



第46回全岡山フィギュアスケート選手権大会 平成28年度岡山市総合体育大会

Version 2016.35.1460

Judges Details per Skater / ノービスB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	福 岡 孝太郎	岡山SC	#2	43.23	16.73	27.00	- 0.50

#	Excuted Elements	Base Value	GOE	J1	J2	J3	J4	Scores of Panel
1	2F<	1.40	-0.90	-3	-3	-3	-3	0.50
2	2Lz<+1A+SEQ	2.08	-0.45	-2	-1	-1	-2	1.63
3	FSSp2	2.30	0.25	0	0	1	1	2.55
4	2S+2T<	2.20	-0.20	-1	-1	-1	-1	2.00
5	2T	1.43 X	-0.05	0	-1	0	0	1.38
6	CCoSp2	2.50	0.38	1	1	1	0	2.88
7	ChSq1	2.00	0.35	0	1	1	0	2.35
8	1A	1.21 X	0.00	0	0	0	0	1.21
9	2Lo<	1.43 X	-0.30	-1	-1	-1	-1	1.13
10	CSpB	1.10	0.00	0	0	0	0	1.10
								16.73
								17.65
Program Components		Factor						
Skating Skills		2.00		2.50	2.75	2.75	2.75	2.69
Transitions		2.00		2.25	2.50	2.50	2.50	2.44
Performance		2.00		3.00	2.75	2.75	2.75	2.81
Composition		2.00		3.00	2.75	2.50	2.75	2.75
Interpretation of the Music		2.00		3.00	2.50	3.00	2.75	2.81
Judges Total Program Components Score (factorized)								27.00

Deductions:	Falls:0.50	0.50
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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	末 国 太 樹	岡山FSC	#1	39.67	14.39	25.78	- 0.50

#	Excuted Elements	Base Value	GOE	J1	J2	J3	J4	Scores of Panel
1	2Lo<<	0.50	-0.30	-3	-3	-3	-3	0.20
2	2S+2T	2.60	0.00	0	0	0	0	2.60
3	CSpB	1.10	-0.53	-1	-2	-2	-2	0.57
4	2Lz<<!	0.60	-0.23	-2	-2	-3	-2	0.37
5	1A+1Lo+2S	3.19 X	0.00	0	0	0	0	3.19
6	2T	1.43 X	0.00	0	0	0	0	1.43
7	CCoSpB	1.70	-0.38	-1	-1	-1	-2	1.32
8	ChSq1	2.00	0.53	1	1	1	0	2.53
9	2F<<	0.55 X	-0.20	-2	-2	-2	-2	0.35
10	FSSpB	1.70	0.13	1	0	0	0	1.83
								14.39
								15.37
Program Components		Factor						
Skating Skills		2.00		2.50	2.50	2.75	2.75	2.63
Transitions		2.00		2.25	2.25	2.25	2.25	2.25
Performance		2.00		2.75	2.50	2.75	2.75	2.69
Composition		2.00		2.75	2.75	2.50	2.75	2.69
Interpretation of the Music		2.00		3.00	2.50	2.50	2.50	2.63
Judges Total Program Components Score (factorized)								25.78

Deductions:	Falls:0.50	0.50
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X=Credit for highlight distribution, jump elements multiplied by 1.1