

## 6. Heiß auf Eis Pokal

### JUDGES DETAILS PER SKATER

#### NEULINGE JUNGEN KURZPROGRAMM

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Linus Gabriel SACHTLER	BER	2	23.87	12.85	12.52	-1.50

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	2Lz		2.10	-1.05	-5	-5	-5								1.05	
2	1A		1.10	0.07	1	0	1								1.17	
3	CCoSp3		3.00	0.40	2	1	1								3.40	
4	2F+2T		3.10	-0.48	-2	-3	-3								2.62	
5	StSq1		1.80	0.12	1	0	1								1.92	
6	CSSp3		2.60	0.09	0	0	1								2.69	
			<b>13.70</b>												<b>12.85</b>	
<b>Program Components</b>			<b>Factor</b>													
	Skating Skills			0.90	4.00	3.50	3.25								3.58	
	Transitions			0.90	3.75	3.25	3.00								3.33	
	Performance			0.90	3.75	3.25	3.50								3.50	
	Composition			0.00	-	3.50	-								3.50	
	Interpretation of the Music			0.90	4.00	3.25	3.25								3.50	
<b>Judges Total Program Component Score (factored)</b>															<b>12.52</b>	
<b>Deductions:</b>		Time violation		-1.00	Falls			-0.50	(1)							<b>-1.50</b>

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Bastian GEISTHARDT	BER	3	23.32	11.26	13.06	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F<	<	1.44	-0.72	-5	-5	-5								0.72
2	2Lo+2T<	<	2.74	-0.34	-1	-2	-3								2.40
3	CCoSp2		2.50	0.50	2	2	2								3.00
4	StSq1		1.80	-0.48	1	-4	-5								1.32
5	1A		1.10	0.11	1	0	2								1.21
6	CSSp2		2.30	0.31	1	1	2								2.61
			<b>11.88</b>												<b>11.26</b>
<b>Program Components</b>			<b>Factor</b>												
	Skating Skills			0.90	4.00	3.25	3.50								3.58
	Transitions			0.90	3.75	3.25	3.25								3.42
	Performance			0.90	4.00	3.50	3.75								3.75
	Interpretation of the Music			0.90	4.00	3.50	3.75								3.75
<b>Judges Total Program Component Score (factored)</b>															<b>13.06</b>
<b>Deductions:</b>		Falls		-1.00	(2)										<b>-1.00</b>

< Under-rotated jump