KOROSEC	SLO	2	30.46	13.28	17.68	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A		1.10	0.04	0	0	1								1.14
2	2S+2T		2.60	-0.30	-2	-2	-3								2.30
3	2Lo	F	1.70	-0.85	-5	-5	-5								0.85
4	CCoSp3		3.00	0.20	0	1	1								3.20
5	StSqB		1.50	-0.15	-2	-1	0								1.35
6	2F+1A+SEQ		2.90	-0.36	-2	-1	-3								2.54
7	CSSp1		1.90	0.00	0	0	0								1.90
			<b>14.70</b>												<b>13.28</b>
<b>Program Components</b>				<b>Factor</b>											
	Composition			1.67	3.50	3.50	3.50								3.50
	Presentation			1.67	3.50	3.75	3.25								3.50
	Skating Skills			1.67	3.75	3.50	3.50								3.58
	<b>Judges Total Program Component Score (factored)</b>														<b>17.68</b>
<b>Deductions:</b>				Falls	-0.50 (1)										<b>-0.50</b>

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Taras TELEBAK BOLTA	SLO	1	26.68	11.17	16.01	-0.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A		1.10	-0.33	-3	-3	-3								0.77
2	2S+1Lo		1.80	-0.04	0	0	-1								1.76
3	CSSp2		2.30	-0.38	-2	-2	-1								1.92
4	2Lo<	F	1.36	-0.68	-5	-5	-5								0.68
5	2T+1A+SEQ		2.40	-0.26	-2	-1	-3								2.14
6	CCoSp2		2.50	0.00	0	0	0								2.50
7	StSqB		1.50	-0.10	-1	0	-1								1.40
			<b>12.96</b>												<b>11.17</b>
<b>Program Components</b>				<b>Factor</b>											
	Composition			1.67	3.00	3.25	3.25								3.17
	Presentation			1.67	3.25	3.25	3.00								3.17
	Skating Skills			1.67	3.00	3.50	3.25								3.25
	<b>Judges Total Program Component Score (factored)</b>														<b>16.01</b>
<b>Deductions:</b>				Falls	-0.50 (1)										<b>-0.50</b>

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