

Judge's Detail per Skater – Free Skating / 初級男子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions		
1	高木 景生	香川フィギュアC	1	12.76	6.76	6.00	0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	1F+1A+SEQ		1.60	0.11	1	1	1		1.71
2	1A		1.10	0.00	0	0	0		1.10
3	2S		1.30	0.00	0	0	0		1.30
4	1Lz+1Lo+1T	!	1.50	-0.06	-1	-1	-1		1.44
5	SSpB		1.10	0.11	1	1	1		1.21
			6.60						6.76
Program Components				Factor					
Composition				1.20	1.75	1.50	1.75		1.67
Presentation				1.20	1.75	1.75	1.50		1.67
Skating Skills				1.20	1.75	1.75	1.50		1.67
Judges Total Program Components Score (factored)									6.00
Deductions:									0.00

!=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	藤井 優貴	滋賀ドリームFSC	2	7.85	3.85	4.20	-0.20		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	1A<<	<<	0.00	0.00	-	-	-		0.00
2	1F		0.50	-0.02	0	0	-1		0.48
3	1S+1Lo+1Lo		1.40	0.00	0	0	0		1.40
4	1Lo+1W+SEQ		0.80	0.00	0	0	0		0.80
5	SSpB		1.10	0.07	1	1	0		1.17
			3.80						3.85
Program Components				Factor					
Composition				1.20	1.00	1.25	1.25		1.17
Presentation				1.20	1.25	1.25	1.00		1.17
Skating Skills				1.20	1.00	1.25	1.25		1.17
Judges Total Program Components Score (factored)									4.20
Deductions:							転倒: -0.20 (1)		-0.20

<<=Downgraded jump

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Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
3	三浦優一	福岡大学	4	7.03	3.13	4.10	-0.20

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	1S+1T		0.80	0.00	0	0	0		0.80
2	1T		0.40	0.00	0	0	0		0.40
3	1W+1T+1T		1.10	0.00	0	0	0		1.10
4	1T<<*	* F	0.00	0.00	-	-	-		0.00
5	USpB		1.00	-0.17	-1	-2	-2		0.83
			3.30						3.13
Program Components				Factor					
	Composition			1.20	1.25	1.25	1.00		1.17
	Presentation			1.20	1.25	1.25	1.25		1.25
	Skating Skills			1.20	1.00	1.00	1.00		1.00
	Judges Total Program Components Score (factored)								4.10

Deductions:	転倒: -0.20 (1)	-0.20
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*=Invalid element