

2025. ÉVI MUKORCSOLYA ÉS JÉGTÁNC ORSZÁGOS BAJNOKSÁG  
 JUDGES DETAILS PER SKATER  
 CHICKS FIÚK FREE SKATING

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Huba JÁROSI	Ferencvárosi Torna Klub	2	19.20	8.22	11.48	-0.50								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	1F		0.50	0.00	2	0	0	0	0						0.50
2	A+1Lo		0.50	0.00	1	0	0	0	0						0.50
3	1Lz		0.60	0.00	0	0	0	0	0						0.60
4	SSp1		1.30	0.00	1	0	0	-1	0						1.30
5	ChSq1		3.00	0.33	1	1	0	0	1						3.33
6	1F!+2Lo<<	F ! <<	1.00	-0.25	-5	-5	-5	-5	-5						0.75
7	CCoSpBV		1.28	-0.04	0	0	-1	-1	0						1.24
			<b>8.18</b>												<b>8.22</b>
<b>Program Components</b>			<b>Factor</b>												
	Presentation		2.50	2.50	1.75	2.25	2.50	2.75							2.42
	Skating Skills		2.50	3.00	1.75	2.00	2.25	2.25							2.17
<b>Judges Total Program Component Score (factored)</b>			<b>11.48</b>												
<b>Deductions:</b>			<b>Falls -0.50 (1) -0.50</b>												

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	Csanád HAJDAN	Vasas Sport Club	1	10.06	2.36	7.70	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	A+1Lo<<	<<	0.00	0.00	-	-	-	-	-						0.00
2	ChSq		0.00	0.00	-	-	-	-	-						0.00
3	1S+1T		0.80	-0.03	0	-2	-2	0	0						0.77
4	1F<	<	0.40	-0.11	-3	-3	-2	-2	-3						0.29
5	CoSp		0.00	0.00	-	-	-	-	-						0.00
6	1S		0.40	-0.04	-1	-3	-2	0	0						0.36
7	CUSpBV		1.13	-0.19	0	-3	-2	-2	-1						0.94
			<b>2.73</b>												<b>2.36</b>
<b>Program Components</b>			<b>Factor</b>												
	Presentation		2.50	1.75	1.00	1.25	1.75	2.25							1.58
	Skating Skills		2.50	1.50	1.25	1.50	1.75	1.50							1.50
<b>Judges Total Program Component Score (factored)</b>			<b>7.70</b>												
<b>Deductions:</b>			<b>0.00</b>												

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