

XXI MINIEUROPA 2025

JUDGES DETAILS PER SKATER

BOYS - GOLD U13 FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	Antoni JANIK	POL	1	38.38	15.39	22.99	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F!q	!!q	1.80	-0.84	-5	-5	-4								0.96
2	2Lz+1A+1A+SEQ		4.30	0.00	0	0	0								4.30
3	2Lz		2.10	-0.42	-1	-2	-3								1.68
4	FCCSp2		2.30	-0.31	-2	0	-2								1.99
5	ChSq1	F	3.00	-2.50	-5	-5	-5								0.50
6	2F!<+2T<	F !!<	2.48	-0.72	-5	-5	-5								1.76
7	CCoSp3		3.00	0.00	0	0	0								3.00
8	2S<	F <	1.04	-0.52	-5	-5	-5								0.52
9	2Lo<	<	1.36	-0.68	-5	-5	-5								0.68
			21.38												15.39
Program Components				Factor											
Composition				2.40	3.25	3.25	3.25					3.25			
Presentation				2.40	3.25	3.00	3.00					3.08			
Skating Skills				2.40	3.25	3.25	3.25					3.25			
Judges Total Program Component Score (factored)												22.99			

Deductions:

0.00

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	Mikolaj SLOBODZIAN	POL	2	34.24	12.67	21.57	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2A<<	<<	1.10	-0.55	-5	-5	-5								0.55
2	2Lo	F	1.70	-0.85	-5	-5	-5								0.85
3	2Lz	F	2.10	-1.05	-5	-5	-5								1.05
4	FCSp1		1.90	0.00	0	0	0								1.90
5	ChSq1		3.00	-0.17	0	-1	0								2.83
6	2Lo+1A+SEQ		2.80	-0.68	-4	-4	-4								2.12
7	2F!<	F !!<	1.44	-0.72	-5	-5	-5								0.72
8	2Lz	F	2.10	-1.05	-5	-5	-5								1.05
9	CCoSp1		2.00	-0.40	-1	-3	-2								1.60
			18.14												12.67
Program Components				Factor											
Composition				2.40	3.25	3.00	3.00					3.08			
Presentation				2.40	3.00	2.75	2.75					2.83			
Skating Skills				2.40	3.00	3.25	3.00					3.08			
Judges Total Program Component Score (factored)												21.57			

Deductions:

0.00

Legend:

#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref.	Referee
<	Under-rotated jump	<<	Downgraded jump	!	Not clear edge	F	Fall
q	Jump landed on the quarter						