

DUNDEE OPEN CLUB INTERNATIONAL 2025

JUDGES DETAILS PER SKATER

NATIONAL 7 MEN SHORT PROGRAM

Rank	Name		Nation	Starting Number			Total Segment Score		Total Element Score		Total Program Component Score (factored)				Total Deductions		
1	Lloyd THOMSON		GBR	2			64.36		36.25		28.11				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	0.55	1	2	2	1	3						3.85		
2	3Lz+3T		10.10	0.59	0	2	1	0	2						10.69		
3	FCSp4		3.20	0.53	1	2	2	1	3						3.73		
4	3F		5.83	x 0.71	1	3	1	0	2						6.54		
5	StSq3		3.30	0.66	0	2	2	2	2						3.96		
6	CSSp4		3.00	0.40	1	2	1	0	2						3.40		
7	CCoSp4		3.50	0.58	2	2	2	1	1						4.08		
			32.23												36.25		
Program Components			Factor														
Composition			1.67 6.25 5.50 5.00 5.25 5.75													5.50	
Presentation			1.67 6.50 5.75 4.75 5.50 6.00													5.75	
Skating Skills			1.67 6.50 5.75 5.25 5.25 5.75													5.58	
Judges Total Program Component Score (factored)															28.11		
Deductions:															0.00		

Rank	Name		Nation	Starting Number			Total Segment Score		Total Element Score		Total Program Component Score (factored)				Total Deductions	
2	Tim XIE		GBR	1			42.18		22.15		20.03				0.00	
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2F		1.80	0.00	-5	0	0	0	1						1.80	
2	3S+2T		5.60	0.00	0	0	-1	0	1						5.60	
3	FCSp2		2.30	-0.31	0	-1	-3	-1	-2						1.99	
4	2A		3.63	x -0.11	-2	0	-1	0	0						3.52	
5	StSq3		3.30	-0.11	-1	0	0	0	-1						3.19	
6	CCoSp4		3.50	-0.35	-1	-1	-1	-2	-1						3.15	
7	CSSp4		3.00	-0.10	-1	1	-1	-2	2						2.90	
			23.13												22.15	
Program Components				Factor												
Composition				1.67	4.25	4.50	3.25	4.50	3.50							4.08
Presentation				1.67	3.75	4.00	3.50	4.25	3.25							3.75
Skating Skills				1.67	4.50	4.25	3.75	4.25	4.00							4.17
Judges Total Program Component Score (factored)															20.03	
Deductions:															0.00	

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
x	Credit for highlight distribution, base value multiplied by 1.1						