

Judge's Detail per Skater – Free Skating / ノービスA1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	上田 将生	仙台泉F. S. C.	1	69.81	31.76	38.55	-0.50				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2A		3.30	-0.11	-1	0	0	0	-1		3.19
2	3T<	< F	3.36	-1.68	-5	-5	-5	-5	-5		1.68
3	2Lz		2.10	0.14	2	1	0	0	1		2.24
4	FCSp3		2.80	0.09	1	1	1	-1	-1		2.89
5	2Lo		1.70	0.11	1	1	1	0	0		1.81
6	CSSp3		2.60	0.43	2	2	2	1	1		3.03
7	StSq2		2.60	0.35	1	2	2	1	0		2.95
8	2A+2T		5.06	X 0.33	1	1	1	1	-1		5.39
9	2F+1A+2Lo+SEQ		5.06	X 0.12	0	1	1	0	1		5.18
10	CCoSp3		3.00	0.40	1	2	2	1	1		3.40
			31.58								31.76
Program Components			Factor								
Composition			3.33		4.00	3.50	4.50	4.00	3.75	3.92	
Presentation			3.33		3.75	3.75	4.25	4.00	3.75	3.83	
Skating Skills			3.33		4.25	3.50	4.00	3.75	3.75	3.83	
Judges Total Program Components Score (factored)										38.55	
Deductions:			転倒: -0.50 (1)							-0.50	

<=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	阿部 快斗	八戸FSC	2	58.34	20.61	37.73	0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2A<<	<<	1.10	-0.40	-4	-3	-4	-3	-4		0.70
2	2S		1.30	0.04	1	1	0	0	0		1.34
3	2Lz		2.10	-0.35	-1	-3	-1	-2	-2		1.75
4	FCSp3		2.80	0.47	2	2	2	1	1		3.27
5	2Lo		1.70	0.00	0	0	0	0	0		1.70
6	1Lz		0.66	X -0.30	-5	-2	-5	-5	-5		0.36
7	CSSp3		2.60	0.43	2	2	2	1	1		3.03
8	2F+1T+1A+SEQ	!	3.63	X -0.48	-3	-2	-2	-3	-3		3.15
9	StSq2		2.60	0.17	0	2	1	-1	1		2.77
10	CCoSp4V		2.63	-0.09	-1	2	-1	0	0		2.54
			21.12								20.61
Program Components			Factor								
Composition			3.33		4.25	3.25	4.00	3.75	3.75	3.83	
Presentation			3.33		3.75	3.75	3.75	3.50	3.75	3.75	
Skating Skills			3.33		4.25	3.50	3.75	3.50	4.00	3.75	
Judges Total Program Components Score (factored)										37.73	
Deductions:										0.00	

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