

Judge's Detail per Skater - Free Skating / 6級 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	有賀 珈 渚	長野市スケート協会	2	49.48	22.43	28.05	-1.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	Ref	Scores of Panel
1	2A+1Eu<<+2S	<<	4.60	-1.65	-5	-2	-5	-5		2.95
2	1F+2T		1.80	-0.46	-2	-2	-5	-5		1.34
3	2A<	< F	2.64	-1.32	-5	-5	-5	-5		1.32
4	FCSp3		2.80	0.00	1	0	0	0		2.80
5	2Lo		1.70	-0.60	-3	-3	-5	-4		1.10
6	CCoSp3		3.00	0.45	2	2	1	1		3.45
7	2Lz		2.31	X -0.21	-1	-1	-1	-1		2.10
8	2S+1T		1.87	X -0.39	-3	-2	-3	-3		1.48
9	ChSq1		3.00	0.25	1	1	0	0		3.25
10	1F		0.55	X 0.00	0	0	0	0		0.55
11	LSp2		1.90	0.19	1	0	1	1		2.09
26.17										22.43
Program Components				Factor						
Composition				2.67	3.50	3.50	3.75	3.50		3.50
Presentation				2.67	3.50	3.50	3.75	3.25		3.50
Skating Skills				2.67	4.00	3.25	3.50	3.50		3.50
Judges Total Program Components Score (factored)										28.05
Deductions:							転倒: -1.00 (1)		-1.00	

<=Under-rotated jump <<=Downgraded 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	塚田 珠 有	長野市スケート協会	1	47.38	24.02	23.36	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	Ref	Scores of Panel
1	2A		3.30	0.33	0	1	1	1		3.63
2	2S		1.30	-0.59	-3	-5	-4	-5		0.71
3	2F<+2T<<+2T<<	<<	2.24	-0.72	-5	-5	-5	-5		1.52
4	CCoSp2		2.50	0.00	0	-1	0	0		2.50
5	2F+2A+SEQ		5.10	-0.17	-1	-1	0	0		4.93
6	2Lo		1.87	X 0.00	0	0	0	0		1.87
7	LSp1		1.50	-0.15	-1	-1	-2	-1		1.35
8	2S		1.43	X -0.26	-2	-1	-3	-2		1.17
9	ChSq1		3.00	-0.50	-2	-1	-1	-1		2.50
10	2Lz!	!	2.31	X -0.42	-2	0	-2	-2		1.89
11	FSSp2		2.30	-0.35	0	-1	-2	-2		1.95
26.85										24.02
Program Components				Factor						
Composition				2.67	3.25	3.25	2.50	2.75		3.00
Presentation				2.67	3.00	3.25	2.50	2.50		2.75
Skating Skills				2.67	3.25	3.25	2.75	2.75		3.00
Judges Total Program Components Score (factored)										23.36
Deductions:									0.00	

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