

Judge's Detail per Skater – Short Program / 5級男子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	高口和彦	西武東伏見FSC	2	31.32	13.99	17.33	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3T<<+COMBO	<<	1.30	-0.65	-5	-5	-5	-5	-5		0.65
2	2F		1.80	-0.06	-1	-1	0	0	0		1.74
3	FSSp2		2.30	0.38	2	1	2	2	1		2.68
4	StSqB		1.50	-0.10	-2	-1	0	0	-1		1.40
5	CCSpB		1.70	-0.23	-2	-1	-2	0	-1		1.47
6	2A		3.63	X 0.00	0	-1	2	0	0		3.63
7	CCoSp2		2.50	-0.08	-1	-2	0	0	0		2.42
			14.73								13.99
Program Components			Factor								
	Skating Skills			1.00	3.50	3.00	4.00	3.50	3.75		3.58
	Transitions			1.00	3.25	2.50	3.75	3.25	3.25		3.25
	Performance			1.00	3.50	2.75	4.00	3.50	3.50		3.50
	Composition			1.00	3.50	2.75	3.75	3.75	3.50		3.58
	Interpretation of the Music			1.00	3.25	2.50	3.75	3.50	3.50		3.42
	Judges Total Program Components Score (factored)										17.33

Deductions:											0.00
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<=<=Downgraded 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	樽本寛人	江戸川クラブ	1	20.84	7.33	16.51	-3.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2A<<	<<	1.10	-0.55	-5	-5	-5	-5	-5		0.55
2	3S<<+2T<	<<	2.34	-0.65	-5	-5	-5	-5	-5		1.69
3	CCSp		0.00	0.00	-	-	-	-	-		0.00
4	CCoSpBV		1.28	-0.26	-2	-2	-2	-1	-2		1.02
5	StSqB		1.50	-0.15	-2	-1	-1	-1	-1		1.35
6	2Fe<	e	1.19	X -0.54	-5	-5	-5	-5	-5		0.65
7	FSSp1		2.00	0.07	0	1	1	0	0		2.07
			9.41								7.33
Program Components			Factor								
	Skating Skills			1.00	3.50	3.00	3.50	3.25	3.50		3.42
	Transitions			1.00	3.25	2.75	3.25	3.00	3.25		3.17
	Performance			1.00	3.50	2.25	3.25	3.25	3.25		3.25
	Composition			1.00	3.50	2.50	3.25	3.50	3.50		3.42
	Interpretation of the Music			1.00	3.25	2.50	3.25	3.25	3.25		3.25
	Judges Total Program Components Score (factored)										16.51

Deductions:	転倒: -3.00 (3)										-3.00
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<=Under-rotated jump <=<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 e=Wrong edge