



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 - Free Skating / J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	杉山匠海	就実学園	5	115.41	58.41	57.00	0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel	
1	3F!	!	5.30	-0.11	0	-3	1	0	1		5.19	
2	3A<	<	6.40	-3.20	-5	-5	-5	-5	-5		3.20	
3	3Lo		4.90	1.08	2	2	3	2	2		5.98	
4	FCCoSp3		3.00	0.30	3	2	0	0	0		3.30	
5	3F!+2Tq	!	6.60	-1.48	-2	-3	-4	-2	-3		5.12	
6	3Lz+1Eu+3S		11.77	X 0.71	2	0	2	1	1		12.48	
7	StSq2		2.60	0.36	1	0	2	1	3		2.96	
8	3Lz+2T		7.92	X 0.83	2	1	1	2	1		8.75	
9	2A		3.63	X 0.26	1	1	0	1	1		3.89	
10	CCoSp4		3.50	0.56	2	2	2	1	1		4.06	
11	FSSp4		3.00	0.48	3	2	1	1	1		3.48	
			58.62								58.41	
Program Components			Factor									
Skating Skills			2.00	5.25	6.00	6.00	5.50	6.00				5.75
Transitions			2.00	4.75	5.25	5.75	5.50	5.75				5.40
Performance			2.00	5.25	6.00	6.00	5.75	6.25				5.85
Composition			2.00	5.25	5.75	5.75	5.75	6.00				5.70
Interpretation of the Music			2.00	5.25	5.75	5.75	6.00	6.25				5.80
Judges Total Program Components Score (factored)												57.00
Deductions:												0.00

<=Under-rotated jump X=Credit highlight distribution, base value multiplied by 1.1 !=Not clear edge

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions					
2	門脇慧丞	岡山理大附高校	4	101.34	46.34	55.00	0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel	
1	3Lz+3T		10.10	1.65	3	3	4	2	2		11.75	
2	2T		1.30	-0.49	-2	-2	-5	-5	-5		0.81	
3	2A+1Eu+2Fe	e	5.24	-1.65	-5	-5	-5	-5	-5		3.59	
4	CCSp2		2.30	0.09	0	1	0	0	1		2.39	
5	3Fe<<	e	1.44	-0.72	-5	-5	-5	-5	-5		0.72	
6	2A		3.63	X 0.26	1	2	0	0	1		3.89	
7	3Lz		6.49	X 1.18	2	2	3	2	1		7.67	
8	3Lo+2T		6.82	X 0.39	2	0	0	1	1		7.21	
9	FSSp1		2.00	0.16	1	1	0	1	1		2.16	
10	StSq2		2.60	0.26	1	1	0	1	2		2.86	
11	CCoSp4		3.50	-0.21	0	-1	-1	-1	0		3.29	
			45.42								46.34	
Program Components			Factor									
Skating Skills			2.00	5.50	5.75	5.75	5.50	6.25				5.75
Transitions			2.00	5.00	6.00	4.50	5.00	5.75				5.25
Performance			2.00	5.00	5.25	5.25	5.50	6.00				5.40
Composition			2.00	5.25	5.50	5.25	5.25	6.00				5.45
Interpretation of the Music			2.00	5.25	5.75	5.25	5.75	6.25				5.65
Judges Total Program Components Score (factored)												55.00
Deductions:												0.00

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



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 - Free Skating / J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
3	鈴木 空	就実学園	3	90.82	46.02	45.80	1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3A<	<	6.40	-2.56	-5	-3	-5	-4	-3		3.84
2	3Lz		5.90	0.71	1	1	3	1	0		6.61
3	CSSp4		3.00	0.42	2	2	1	1	1		3.42
4	3F		5.30	0.64	1	1	2	1	1		5.94
5	3Lo		4.90	-2.45	-5	-5	-5	-5	-5		2.45
6	CCoSp4		3.50	0.21	1	2	0	0	0		3.71
7	2A+1Eu+2S		5.61	X 0.20	1	2	0	0	0		5.81
8	3S+2T		6.16	X -0.26	0	-1	-2	0	0		5.90
9	3T		4.62	X -0.42	0	-1	-2	-1	-1		4.20
10	FCSpB		1.60	-0.06	0	0	0	-1	-1		1.54
11	StSq2		2.60	0.00	0	0	0	0	0		2.60
			49.59								46.02
Program Components				Factor							
Skating Skills				2.00	4.75	4.75	4.50	4.75	5.25		4.80
Transitions				2.00	4.00	4.25	4.25	4.50	4.50		4.30
Performance				2.00	4.50	4.50	4.50	4.75	4.75		4.60
Composition				2.00	4.75	4.50	4.50	4.50	4.75		4.60
Interpretation of the Music				2.00	4.50	4.75	4.50	4.50	4.75		4.60
Judges Total Program Components Score (factored)											45.80

