

Judge's Detail per Skater - Free Skating / ジュニアクラス女子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions		
1	星 野 真 璃	桐生クラブ	2	77.08	39.49	37.59	0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	3S+2T		5.60	0.43	1	1	1		6.03
2	3Tq+2T	q	5.50	-0.70	-2	-3	0		4.80
3	LSp3		2.40	0.40	2	2	1		2.80
4	2A		3.30	0.22	0	1	1		3.52
5	2Lz!	!	2.10	0.00	0	0	0		2.10
6	CCoSp3		3.00	0.50	2	1	2		3.50
7	3T<	<	3.70	X -0.45	-2	-1	-1		3.25
8	2A		3.63	X 0.11	1	0	0		3.74
9	ChSq1		3.00	-0.33	-1	0	-1		2.67
10	2Lz+2Lo		4.18	X 0.00	0	0	0		4.18
11	FSSp4		3.00	-0.10	0	0	-1		2.90
			39.41						39.49
Program Components				Factor					
	Composition			2.67	4.50	4.50	4.75		4.58
	Presentation			2.67	4.75	4.75	4.75		4.75
	Skating Skills			2.67	4.75	4.50	5.00		4.75
	Judges Total Program Components Score (factored)								37.59
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

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions		
2	鈴木 莉乃	高崎クラブ	1	42.92	18.68	26.24	-2.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	2A<	< F	2.64	-1.32	-5	-5	-5		1.32
2	2Lze	e	1.68	-0.39	-3	-1	-3		1.29
3	3S<	< F	3.44	-1.72	-5	-5	-5		1.72
4	FSSp4		3.00	0.10	1	0	0		3.10
5	2F<<	<<	0.50	-0.25	-5	-5	-5		0.25
6	LSpB		1.20	-0.36	-3	-4	-2		0.84
7	3Sq+REP	q	3.31 X	-0.86	-2	-3	-1		2.45
8	1A<<	<<	0.00 X	0.00	-	-	-		0.00
9	ChSq1		3.00	-1.00	-2	-3	-1		2.00
10	2Fq+2Tq	q	3.41 X	-0.60	-4	-4	-2		2.81
11	CCoSp3		3.00	-0.10	0	-1	0		2.90
				25.18					18.68
Program Components				Factor					
Composition				2.67	3.00	2.75	3.50		3.08
Presentation				2.67	3.25	2.75	3.50		3.17
Skating Skills				2.67	3.50	3.50	3.75		3.58
Judges Total Program Components Score (factored)									26.24
Deductions:		転倒: -2.00 (2)							-2.00

<=Under-rotated jump <<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 e=Wrong edge REP=Jump repetition q=jump landed on the quarter