

Judge's Detail per Skater - Free Skating / 4級男子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
1	武正 侑 駕	明治神宮外苑FSC	1	51.59	17.46	34.13	0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2Lz<<+2T	<<	1.90	-0.39	-4	-3	-3	-3	-3		1.51
2	2F!<	!	1.44	-0.48	-4	-4	-2	-3	-3		0.96
3	FSSp1		2.00	-0.33	-2	-2	-2	-1	-1		1.67
4	2Lo<	<	1.36	-0.32	-3	-3	-2	-2	-2		1.04
5	StSq1		1.80	0.18	1	1	1	1	1		1.98
6	2S		1.30	0.04	0	0	0	1	1		1.34
7	CCSp1		2.00	-0.07	-1	-2	0	0	1		1.93
8	2S+2T+1A+SEQ		4.07	X -0.13	-1	-1	-1	-1	0		3.94
9	1A		1.21	X 0.00	0	0	-1	0	1		1.21
10	CCoSp2V		1.88	0.00	0	0	-1	0	1		1.88
			18.96								17.46
Program Components			Factor								
Composition			3.33	3.00	2.75	3.50	3.75	4.00			3.42
Presentation			3.33	3.00	2.50	3.50	3.25	3.75			3.25
Skating Skills			3.33	3.50	3.00	3.75	3.50	4.00			3.58
Judges Total Program Components Score (factored)											34.13
Deductions:											0.00

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

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
2	久保田 有 祐	明治神宮外苑FSC	2	50.45	16.58	33.87	0.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2Fq+2T	q	3.10	-0.36	-4	-2	-2	-2	-2		2.74
2	2Lz!<	!	1.68	-0.50	-4	-3	-2	-3	-3		1.18
3	FSSp2		2.30	0.23	0	1	1	1	2		2.53
4	1A+1A+SEQ		2.20	0.07	1	0	0	1	1		2.27
5	2Lo<	<	1.36	-0.32	-3	-2	-2	-3	-2		1.04
6	CSpB		1.10	0.04	0	0	0	1	1		1.14
7	StSqB		1.50	0.00	1	0	0	0	0		1.50
8	2T		1.43	X 0.00	0	0	0	0	1		1.43
9	2S		1.43	X 0.00	0	0	0	0	0		1.43
10	CCoSpBV		1.28	0.04	0	0	1	0	1		1.32
			17.38								16.58
Program Components			Factor								
Composition			3.33	3.00	2.50	3.75	3.75	4.25			3.50
Presentation			3.33	2.75	2.50	3.50	3.50	4.00			3.25
Skating Skills			3.33	2.75	2.75	3.75	3.75	3.75			3.42
Judges Total Program Components Score (factored)											33.87
Deductions:											0.00

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