

Judge's Detail per Skater – Free Skating / 成年女子(シニア課題)

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions		
1	星 野 彩 音	桐生クラブ	1	54.90	24.83	30.07	0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	2Lze	e	1.68	-0.34	-1	-3	-2		1.34
2	2S+2T		2.60	0.09	0	1	1		2.69
3	2Lo		1.70	0.06	0	0	1		1.76
4	FSSp1		2.00	-0.13	-2	0	0		1.87
5	2Lze	e	1.68	-0.56	-3	-3	-4		1.12
6	LSp2		1.90	0.38	2	1	3		2.28
7	1F+1A+1A+SEQ		2.97	X 0.00	0	0	0		2.97
8	2F+2T<	<	3.12	X -0.36	-2	-2	-2		2.76
9	1Lo		0.55	X 0.00	0	0	0		0.55
10	StSq1		1.80	-0.06	-1	0	0		1.74
11	CCoSp2		2.50	0.08	0	0	1		2.58
12	ChSq1		3.00	0.17	0	0	1		3.17
			25.50						24.83
Program Components				Factor					
	Composition			2.67	3.25	3.50	4.25		3.67
	Presentation			2.67	3.00	3.75	4.25		3.67
	Skating Skills			2.67	3.50	3.75	4.50		3.92
	Judges Total Program Components Score (factored)								30.07
Deductions:									0.00

<=Under-rotated jump X=Credit highlight distribution, base value multiplied by 1.1 e=Wrong edge

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions		
2	松 原 絢 音	高崎クラブ	2	51.32	22.04	30.28	-1.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	2F		1.80	0.06	0	0	1		1.86
2	2A<	< F	2.64	-1.32	-5	-5	-5		1.32
3	2Lze	e	1.68	-0.50	-3	-3	-3		1.18
4	LSpB		1.20	-0.32	-3	-2	-3		0.88
5	2A<<	<<	1.10	-0.44	-3	-5	-4		0.66
6	2F+2T<+1A+SEQ	<	4.33 X	-0.36	-2	-2	-2		3.97
7	FSSp2		2.30	0.00	0	0	0		2.30
8	2Lze<+2Lo<<	e	1.94 X	-0.63	-5	-5	-5		1.31
9	2Lo<	<	1.50 X	-0.41	-2	-3	-4		1.09
10	ChSq1		3.00	0.17	0	0	1		3.17
11	StSqB		1.50	-0.20	-2	-1	-1		1.30
12	CCoSp3		3.00	0.00	0	0	0		3.00
			25.99						22.04
Program Components				Factor					
Composition				2.67	3.25	3.25	4.75		3.75
Presentation				2.67	3.25	3.50	5.00		3.92
Skating Skills				2.67	3.00	3.50	4.50		3.67
Judges Total Program Components Score (factored)									30.28
Deductions:		転倒: -1.00 (1)						-1.00	

<=Under-rotated jump <<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 e=Wrong edge