



レイクカップ2018フィギュアスケート競技会

Version:2018.30.412.528

Judge's Detail per Skater - Free Skating / ノービスA女子

Rank	選手名	所属	滑走順	Total Segment Score =	Total Element Score +	Total Program Component Score (factorized)	Deductions		
1	後 藤 愛 莉	滋賀ゴールドスター	1	52.88	24.72	28.66	0.50		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	2F+2T+2Lo		5.00	−0.40	−1	−2	−1		4.60
2	2A		3.30	−1.50	−3	−3	−3		1.80
3	FSSp3		2.60	0.50	1	1	1		3.10
4	StSq1		1.80	0.17	0	0	1		1.97
5	2F		2.09	X 0.20	0	1	1		2.29
6	CCoSp3		3.00	0.00	0	0	0		3.00
7	2Lo		1.98	X 0.10	0	1	0		2.08
8	2Lze+2T	e	3.08	X −0.50	−2	−1	−2		2.58
9	2S		1.43	X 0.07	0	0	1		1.50
10	LSp2		1.90	−0.10	0	0	−1		1.80
			26.18						24.72
Program Components			Factor						
	Skating Skills			1.60	3.50	3.75	4.00		3.75
	Transitions			1.60	3.25	3.25	4.00		3.50
	Performance			1.60	3.25	3.50	3.75		3.50
	Composition			1.60	3.25	3.75	3.75		3.58
	Interpretation of the Music			1.60	3.00	3.75	4.00		3.58
	Judges Total Program Components Score (factored)								28.66
Deductions:			転倒: −0.50						
	X Credit highlight distribution, base value multiplied by 1.1 e Wrong edge								

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factorized)	Deductions		
2	シュルツェ 志 奈	滋賀ゴールドスター	2	44.63	18.73	26.40	-0.50		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	2F!+SEQ+2T*	*	1.52	-0.90	-3	-3	-3		0.62
2	2Lz!	!	2.10	-0.30	-1	-1	-1		1.80
3	LSp1		1.50	0.00	0	0	0		1.50
4	2A<<	<<	1.10	-0.60	-3	-3	-3		0.50
5	FSSp3		2.60	0.17	0	1	0		2.77
6	2Lo		1.98	X -0.10	-1	0	0		1.88
7	2F		2.09	X 0.10	0	1	0		2.19
8	StSq1		1.80	0.00	0	0	0		1.80
9	2S+1Lo<+2S	<	3.30	X -0.13	-1	0	-1		3.17
10	CCoSp2		2.50	0.00	0	0	0		2.50
			20.49						18.73
Program Components				Factor					
	Skating Skills			1.60	3.00	3.75	3.50		3.42
	Transitions			1.60	3.25	3.00	3.50		3.25
	Performance			1.60	3.00	3.25	3.00		3.08
	Composition			1.60	3.50	3.25	3.25		3.33
	Interpretation of the Music			1.60	3.50	3.50	3.25		3.42
	Judges Total Program Components Score (factored)								26.40
Deductions:				転倒: -0.50					-0.50
* Invalid element < Under-rotated jump << Downgraded jump X Credit highlight distribution, base value multiplied by 1.1 ! Not clear edge									