



第38回長野県フィギュアスケート選手権大会
2020年02月23日
ビッグハット（長野市若里）

Version:2020.57.1221.890

Judge's Detail per Skater - Short Program / 選手権

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
1	山 中 里 紗	清泉女学院大学	1	40.34	20.66	20.68	1.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3T		4.20	-2.10	-5	-5	-5	-5	-5		2.10
2	3S<+comb*	*	3.44	-1.15	-5	-5	-3	-2	-2		2.29
3	FSSp4		3.00	0.20	2	0	1	0	1		3.20
4	2A		3.30	0.22	1	1	0	0	1		3.52
5	StSq3		3.30	0.44	2	1	2	1	0		3.74
6	CSp3		2.30	0.31	2	0	2	1	1		2.61
7	CCoSp3		3.00	0.20	1	1	2	0	0		3.20
			22.54								20.66
Program Components				Factor							
	Skating Skills			0.80	5.50	5.50	5.00	5.00	5.25		5.25
	Transitions			0.80	5.25	5.25	5.00	4.75	4.75		5.00
	Performance			0.80	5.50	5.25	5.25	5.00	5.00		5.17
	Composition			0.80	5.50	5.50	5.00	5.00	5.00		5.17
	Interpretation of the Music			0.80	5.25	5.25	5.50	5.25	5.25		5.25
	Judges Total Program Components Score (factored)										20.68
Deductions:		転倒: -1.00 (1)									-1.00

*=Invalid element

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
2	滝 沢 帆乃夏	清泉女学院大学	2	32.39	14.39	18.00	0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3S<<	<<	1.30	-0.65	-5	-5	-5	-5	-5		0.65
2	3T<<+comb	<<	1.30	-0.65	-5	-5	-5	-5	-5		0.65
3	LSp4		2.70	0.27	1	1	1	2	1		2.97
4	2A<<	<<	1.21	X -0.51	-5	-5	-5	-4	-4		0.70
5	FSSp4		3.00	-0.10	0	0	0	-1	-1		2.90
6	StSq3		3.30	0.22	1	0	1	1	0		3.52
7	CCoSp3		3.00	0.00	0	1	1	-1	-1		3.00
			15.81								14.39
Program Components				Factor							
	Skating Skills			0.80	4.00	5.25	4.25	5.00	4.75		4.67
	Transitions			0.80	3.50	5.25	4.25	4.75	4.50		4.50
	Performance			0.80	3.75	5.00	4.00	4.50	4.25		4.25
	Composition			0.80	4.00	5.00	4.25	4.75	4.50		4.50
	Interpretation of the Music			0.80	4.00	5.25	4.50	4.75	4.50		4.58
	Judges Total Program Components Score (factored)										18.00
Deductions:											0.00

<<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1