

SCC-POKAL 2023

JUDGES DETAILS PER SKATER

U9 JUNGEN KÜR

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Rocco Malik DIETRICH	BER	1	26.63	14.82	11.81	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	1A+1Lo+1T		2.00	0.11	1	1	1								2.11	
2	2S		1.30	0.04	0	1	0								1.34	
3	2Lo		1.70	0.11	0	2	0								1.81	
4	CSSp2		2.30	0.31	1	2	1								2.61	
5	2S<	<	1.04	-0.28	-2	-3	-3								0.76	
6	1A+1Lo		1.60	0.11	1	1	1								1.71	
7	StSqB		1.50	-0.10	0	-1	-1								1.40	
8	1F		0.50	0.00	0	0	0								0.50	
9	CCoSp2		2.50	0.08	1	0	0								2.58	
			14.44												14.82	
Program Components			Factor													
Composition			1.73			2.25	2.00	2.75								2.33
Presentation			1.73			2.50	2.00	2.50								2.33
Skating Skills			1.73			2.00	1.75	2.75								2.17
Judges Total Program Component Score (factored)													11.81			

Deductions: **0.00**

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Nadyr ATSIEV	BER	2	15.12	7.93	8.19	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel	
1	A		0.00	0.00	-	-	-								0.00	
2	2S	F	1.30	-0.61	-5	-4	-5								0.69	
3	StSqB		1.50	-0.20	-1	-2	-1								1.30	
4	SSpB		1.10	-0.44	-3	-4	-5								0.66	
5	2T	F	1.30	-0.65	-5	-5	-5								0.65	
6	1Lz!+1Lo+1A+SEQ	!	2.20	-0.26	-1	-3	-3								1.94	
7	CCoSpBV		1.28	-0.17	-1	0	-3								1.11	
8	2S		1.30	-0.22	-2	-1	-2								1.08	
9	1F		0.50	0.00	0	0	0								0.50	
			10.48												7.93	
Program Components			Factor													
Composition			1.73			1.50	1.50	1.75								1.58
Presentation			1.73			1.75	1.25	1.75								1.58
Skating Skills			1.73			1.75	1.25	1.75								1.58
Judges Total Program Component Score (factored)													8.19			

Deductions: Falls -1.00 (2) **-1.00**

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