

BAYERISCHE NACHWUCHSMEISTERSCHAFTEN 2025
JUDGES DETAILS PER SKATER
ANFÄNGER A JUNGEN FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Anton RUBINSTEIN	BAY	2	33.46	13.44	20.02	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S+2Loq	F q	3.00	-0.85	-5	-5	-5	-5	-5						2.15
2	2Lz<<	<<	0.60	-0.26	-4	-5	-3	-5	-4						0.34
3	CSSp2		2.30	0.15	0	0	1	2	1						2.45
4	2F		1.80	0.00	0	0	0	0	0						1.80
5	StSqB		1.50	0.15	1	2	0	1	1						1.65
6	2Lz<<+1Eu+2F<*	< < *	2.18	-0.61	-2	-4	-4	-3	-4						1.57
7	1A		1.10	-0.04	-1	0	-2	0	0						1.06
8	CCoSp2		2.50	-0.08	1	0	0	-1	-1						2.42
			14.98												13.44
Program Components				Factor											
Composition				2.00	3.50	3.25	2.75	3.50	3.50					3.42	
Presentation				2.00	3.75	3.50	2.50	3.25	3.50					3.42	
Skating Skills				2.00	3.50	3.50	2.50	3.00	3.00					3.17	
Judges Total Program Component Score (factored)												20.02			

Deductions: 0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Bogdan ALTUN	BAY	1	29.43	11.61	17.82	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	0.00	0	0	0	1	0						1.10
2	2S+1A+SEQ		2.40	-0.13	-1	-1	-1	0	-1						2.27
3	SSp1		1.30	0.04	1	0	0	-1	1						1.34
4	2S		1.30	0.00	0	0	-1	0	0						1.30
5	2Lo<<+1T	<<	0.90	-0.20	-3	-5	-4	-4	-4						0.70
6	CCoSp2		2.50	0.25	1	0	1	1	1						2.75
7	StSqB		1.50	0.05	1	1	1	-1	-2						1.55
8	1Lz		0.60	0.00	0	0	0	0	0						0.60
			11.60												11.61
Program Components				Factor											
Composition				2.00	3.50	2.75	3.75	2.75	3.00					3.08	
Presentation				2.00	3.50	2.75	3.00	2.50	3.25					3.00	
Skating Skills				2.00	3.75	2.50	2.75	2.50	3.25					2.83	
Judges Total Program Component Score (factored)												17.82			

Deductions: 0.00

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