

# 2024 東北・北海道フィギュアスケート選手権大会

## JUDGES DETAILS PER SKATER

### 男子 SHORT PROGRAM

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	坪井 聖弥	苫小牧市役所	1	53.56	24.46	29.10	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	3Lzq	q	5.90	-2.16	-3	-4	-4	-4	-1						3.74
2	3F!+2T	!	6.60	-0.18	-1	0	1	0	-1						6.42
3	CSSp2		2.30	0.15	0	0	1	1	2						2.45
4	2A	x	3.63	-0.11	-3	0	0	-1	0						3.52
5	FCSp2		2.30	0.00	-1	0	0	0	0						2.30
6	StSq2		2.60	0.43	2	2	1	1	2						3.03
7	CCoSp3		3.00	0.00	0	0	0	0	-1						3.00
			<b>26.33</b>												<b>24.46</b>
Program Components			Factor												
Composition			1.67	6.25	6.25	5.75	5.75	5.00						5.92	
Presentation			1.67	6.00	6.00	5.50	6.00	5.25						5.83	
Skating Skills			1.67	5.75	5.75	5.50	5.75	5.50						5.67	
<b>Judges Total Program Component Score (factored)</b>														<b>29.10</b>	
<b>Deductions:</b>															<b>0.00</b>

Rank	Name	Club	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
2	金子 陽哉	新潟FCKZ	2	45.50	19.77	25.73	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref.	Scores of Panel
1	3T+2T		5.50	0.00	0	0	0	0	1						5.50
2	2A		3.30	-0.66	-2	-3	-2	-2	-1						2.64
3	FCSp2		2.30	0.08	-1	0	0	1	1						2.38
4	CSSp3		2.60	0.17	0	1	1	1	0						2.77
5	2S<<*	<< *	0.00	x 0.00	-	-	-	-	-						0.00
6	StSq2		2.60	0.26	1	1	1	1	1						2.86
7	CCoSp4		3.50	0.12	0	1	0	0	1						3.62
			<b>19.80</b>												<b>19.77</b>
Program Components			Factor												
Composition			1.67	5.50	5.00	5.00	5.25	4.75						5.08	
Presentation			1.67	5.50	5.00	5.25	5.50	4.75						5.25	
Skating Skills			1.67	5.25	4.75	5.00	5.25	5.00						5.08	
<b>Judges Total Program Component Score (factored)</b>														<b>25.73</b>	
<b>Deductions:</b>															<b>0.00</b>

Legend:						
#	Sequence number	GOE	Grade of Execution	Jx	Judges (x=1-9)	Ref. Referee
*	Invalid element	<<	Downgraded jump	x	Credit for highlight distribution, base value multiplied by 1.1	
!	Not clear edge	q	Jump landed on the quarter			