



Chubu Regional
Sep.28-30,2012
Expo2005 Aichi Commemorative Park

Version 2012.29.1195

Judges Details per Skater / Senior Men

Short Program

Pl.	Competitor_____	Club	Starting Order	Total Segment Score =	Total Elements Score +	Total Program Components Score(factorized) +	Deductions -
1	Takahito MURA		#2	74.19	40.34	33.85	0.00

#	Excuted Elements	Base Value	GOE	J1	J2	J3	J4	J5	Scores of Panel
1	4T+2T	11.60	-0.80	-2	-1	0	0	-1	10.80
2	3A	8.50	1.60	2	1	1	2	2	10.10
3	CCoSp3	3.00	0.30	0	1	1	1	0	3.30
4	3Lz	6.60 X	0.70	-1	2	0	2	2	7.30
5	CCSp2	2.30	0.14	1	0	-1	1	0	2.44
6	StSq3	3.30	0.70	0	1	2	2	2	4.00
7	FSSp1	2.00	0.40	0	1	1	1	1	2.40
		37.30							40.34
Program Components									
	Skating Skills	1.00		6.00	6.50	7.00	7.50	7.50	6.90
	Transitions/Linking Footwork/Movements	1.00		5.75	6.25	7.00	7.00	7.00	6.60
	Performance/Execution	1.00		5.50	6.50	7.50	7.50	7.25	6.85
	Choreography/Composition	1.00		5.50	6.25	7.25	7.50	7.00	6.70
	Interpretation of the music	1.00		5.75	6.50	7.25	7.25	7.25	6.80
	Judges Total Program Components Score (factorized)								33.85

Deductions	0.00
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Pl.	Competitor_____	Club	Starting Order	Total Segment Score =	Total Elements Score +	Total Program Components Score(factorized) +	Deductions -
2	Ryoichi EGUCHI		#1	32.35	11.95	21.40	1.00

#	Excuted Elements	Base Value	GOE	J1	J2	J3	J4	J5	Scores of Panel
1	3T<+COMBO	2.90	-2.10	-3	-3	-3	-3	-3	0.80
2	3S<	2.90	-2.10	-3	-3	-3	-3	-3	0.80
3	FCSp1	1.90	-0.08	0	1	-1	-1	-1	1.82
4	2A	3.63 X	0.10	1	0	0	0	0	3.73
5	CCoSp3	3.00	0.00	0	0	0	0	0	3.00
6	StSq1	1.80	0.00	0	0	0	0	0	1.80
7	CSSp	0.00	-	-	-	-	-	-	-
		16.13							11.95
Program Components									
	Skating Skills	1.00		5.00	4.25	4.75	4.25	4.25	4.50
	Transitions/Linking Footwork/Movements	1.00		4.75	4.00	4.25	3.50	3.75	4.05
	Performance/Execution	1.00		4.50	4.25	4.50	3.75	4.00	4.20
	Choreography/Composition	1.00		4.75	4.00	4.75	4.00	4.00	4.30
	Interpretation of the music	1.00		4.75	4.25	4.75	3.75	4.25	4.35
	Judges Total Program Components Score (factorized)								21.40

Deductions	Falls: 1.00	1.00
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X=Credit for highlight distribution, jump elements multiplied by 1.1