

Judge's Detail per Skater – Free Skating / ジュニア選手権女子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
1	柚木心春	宇治市立広野中学校	2	74.35	36.97	39.38	-2.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	Ref	Scores of Panel	
1	3S+2T		5.60	0.43	1	1	1	1		6.03	
2	3T<	< F	3.36	-1.68	-5	-5	-5	-5		1.68	
3	2A		3.30	0.50	2	1	2	1		3.80	
4	FSSp4		3.00	0.60	2	2	1	2		3.60	
5	ChSq1		3.00	0.75	1	1	2	2		3.75	
6	2F		1.80	0.00	0	0	0	1		1.80	
7	3S		4.73	X -1.51	-5	-3	-4	-3		3.22	
8	FCCoSp4		3.50	0.35	1	1	1	2		3.85	
9	2F+2T		3.41	X 0.00	0	0	0	1		3.41	
10	2A	F	3.63	X -1.65	-5	-5	-5	-5		1.98	
11	CCoSp4		3.50	0.35	1	1	1	1		3.85	
			38.83							36.97	
Program Components			Factor								
Composition			2.67		5.00	4.75	5.00	5.00		5.00	
Presentation			2.67		5.00	5.00	5.00	5.25		5.00	
Skating Skills			2.67		4.75	4.75	4.75	5.00		4.75	
Judges Total Program Components Score (factored)										39.38	
Deductions:			転倒: -2.00 (2)								-2.00

<=Under-rotated jump 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	小牧由葦	京都市立西京高等学校	1	53.75	23.02	30.73	0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	Ref	Scores of Panel	
1	LSp2		1.90	0.00	0	1	0	0		1.90	
2	2A<<	<<	1.10	-0.33	-3	-4	-3	-3		0.77	
3	2Lz+1Eu+2S		3.90	-0.11	-1	0	-1	0		3.79	
4	2Fq	q	1.80	-0.36	-2	-2	-2	-2		1.44	
5	2S		1.30	-0.39	-3	-2	-3	-3		0.91	
6	FSSp3		2.60	0.13	-1	0	1	1		2.73	
7	2Lz+2T<<	<<	2.75	X -0.84	-3	-4	-4	-4		1.91	
8	ChSq1		3.00	0.00	0	0	1	0		3.00	
9	2F<	<	1.58	X -0.29	-2	-2	-2	-2		1.29	
10	2Lo+2Lo<	<	3.37	X -0.34	-2	-2	-2	-2		3.03	
11	CCoSp3V		2.25	0.00	1	0	0	-1		2.25	
			25.55							23.02	
Program Components			Factor								
Composition			2.67		4.00	3.50	4.25	3.75		3.88	
Presentation			2.67		4.00	3.75	4.50	3.50		3.88	
Skating Skills			2.67		3.75	3.50	4.25	3.75		3.75	
Judges Total Program Components Score (factored)										30.73	
Deductions:											0.00

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