

BERLINER MEISTERSCHAFTEN 2025
JUDGES DETAILS PER SKATER
ANFÄNGER U7 JUNGEN KÜR

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Adam ZIARKO	Sportclub Berlin e.V.	1	14.65	5.18	9.47	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1S+1T		0.80	-0.01	-1	0	0								0.79
2	1Lo+1Lo	F	1.00	-0.25	-5	-5	-5								0.75
3	1Lz!	!	0.60	-0.06	-1	-1	-1								0.54
4	1A	F	1.10	-0.55	-5	-5	-5								0.55
5	USpB		1.00	0.00	0	1	-1								1.00
6	1F!	!	0.50	-0.10	-2	-2	-2								0.40
7	StSqB	F	1.50	-0.35	-2	-2	-3								1.15
8	CoSp		0.00	0.00	-	-	-								0.00
			6.50												5.18
Program Components				Factor											
Composition				1.67	2.00	2.00	1.75					1.92			
Presentation				1.67	2.25	2.25	2.00					2.17			
Skating Skills				1.67	1.75	1.50	1.50					1.58			
Judges Total Program Component Score (factored)												9.47			
Deductions:															0.00
Costume/Prop violation (1 of 3)															

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	Ilija VASILEV	Berliner Sportverein 1892 e.V.	2	7.98	2.00	5.98	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1F<<	<<	0.00	0.00	-	-	-								0.00
2	USpB		1.00	-0.17	-1	-2	-2								0.83
3	1Lz<<	<<	0.00	0.00	-	-	-								0.00
4	1S+1T		0.80	-0.05	-1	-1	-2								0.75
5	StSq		0.00	0.00	-	-	-								0.00
6	1Lo<<	<<	0.00	0.00	-	-	-								0.00
7	A+1Lo		0.50	-0.08	-1	-1	-3								0.42
8	CoSp		0.00	0.00	-	-	-								0.00
			2.30												2.00
Program Components				Factor											
Composition				1.67	1.50	1.25	1.25					1.33			
Presentation				1.67	1.75	1.00	1.50					1.42			
Skating Skills				1.67	0.75	0.75	1.00					0.83			
Judges Total Program Component Score (factored)												5.98			
Deductions:															0.00

Legend:							
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<<	Downgraded jump	!	Not clear edge	F	Fall		