

Judge's Detail per Skater – Free Skating / 3級女子

Rank	選手名	所属	滑走順	Total Segment Score					Total Element Score	Total Program Component Score (factored)	Total Deductions
1	永井 あかり	敦賀市協会	1	38.13					17.33	20.80	0.00
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2S		1.30	-0.08	-2	-1	0	0	0		1.22
2	FSSp2		2.30	0.23	1	1	1	1	1		2.53
3	ChSq1		3.00	0.10	0	0	0	1	0		3.10
4	1Lz+1Lo+1Lo		1.60	0.02	0	0	0	1	1		1.62
5	2F		1.80	0.04	0	0	0	1	0		1.84
6	LSpB		1.20	0.10	0	1	1	0	2		1.30
7	1A		1.10	0.02	0	0	0	0	1		1.12
8	2S+2T<	<	2.34	-0.44	-4	-3	-4	-2	-4		1.90
9	CCoSp2		2.50	0.20	0	1	2	0	1		2.70
			17.14								17.33
Program Components			Factor								
Skating Skills			1.60		2.75	2.50	3.25	2.75	2.75		2.80
Transitions			1.60		2.50	2.00	3.00	2.25	2.50		2.45
Performance			1.60		3.00	2.25	2.75	2.50	2.75		2.65
Composition			1.60		2.75	2.25	2.75	2.50	2.50		2.55
Interpretation of the Music			1.60		2.75	2.25	2.75	2.50	2.50		2.55
Judges Total Program Components Score (factored)										20.80	
Deductions:										0.00	

<=Under-rotated jump

Rank	選手名	所属	滑走順	Total Segment Score					Total Element Score	Total Program Component Score (factored)	Total Deductions
2	藤部 七花香	福井フェニックスFSC	2	34.05					15.37	19.68	1.00
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	1A+1Eu+2Sq	q	2.90	-0.26	-2	-2	-2	-2	-2		2.64
2	2F<	<	1.44	-0.35	-3	-2	-3	-2	-2		1.09
3	1Lz!	!	0.60	-0.04	-2	-1	0	0	0		0.56
4	CCoSpB		1.70	-0.03	0	-1	0	1	-1		1.67
5	2Loq	q	1.70	-0.37	-2	-2	-2	-2	-3		1.33
6	FSSp1		2.00	-0.04	-2	1	0	0	0		1.96
7	ChSq1		3.00	0.20	0	0	0	2	0		3.20
8	2S+2T<	<	2.34	-0.62	-5	-5	-4	-5	-5		1.72
9	LSpB		1.20	0.00	0	0	1	0	-1		1.20
			16.88								15.37
Program Components			Factor								
Skating Skills			1.60		2.50	2.75	2.75	2.75	2.50		2.65
Transitions			1.60		2.25	2.25	2.25	2.50	2.25		2.30
Performance			1.60		2.75	2.50	2.25	2.50	2.25		2.45
Composition			1.60		2.50	2.50	2.25	2.50	2.25		2.40
Interpretation of the Music			1.60		2.50	2.50	2.25	2.75	2.50		2.50
Judges Total Program Components Score (factored)										19.68	
Deductions:										-1.00	

<=Under-rotated jump !=Not clear edge q=jump landed on the quarter