

Judge's Detail per Skater – Short Program / Aクラス男子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
1	種市晃大	三沢一中	2	34.22	16.97	18.25	1.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3S<+COMBO	<	3.44	-1.72	-5	-5	-5	-5	-5		1.72
2	2A		3.30	-0.11	-2	-1	0	0	0		3.19
3	FSSp2		2.30	0.15	2	-1	0	1	1		2.45
4	CCSp2		2.30	0.08	-1	0	0	1	1		2.38
5	2F		1.98	X 0.06	0	-1	1	0	1		2.04
6	CCoSp2		2.50	-0.08	-1	-1	2	1	-1		2.42
7	StSq2		2.60	0.17	1	1	1	0	0		2.77
			18.42								16.97
Program Components			Factor								
Skating Skills			1.00	3.75	4.25	4.00	3.25	3.50			3.75
Transitions			1.00	3.50	4.00	3.50	3.00	3.00			3.33
Performance			1.00	3.50	4.25	4.00	3.25	3.25			3.58
Composition			1.00	3.75	4.00	3.75	3.25	3.50			3.67
Interpretation of the Music			1.00	3.75	4.00	4.00	4.00	3.75			3.92
Judges Total Program Components Score (factored)											18.25
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				
2	田名部 飛至也	八戸下長中	1	26.62	11.88	16.74	2.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3S<<+2T	<<	2.60	-0.65	-5	-5	-4	-5	-5		1.95
2	CCSpB		1.70	-0.06	-2	-1	-1	1	1		1.64
3	2A<	<	2.64	-1.32	-5	-5	-5	-5	-5		1.32
4	FSSp2		2.30	0.08	0	0	0	1	1		2.38
5	2Fe<<	e	0.44	X -0.20	-5	-5	-5	-5	-5		0.24
6	StSq2		2.60	0.00	-1	0	0	0	0		2.60
7	CCoSp2V		1.88	-0.13	-1	-1	0	1	-1		1.75
			14.16								11.88
Program Components			Factor								
Skating Skills			1.00	3.75	3.50	3.50	3.25	3.75			3.58
Transitions			1.00	3.25	3.25	3.25	3.00	3.25			3.25
Performance			1.00	3.50	3.00	3.50	3.00	3.50			3.33
Composition			1.00	3.50	3.25	3.25	3.00	3.25			3.25
Interpretation of the Music			1.00	3.50	3.25	3.25	3.00	3.50			3.33
Judges Total Program Components Score (factored)											16.74
Deductions:			演技時間: -1.00								-2.00
			転倒: -1.00 (1)								

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