



第50回全岡山フィギュアスケート選手権大会 令和2年度岡山市総合体育大会競技

Version:2020.59.9251.952

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

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	木科雄登	関西大学	4	61.20	28.20	33.00	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	1A*	*	0.00	0.00	-	-	-	-	-		0.00
2	3Lz		5.90	1.18	1	3	2	2	2		7.08
3	FCSp4		3.20	0.58	2	2	1	2	2		3.78
4	3Lo+2T		6.82	X 0.39	0	2	0	1	1		7.21
5	CSSp3		2.60	0.26	0	1	0	2	2		2.86
6	StSq2		2.60	0.47	1	2	2	2	2		3.07
7	CCoSp4		3.50	0.70	1	3	2	1	3		4.20
			24.62								28.20
Program Components			Factor								
Skating Skills			1.00		6.75	7.00	6.50	6.50	7.00		6.75
Transitions			1.00		6.50	6.50	5.75	6.75	6.25		6.35
Performance			1.00		6.75	6.75	6.25	6.50	6.75		6.60
Composition			1.00		7.00	6.75	6.25	6.50	6.75		6.65
Interpretation of the Music			1.00		6.75	7.00	6.25	6.75	6.50		6.65
Judges Total Program Components Score (factored)											33.00

Deductions: 0.00

*=Invalid element X=Credit highlight distribution, base value multiplied by 1.1

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	東健太	川崎医療福祉大学	5	42.96	19.11	23.85	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	1S*	*	0.00	0.00	-	-	-	-	-		0.00
2	3T+3T<	<	7.56	-1.85	-4	-3	-5	-5	-5		5.71
3	CSSp3		2.60	-0.16	-2	2	-2	0	-1		2.44
4	FCSp1		1.90	-0.11	-1	0	0	-2	0		1.79
5	2A		3.63	X 0.13	0	0	0	0	2		3.76
6	StSq2		2.60	0.21	1	1	2	0	0		2.81
7	CCoSp2		2.50	0.10	-1	1	0	1	1		2.60
			20.79								19.11
Program Components			Factor								
Skating Skills			1.00		5.00	5.50	5.50	5.00	5.00		5.20
Transitions			1.00		3.75	5.00	4.50	4.25	4.25		4.35
Performance			1.00		4.50	5.00	4.75	4.50	4.75		4.70
Composition			1.00		4.50	5.25	5.00	4.25	5.00		4.80
Interpretation of the Music			1.00		4.50	5.00	5.00	4.75	4.75		4.80
Judges Total Program Components Score (factored)											23.85

Deductions: 0.00

*=Invalid element <=Under-rotated jump X=Credit highlight distribution, base value multiplied by 1.1