

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	星野真璃	桐生クラブ	1	68.73	30.35	39.38	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel	
1	3S		4.30	0.29	0	2	0		4.59	
2	3T<	< F	3.36	-1.68	-5	-5	-5		1.68	
3	LSp2		1.90	0.13	1	1	0		2.03	
4	A		0.00	0.00	-	-	-		0.00	
5	2Lz!	!	2.10	-0.28	-1	-2	-1		1.82	
6	CCoSp1		2.00	0.07	0	0	1		2.07	
7	2F+2T+2Loq	q	5.28	X -0.48	-2	-3	-3		4.80	
8	2A+1T<<	<<	3.63	X -0.44	1	-2	-3		3.19	
9	ChSq1		3.00	0.00	0	0	0		3.00	
10	2F+2Lo		3.85	X 0.12	0	1	1		3.97	
11	2A*	*	0.00	0.00	-	-	-		0.00	
12	FSSp4		3.00	0.20	1	1	0		3.20	
			32.42						30.35	
Program Components				Factor						
Composition				2.67	5.25	4.75	4.75		4.92	
Presentation				2.67	5.25	4.75	4.25		4.75	
Skating Skills				2.67	5.50	5.25	4.50		5.08	
Judges Total Program Components Score (factored)									39.38	
Deductions:		転倒: -1.00 (1)								-1.00

*=Invalid element <=Under-rotated jump <<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 !=Not clear edge q=jump landed on the quarter

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
2	小林そら	前橋クラブ	2	66.35	27.42	38.93	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel	
1	2F		1.80	0.06	0	1	0		1.86	
2	2A		3.30	-0.99	-3	-3	-3		2.31	
3	LSp1		1.50	0.05	1	0	0		1.55	
4	2S+2Lo		3.00	0.17	1	1	1		3.17	
5	1A		1.10	0.11	1	1	1		1.21	
6	2Lz+2T	!	3.40	-0.21	-1	-1	-1		3.19	
7	FSSp2		2.30	0.00	1	-1	0		2.30	
8	2Lz!	!	2.31	X -0.21	-1	-1	-1		2.10	
9	2F+2T+1Lo		3.96	X 0.00	0	0	0		3.96	
10	ChSq1		3.00	-0.33	0	-1	-1		2.67	
11	CCoSp3		3.00	0.10	1	0	0		3.10	
			28.67						27.42	
Program Components				Factor						
Composition				2.67	5.25	4.50	4.75		4.83	
Presentation				2.67	5.50	4.75	4.75		5.00	
Skating Skills				2.67	5.25	4.50	4.50		4.75	
Judges Total Program Components Score (factored)									38.93	
Deductions:										0.00

X=Credit highlight distribution, base value multiplied by 1.1 !=Not clear edge