

Judge's Detail per Skater - Free Skating / ジュニア選手権クラス男子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
1	西本 那音	北海道FOREST.F.S.C	2	89.68	41.40	48.28	0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3T+2T		5.50	0.56	1	2	2	1	1		6.06
2	2S		1.30	0.00	0	0	0	0	0		1.30
3	2A		3.30	0.33	1	2	1	0	1		3.63
4	3T		4.20	0.42	1	2	2	0	0		4.62
5	CSSp4		3.00	0.60	2	2	2	2	2		3.60
6	2Lz+2A+SEQ		5.94	X 0.00	-1	0	0	0	0		5.94
7	FCCoSp4		3.50	0.12	0	0	2	0	1		3.62
8	2Lo		1.87	X 0.00	0	0	0	0	0		1.87
9	ChSq1		3.00	0.17	0	0	2	0	1		3.17
10	2Lz+1Eu+2S		4.29	X 0.00	1	0	0	0	0		4.29
11	CCoSp3		3.00	0.30	1	0	1	1	1		3.30
38.90											
Program Components				Factor							
Composition				3.33	4.75	4.75	4.75	4.50	4.75		4.75
Presentation				3.33	5.00	5.00	5.00	4.75	4.50		4.92
Skating Skills				3.33	5.00	5.00	4.50	4.75	4.75		4.83
Judges Total Program Components Score (factored)											48.28
Deductions:											0.00

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	松岡 晃太郎	月寒FSC	1	71.35	28.92	42.43	0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2Lz<	<	1.68	-0.84	-5	-5	-5	-3	-5		0.84
2	3T+1T		4.60	-1.12	-3	-3	-4	-2	-2		3.48
3	3S		4.30	-0.86	-2	-2	-2	-2	-1		3.44
4	CCoSp2V		1.88	-0.56	-3	-3	-4	-3	-1		1.32
5	2Lo		1.70	0.00	0	0	0	0	0		1.70
6	SSp2		1.60	0.05	0	0	1	0	1		1.65
7	ChSq1		3.00	0.50	1	1	2	1	0		3.50
8	2Lz		2.31	X 0.00	0	0	-1	0	0		2.31
9	3T		4.62	X 0.42	1	1	1	1	1		5.04
10	2A		3.63	X 0.11	1	0	1	0	0		3.74
11	FCSp1		1.90	0.00	-1	0	0	0	0		1.90
31.22											
Program Components				Factor							
Composition				3.33	4.50	3.50	4.25	3.75	4.25		4.08
Presentation				3.33	4.75	4.25	4.50	4.00	4.25		4.33
Skating Skills				3.33	5.00	4.25	4.25	4.25	4.50		4.33
Judges Total Program Components Score (factored)											42.43
Deductions:											0.00

<=Under-rotated jump X=Credit highlight distribution, base value multiplied by 1.1