

Judge's Detail per Skater - Free Skating / ジュニア男子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions			
1	柳澤 翔	茨城ゴールドFSC	2	73.54	31.85	43.69	-2.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	Ref	Scores of Panel
1	3T		4.20	-1.16	-2	-4	-2	-3		3.04
2	3S		4.30	0.22	1	0	0	1		4.52
3	CSSp2		2.30	0.46	2	3	2	1		2.76
4	2F		1.80	0.05	1	0	0	0		1.85
5	ChSq1		3.00	0.50	1	1	1	1		3.50
6	2A		3.30	0.33	1	1	1	1		3.63
7	3Lz<<	! F	2.31	X -1.05	-5	-5	-5	-5		1.26
8	FCSpB		1.60	-0.12	-1	-1	-1	0		1.48
9	3S+REP	F	3.31	X -2.15	-5	-5	-5	-5		1.16
10	2F+2A+SEQ		5.61	X 0.41	1	2	1	1		6.02
11	CCoSp2		2.50	0.13	1	1	0	0		2.63
			34.23							31.85
Program Components			Factor							
Composition			3.33		4.75	4.00	4.25	4.25		4.31
Presentation			3.33		4.75	4.25	4.00	4.25		4.31
Skating Skills			3.33		4.75	4.50	4.25	4.50		4.50
Judges Total Program Components Score (factored)							43.69			
Deductions:			転倒: -2.00 (2)				-2.00			

<<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 !=Not clear edge REP=Jump repetition

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions			
2	畠山 悠汰	日立FC	1	55.11	19.48	36.63	-1.00			
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	Ref	Scores of Panel
1	3S+2T		5.60	0.22	1	1	0	0		5.82
2	2T		1.30	-0.52	-3	-4	-4	-5		0.78
3	CCoSp3V		2.25	0.23	0	2	1	1		2.48
4	2A		3.30	-0.74	-2	-2	-2	-3		2.56
5	2F		1.80	-0.36	-1	-3	-2	-2		1.44
6	3S<<	<< F	1.43	X -0.65	-5	-5	-5	-5		0.78
7	FCSp		0.00	0.00	-	-	-	-		0.00
8	2A<<	<<	1.21	X -0.55	-5	-5	-5	-5		0.66
9	ChSq1		3.00	-0.50	-1	-2	-1	0		2.50
10	2Lz<<	<<	0.66	X -0.29	-4	-5	-5	-5		0.37
11	CSSp1		1.90	0.19	1	2	1	0		2.09
			22.45							19.48
Program Components			Factor							
Composition			3.33		4.00	3.50	3.50	3.75		3.69
Presentation			3.33		4.00	3.25	3.50	3.50		3.56
Skating Skills			3.33		4.00	3.50	3.75	3.75		3.75
Judges Total Program Components Score (factored)							36.63			
Deductions:			転倒: -1.00 (1)				-1.00			

<<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1