



Wiener Landesmeisterschaften 2026

27.03 - 29.03.2026, Wien / AUT



JUDGES DETAILS PER SKATER

JUGEND 4B INTERMEDIATE NOVICE MIXED FREE SKATING

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Felicia ENDLICH	AUT	2	36.19	18.05	18.14	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2F+2T		3.10	0.06	0	0	1								3.16
2	2F+1A+SEQ		2.90	0.00	0	0	0								2.90
3	2Lzq	q	2.10	-0.84	-5	-3	-4								1.26
4	CSSp2		2.30	0.31	2	1	1								2.61
5	2Lo		1.70	-0.23	-1	-1	-2								1.47
6	2S		1.30	-0.17	-1	-1	-2								1.13
7	StSq2		2.60	0.09	0	1	0								2.69
8	CCoSp2		2.50	0.33	1	2	1								2.83
			18.50												18.05
Program Components				Factor											
Composition				1.70	3.50	3.75	3.75					3.67			
Presentation				1.70	3.50	3.50	3.50					3.50			
Skating Skills				1.70	3.50	3.50	3.50					3.50			
Judges Total Program Component Score (factored)													18.14		
Deductions:														0.00	

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	Stepan TARGONIN	AUT	1	28.07	12.34	15.73	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	2S+1T		1.70	-0.26	-2	-2	-2								1.44
2	2Lz		2.10	-0.14	-1	0	-1								1.96
3	2Flq	F !,q	1.80	-0.90	-5	-5	-5								0.90
4	CCoSp1V		1.50	-0.05	-1	0	0								1.45
5	2Lz+A+SEQ		2.10	-0.35	-1	-2	-2								1.75
6	CSSp1V		1.43	-0.09	-1	-1	0								1.34
7	2Lo		1.70	0.06	0	0	1								1.76
8	StSq1		1.80	-0.06	-1	0	0								1.74
			14.13												12.34
Program Components				Factor											
Composition				1.70	3.00	3.25	3.50					3.25			
Presentation				1.70	2.75	3.00	3.00					2.92			
Skating Skills				1.70	3.00	3.00	3.25					3.08			
Judges Total Program Component Score (factored)													15.73		
Deductions:														0.00	

Legend:

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