

Judge's Detail per Skater - Free Skating / 有望新人ノービスB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	吉 野 咲太郎	西武東伏見FSC	1	61.95	25.27	36.68	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2A		3.30	0.00	0	0	0	0	-1		3.30
2	2S		1.30	0.00	0	0	0	0	0		1.30
3	2A		3.30	0.33	1	1	1	1	0		3.63
4	CSpB		1.10	-0.07	1	0	-1	-1	-2		1.03
5	2F+2T+2Lo		4.80	0.00	0	0	0	0	0		4.80
6	2Lz+2T		3.40	0.00	0	0	0	0	1		3.40
7	CCoSp3V		2.25	-0.38	-3	-1	-2	-2	-1		1.87
8	ChSq1		3.00	0.33	0	1	1	1	0		3.33
9	FSSp2		2.30	0.31	1	2	1	2	1		2.61
											25.27
Program Components			Factor								
Skating Skills			2.00		3.50	4.00	3.75	3.50	3.75		3.67
Transitions			2.00		3.50	4.00	3.50	3.50	3.50		3.50
Performance			2.00		3.75	4.25	3.75	3.50	3.50		3.67
Composition			2.00		3.50	4.25	3.50	3.75	3.75		3.67
Interpretation of the Music			2.00		3.50	4.50	3.75	4.00	3.75		3.83
Judges Total Program Components Score (factored)											36.68

Deductions:	0.00
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Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	山 本 航 成	西武東伏見FSC	2	60.42	22.26	38.16	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2F!+2T<+2Lo<	!	4.20	-0.84	-4	-5	-3	-5	-5		3.36
2	2Lz+2Tq	q	3.40	-0.35	-2	-3	-1	-2	-1		3.05
3	2A<<	<<	1.10	-0.55	-5	-5	-5	-5	-5		0.55
4	CSp1		1.40	0.19	2	1	2	1	0		1.59
5	2S		1.30	0.13	1	1	1	1	1		1.43
6	2F!	!	1.80	0.00	0	0	0	0	0		1.80
7	FSSp3		2.60	0.61	2	3	2	3	2		3.21
8	ChSq1		3.00	0.67	1	2	1	2	1		3.67
9	CCoSp3		3.00	0.60	2	2	2	2	2		3.60
											22.26
Program Components			Factor								
Skating Skills			2.00		3.75	4.25	4.00	3.25	3.75		3.83
Transitions			2.00		3.50	4.25	3.50	3.25	3.50		3.50
Performance			2.00		3.75	4.25	4.00	3.75	4.00		3.92
Composition			2.00		3.75	4.50	4.00	3.50	3.75		3.83
Interpretation of the Music			2.00		3.75	4.50	4.25	3.75	4.00		4.00
Judges Total Program Components Score (factored)											38.16

Deductions:	0.00
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<=Under-rotated jump <<=Downgraded jump !=Not clear edge q=jump landed on the quarter