

SCC-POKAL 2023

JUDGES DETAILS PER SKATER

NOVICE JUNGEN KÜR

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
1	Linus Gabriel SACHTLER	BER	1	42.59	18.87	24.22						-0.50			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2Lzq	q	2.10	-0.42	-2	-2	-2								1.68
2	2Lo<	F	1.36	-0.68	-5	-5	-5								0.68
3	2Lo<+1Eu+2S	<	3.16	-0.27	-2	-2	-2								2.89
4	2Fq	q	1.80	-0.42	-2	-3	-2								1.38
5	CCoSp3		3.00	0.30	1	1	1								3.30
6	1A+2T<	<	2.14	-0.15	-1	-1	-2								1.99
7	2T		1.30	0.09	1	0	1								1.39
8	StSq2		2.60	0.43	1	2	2								3.03
9	FSSp2		2.30	0.23	0	2	1								2.53
			19.76												18.87
Program Components				Factor											
Composition				2.40	3.50	2.75	3.25					3.17			
Presentation				2.40	3.75	3.25	3.25					3.42			
Skating Skills				2.40	3.50	3.50	3.50					3.50			
Judges Total Program Component Score (factored)												24.22			
Deductions:		Falls			-0.50 (1)								-0.50		

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)						Total Deductions			
2	Serafim TSYBAN	BER	2	38.30	17.49	20.81						0.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1A+2T+1A+SEQ		3.50	0.09	0	1	1								3.59
2	2S+2T		2.60	-0.13	0	-1	-2								2.47
3	2F<<	<<	0.50	-0.15	-3	-3	-3								0.35
4	FCSSp2		2.30	0.08	0	1	0								2.38
5	2Lo		1.70	0.00	0	0	0								1.70
6	2S		1.30	-0.26	-1	-1	-4								1.04
7	2Lz<	<	1.68	-0.39	-2	-2	-3								1.29
8	StSq1		1.80	0.12	0	0	2								1.92
9	CCoSp2		2.50	0.25	0	2	1								2.75
			17.88												17.49
Program Components				Factor											
Composition				2.40	2.75	2.25	3.25					2.75			
Presentation				2.40	3.00	3.00	3.50					3.17			
Skating Skills				2.40	2.75	2.50	3.00					2.75			
Judges Total Program Component Score (factored)												20.81			
Deductions:															0.00

Legend:		GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
#	Sequence number						
<	Under-rotated jump	<<	Downgraded jump	F	Fall	q	Jump landed on the quarter