

### Judge's Detail per Skater – Free Skating / 少年女子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	安田 さくら	スベリオール愛知FSC	1	69.19	31.92	38.27	-1.00

  

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel	
1	2A		3.30	-0.66	-2	-2	-2		2.64	
2	3S<<	<< F	1.30	-0.65	-5	-5	-5		0.65	
3	FSSp4		3.00	0.40	1	2	1		3.40	
4	3T<<	<<	1.30	-0.56	-5	-4	-4		0.74	
5	2Lo+2T		3.00	0.06	0	1	0		3.06	
6	CCoSp4		3.50	0.47	1	2	1		3.97	
7	2A+2T		5.06	X 0.33	0	2	1		5.39	
8	2F<<	<<	0.55	X -0.20	-5	-3	-4		0.35	
9	ChSq1		3.00	0.67	0	3	1		3.67	
10	2F+1Eu+2S		3.96	X 0.12	0	2	0		4.08	
11	FCCoSp4		3.50	0.47	1	2	1		3.97	
31.47										
31.92										
<b>Program Components</b>				<b>Factor</b>						
Composition				2.67	3.50	6.00	4.50		4.67	
Presentation				2.67	3.75	6.25	4.50		4.83	
Skating Skills				2.67	4.00	5.75	4.75		4.83	
Judges Total Program Components Score (factored)										38.27

  

<b>Deductions:</b>	転倒: -1.00 (1)	<b>-1.00</b>
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<<=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	篠田 琴織	LYS	2	49.12	16.10	36.02	-3.00

  

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel	
1	2Lz+2T	!	3.40	-0.56	-2	-3	-3		2.84	
2	2A<<	<< F	1.10	-0.55	-5	-5	-5		0.55	
3	2A<<	<< F	1.10	-0.55	-5	-5	-5		0.55	
4	2Lz<<	<<	0.60	-0.28	-5	-5	-4		0.32	
5	FSSp2		2.30	0.23	1	2	0		2.53	
6	LSp2		1.90	0.13	1	1	0		2.03	
7	2F	F	1.98	X -0.90	-5	-5	-5		1.08	
8	1S		0.44	X -0.01	-1	0	0		0.43	
9	2F		1.98	X 0.12	0	2	0		2.10	
10	ChSq1		3.00	0.67	1	2	1		3.67	
11	Sp		0.00	0.00	-	-	-		0.00	
17.80										
16.10										
<b>Program Components</b>				<b>Factor</b>						
Composition				2.67	4.00	5.50	4.25		4.58	
Presentation				2.67	3.50	5.25	4.25		4.33	
Skating Skills				2.67	4.25	5.50	4.00		4.58	
Judges Total Program Components Score (factored)										36.02

  

<b>Deductions:</b>	転倒: -3.00 (3)	<b>-3.00</b>
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<<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 !=Not clear edge