

DUNDEE OPEN CLUB INTERNATIONAL 2025

JUDGES DETAILS PER SKATER

NATIONAL 2 BOYS FREE SKATING

Rank	Name	Nation			Starting Number		Total Segment Score		Total Element Score		Total Program Component Score (factored)				Total Deductions	
1	Cameron WILKIE	GBR			2		22.90		8.70		14.20				0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1Lz+1Lo	F q	1.10	0.02	0	0	1	1	0						1.12	
2	1A		1.10	0.00	0	1	0	0	0						1.10	
3	SSpB		1.10	0.07	0	1	1	1	-1						1.17	
4	1F+1Lo		1.00	0.02	0	1	0	1	0						1.02	
5	ChSqL1		1.50	0.17	1	1	0	1	0						1.67	
6	1Aq		1.10	-0.55	-5	-5	-5	1	-5						0.55	
7	CCoSp2V		1.88	0.19	1	1	0	1	1						2.07	
			8.78												8.70	
Program Components				Factor												
Composition				1.67	3.00	3.00	2.25	4.00	2.00							2.75
Presentation				1.67	3.25	3.00	2.50	4.00	2.50							2.92
Skating Skills				1.67	3.00	3.25	2.25	4.00	2.25							2.83
Judges Total Program Component Score (factored)															14.20	
Deductions:																0.00

Rank	Name			Nation	Starting Number				Total Segment Score	Total Element Score	Total Program Component Score (factored)				Total Deductions	
2	Ethan JACKSON			GBR	1				17.11	6.96	10.15				0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A	F !	1.10	-0.44	-3	-5	-4	-4	-4						0.66	
2	1F		0.50	0.00	0	0	1	0	0						0.50	
3	CoSp2V		1.50	-0.15	-2	-2	0	1	-1						1.35	
4	1Lz!+1A+SEQ		1.70	-0.55	-5	-5	-5	-5	-5						1.15	
5	1F+1Lo		1.00	-0.05	-1	-2	-1	-1	-1						0.95	
6	SSpB		1.10	0.00	-1	0	0	0	0						1.10	
7	ChSqL1		1.50	-0.25	-2	0	-1	0	-2						1.25	
			8.40												6.96	
Program Components				Factor												
Composition				1.67	2.25	2.50	1.50	3.50	1.50							2.08
Presentation				1.67	2.00	2.00	1.50	3.50	1.50							1.83
Skating Skills				1.67	2.25	2.25	2.00	3.25	1.50							2.17
Judges Total Program Component Score (factored)															10.15	
Deductions:																
															0.00	

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
!	Not clear edge	F	Fall	q	Jump landed on the quarter		