



Judges Details per Skater / Jr.選手権 男子

Free Skating

Pl.	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factorized)	Deductions
1	渡部 幸裕	ア化' スケートing' クラブ	#2	= 72.52	+ 34.52	+ 39.00	- 1.00

#	Excuted Elements	Base Value	GOE	J1	J2	J3	Scores of Panel
1	3Lz	6.00	-3.00	-3	-3	-3	3.00
2	3S	4.50	0.00	0	0	0	4.50
3	1A	0.80	0.00	0	0	0	0.80
4	CSSp3	2.60	0.17	0	0	1	2.77
5	2T	1.30	0.00	0	0	0	1.30
6	3S+2T	6.38 X	0.00	0	0	0	6.38
7	FSSp2	2.30	0.17	0	0	1	2.47
8	1A	0.88 X	0.00	0	0	0	0.88
9	3T	4.40 X	0.00	0	0	0	4.40
10	SIS11	1.80	0.17	0	1	0	1.97
11	2A	3.85 X	-0.80	-1	-1	-1	3.05
12	FCCoSp3	3.00	0.00	0	0	0	3.00
		37.81					34.52
Program Components		Factor					
Skating Skills		2.00		4.25	4.00	4.00	4.08
Transitions/Linking Footwork/Movements		2.00		4.00	4.25	3.50	3.92
Performance/Execution		2.00		3.75	3.75	3.75	3.75
Choreography/Composition		2.00		3.75	4.00	3.75	3.83
Interpretation of the music		2.00		4.00	4.00	3.75	3.92
Judges Total Program Components Score (factorized)							39.00

Deductions	Falls: 1.00	1.00
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Pl.	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factorized)	Deductions
2	柁木 太貴	新潟フィギュアクラブ	#1	= 63.05	+ 25.23	+ 37.82	- 0.00

#	Excuted Elements	Base Value	GOE	J1	J2	J3	Scores of Panel
1	2A+2T	4.80	0.00	0	0	0	4.80
2	2S+2T	2.60	-0.10	-1	0	0	2.50
3	2Lo	1.50	0.17	1	0	0	1.67
4	CSSp4	3.00	0.50	1	1	1	3.50
5	3S<	1.30	-0.60	-2	-2	-2	0.70
6	2A<	0.80	-0.40	-2	-2	-2	0.40
7	2T	1.43 X	0.17	0	0	1	1.60
8	FSSp2	2.30	0.17	0	1	0	2.47
9	1A	0.88 X	0.00	0	0	0	0.88
10	2F+1T	2.31 X	-0.20	0	-1	-1	2.11
11	SIS11	1.80	0.00	0	0	0	1.80
12	FCCoSp3	3.00	-0.20	-1	0	-1	2.80
		25.72					25.23
Program Components		Factor					
Skating Skills		2.00		3.75	4.00	3.75	3.83
Transitions/Linking Footwork/Movements		2.00		3.75	3.75	3.50	3.67
Performance/Execution		2.00		3.75	3.75	4.00	3.83
Choreography/Composition		2.00		3.75	3.75	3.75	3.75
Interpretation of the music		2.00		3.75	4.00	3.75	3.83
Judges Total Program Components Score (factorized)							37.82

Deductions		0.00
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X=Credit for highlight distribution, jump elements multiplied by 1.1