

Judge's Detail per Skater - Free Skating / 少年女子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
1	長澤 朋花	盛岡市立大宮中学校	1	78.02	41.66	37.36	-1.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3S+2T		5.60	0.43	0	1	1	2	1		6.03
2	3T+2T		5.50	0.42	0	1	1	1	1		5.92
3	LSp3		2.40	0.16	2	0	1	0	1		2.56
4	2Lze+2Lo+2Lo	e	5.08	-0.51	-3	-3	-3	-3	-3		4.57
5	FSSp4		3.00	0.30	2	1	0	1	1		3.30
6	2A		3.30	0.22	1	0	1	0	1		3.52
7	3T		4.62	X 0.00	0	0	1	0	0		4.62
8	2S		1.43	X -0.52	-3	-4	-4	-4	-4		0.91
9	ChSq1		3.00	0.50	0	1	1	1	1		3.50
10	2A		3.63	X 0.00	0	0	1	0	0		3.63
11	CCoSp3		3.00	0.10	1	0	0	0	1		3.10
			40.56								41.66
Program Components			Factor								
Composition			2.67		4.75	4.75	4.75	5.75	5.00	4.83	
Presentation			2.67		4.25	4.50	4.50	6.00	4.75	4.58	
Skating Skills			2.67		4.75	4.25	4.25	5.75	4.75	4.58	
Judges Total Program Components Score (factored)										37.36	
Deductions:			演技時間: -1.00							-1.00	

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 (factored)	Total Deductions				
2	八木 凜	盛岡中央高等学校	2	54.60	24.11	30.49	0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2A<<	<<	1.10	-0.40	-3	-5	-4	-3	-4		0.70
2	2S+2Lo+2T		4.30	-0.06	-2	-1	1	0	0		4.24
3	2Lze<	e	1.26	-0.54	-4	-4	-5	-3	-5		0.72
4	FSSp2		2.30	0.00	-1	0	0	0	0		2.30
5	LSp1		1.50	0.00	-2	0	0	0	0		1.50
6	2S+2Lo		3.00	0.00	0	0	1	0	0		3.00
7	2Lze<	e	1.39	X -0.50	-4	-4	-4	-4	-5		0.89
8	2Fq	q	1.98	X -0.30	-1	-2	-2	0	-2		1.68
9	ChSq1		3.00	0.17	0	1	0	0	1		3.17
10	2F+2T		3.41	X 0.00	-3	0	0	0	0		3.41
11	CCoSp2		2.50	0.00	0	1	0	0	0		2.50
			25.74								24.11
Program Components			Factor								
Composition			2.67		3.75	3.75	3.50	5.50	4.50	4.00	
Presentation			2.67		3.50	3.25	3.25	5.25	4.25	3.67	
Skating Skills			2.67		3.50	3.50	3.50	5.00	4.25	3.75	
Judges Total Program Components Score (factored)										30.49	
Deductions:										0.00	

<=Under-rotated jump <<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 e=Wrong edge q=jump landed on the quarter