

Judge's Detail per Skater – Free Skating / 成年A男子 (Sr)

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	坂東 凜	東洋大学	2	75.26	33.49	42.77	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	3T+2T+2Lo<<	<<	6.00	-2.10	-5	-5	-5		3.90
2	3Lz		5.90	-1.77	-3	-3	-3		4.13
3	3Lzq+REP	q F	4.13	-2.95	-5	-5	-5		1.18
4	CSSp3		2.60	0.35	2	1	1		2.95
5	1Fe	e	0.40	-0.16	-4	-3	-5		0.24
6	StSq1		1.80	0.06	1	0	0		1.86
7	2Aq+1A+SEQ	q	4.84	X -0.88	-2	-3	-3		3.96
8	FCSp1		1.90	-0.13	0	-2	0		1.77
9	3T		4.62	X 0.14	1	0	0		4.76
10	2Aq	q	3.63	X -1.32	-4	-4	-4		2.31
11	CCoSp3		3.00	0.10	1	0	0		3.10
12	ChSq1		3.00	0.33	1	1	0		3.33
			41.82						33.49
Program Components				Factor					
Composition				3.33	4.25	4.00	4.25		4.17
Presentation				3.33	4.25	4.00	4.25		4.17
Skating Skills				3.33	4.50	4.50	4.50		4.50
Judges Total Program Components Score (factored)									42.77
Deductions:			転倒: -1.00 (1)						-1.00

<<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 e=Wrong edge REP=Jump repetition 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	柳澤 翔	茨城ゴールドFSC	1	56.82	22.85	34.97	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	3T	F	4.20	-2.10	-5	-5	-5		2.10
2	3S<<	<<	1.30	-0.65	-5	-5	-5		0.65
3	CSSp3		2.60	0.17	2	0	0		2.77
4	2F		1.80	-0.60	-4	-3	-3		1.20
5	ChSq1		3.00	0.33	1	1	0		3.33
6	2A		3.30	0.00	0	0	0		3.30
7	2Lz		2.31	X 0.00	0	0	0		2.31
8	StSq1		1.80	-0.18	-1	-1	-1		1.62
9	FCSpB		1.60	-0.43	-3	-3	-2		1.17
10	2F		1.98	X -0.18	-1	-1	-1		1.80
11	1Lo		0.55	X -0.02	-1	0	0		0.53
12	CCoSp1		2.00	0.07	1	0	0		2.07
			26.44						22.85
Program Components				Factor					
Composition				3.33	4.00	3.25	3.25		3.50
Presentation				3.33	3.75	3.50	3.00		3.42
Skating Skills				3.33	3.50	3.75	3.50		3.58
Judges Total Program Components Score (factored)									34.97
Deductions:			転倒: -1.00 (1)						-1.00

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