Deductions: 転倒: -1.00 (1) -1.00

<=Under-rotated jump 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
4	樋口 温之	岡山SC	2	73.24	31.64	42.60	1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3T<+2T	<	4.66	-0.74	-2	-3	-2	-2	-2		3.92
2	2A+1Eu+2S		5.10	-0.40	-3	-1	-1	-1	0		4.70
3	FCSp1		1.90	0.00	0	0	0	0	0		1.90
4	3T<	<	3.36	-0.81	-2	-3	-3	-2	-2		2.55
5	CSSp4		3.00	0.12	1	1	0	0	0		3.12
6	2A<	<	2.64	-1.21	-5	-3	-5	-5	-5		1.43
7	2Lz		2.31	X 0.17	0	1	1	1	1		2.48
8	2F+2T		3.41	X 0.04	0	0	0	0	1		3.45
9	2Lz		2.31	X 0.08	1	0	0	0	1		2.39
10	StSq2		2.60	0.16	1	0	0	1	1		2.76
11	CCoSp3		3.00	-0.06	0	0	0	-1	0		2.94
			34.29								31.64
Program Components				Factor							
Skating Skills				2.00	4.25	4.00	4.75	4.75	4.25		4.40
Transitions				2.00	3.50	3.75	4.25	4.50	3.75		3.95
Performance				2.00	4.00	3.75	4.50	5.00	4.50		4.35
Composition				2.00	4.25	4.00	4.50	4.75	4.00		4.30
Interpretation of the Music				2.00	4.00	3.75	4.75	4.75	4.25		4.30
Judges Total Program Components Score (factored)											42.60

Deductions: 転倒: -1.00 (1) -1.00

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



Judge's Detail per Skater - Free Skating / J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					
5	中山 岳	倉敷FSC	1	63.79	27.19	36.60	0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel	
1	2F		1.80	0.14	1	1	1	1	0		1.94	
2	2A+1Eu+2S		5.10	0.07	0	1	0	0	0		5.17	
3	1Lz+T		0.60	-0.24	-3	-3	-5	-5	-4		0.36	
4	2A		3.30	0.20	0	1	1	0	1		3.50	
5	2Lz		2.31	X 0.04	0	0	1	0	0		2.35	
6	FCSp1		1.90	-0.34	-1	-2	-2	-2	-2		1.56	
7	CSSp4		3.00	0.12	0	1	0	1	0		3.12	
8	StSq1		1.80	-0.18	-3	-1	-1	0	0		1.62	
9	2Fq+2T	q	3.41	X -0.83	-4	-4	-5	-5	-5		2.58	
10	2Lo		1.87	X 0.00	0	0	0	0	0		1.87	
11	CCoSp3		3.00	0.12	1	0	0	1	0		3.12	
			28.09								27.19	
Program Components			Factor									
Skating Skills			2.00	3.50	4.50	4.00	3.75	4.25				4.00
Transitions			2.00	2.50	4.25	3.50	3.50	3.75				3.50
Performance			2.00	2.75	4.50	3.50	3.50	3.75				3.60
Composition			2.00	3.00	4.25	3.50	3.50	4.00				3.65
Interpretation of the Music			2.00	3.00	4.00	3.25	3.75	3.75				3.55
Judges Total Program Components Score (factored)											36.60	
Deductions:							0.00					

X=Credit highlight distribution, base value multiplied by 1.1 q=jump landed on the quarter