

**BJM 2025 UND ALLGÄU CUP 2025**  
**JUDGES DETAILS PER SKATER**  
**NEULINGE A JUNGEN SHORT PROGRAM**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Noah-Tianyou ZHANG	BAY	1	28.31	15.18	13.13	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2Lz+2T		3.40	0.21	1	1	1	1	1	1					3.61	
2	2A<<	F <<	1.10	-0.55	-5	-5	-5	-5	-5	-5					0.55	
3	CCoSp3		3.00	0.38	2	1	3	1	1	1					3.38	
4	StSq2		2.60	0.33	2	1	2	1	1	1					2.93	
5	2F		1.80	0.05	-1	0	1	2	0	0					1.85	
6	CSSp3		2.60	0.26	0	1	1	1	1	1					2.86	
			<b>14.50</b>												<b>15.18</b>	
<b>Program Components</b>				<b>Factor</b>												
Composition				1.20	2.75	3.75	4.00	3.75	3.75	3.50						3.69
Presentation				1.20	2.75	3.50	4.00	3.50	3.75	3.50						3.56
Skating Skills				1.20	3.00	3.75	3.75	3.50	4.00	3.75						3.69
<b>Judges Total Program Component Score (factored)</b>															<b>13.13</b>	

**Deductions:** **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Aron HORVATH BERKES	BAY	2	26.92	13.56	13.36	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A		1.10	0.14	1	1	2	2	1	1					1.24	
2	2S+2T		2.60	-0.29	-2	-1	-3	-3	-2	-2					2.31	
3	2Lo		1.70	-0.17	-1	-1	-1	-1	-1	-1					1.53	
4	CCoSp3		3.00	0.15	0	0	0	1	1	1					3.15	
5	StSq2		2.60	0.26	1	1	1	1	1	1					2.86	
6	CSSp2		2.30	0.17	0	1	0	1	1	1					2.47	
			<b>13.30</b>												<b>13.56</b>	
<b>Program Components</b>				<b>Factor</b>												
Composition				1.20	3.25	4.00	3.50	4.00	3.75	3.75						3.75
Presentation				1.20	3.25	3.75	3.25	4.25	4.00	3.50						3.63
Skating Skills				1.20	3.50	4.00	3.50	4.25	3.75	3.75						3.75
<b>Judges Total Program Component Score (factored)</b>															<b>13.36</b>	

**Deductions:** **0.00**

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