

Judge's Detail per Skater - Free Skating / 選手権 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	永 見 千代乃	ノートルダム清心女子大学	2	99.33	50.40	48.93	0.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	3F<	<	4.24	-0.71	-1	-2	-2		3.53
2	3T+2T		5.50	0.98	2	2	3		6.48
3	3S+2T		5.60	1.00	2	2	3		6.60
4	3T		4.20	0.98	2	3	2		5.18
5	FSSp4		3.00	0.30	0	1	2		3.30
6	StSq4		3.90	0.52	0	2	2		4.42
7	3S<	<	3.78 X	-0.46	0	-2	-2		3.32
8	1A		1.21 X	-0.44	-4	-5	-3		0.77
9	FCCoSp4		3.50	0.12	0	0	1		3.62
10	ChSq1		3.00	0.50	0	1	2		3.50
11	2A+1Eu+2S		5.61 X	0.22	1	0	1		5.83
12	CCoSp4		3.50	0.35	1	1	1		3.85
			47.04						50.40
Program Components				Factor					
	Composition			2.67	5.75	6.50	6.00		6.08
	Presentation			2.67	5.75	6.50	6.25		6.17
	Skating Skills			2.67	5.75	6.25	6.25		6.08
	Judges Total Program Components Score (factored)								48.93
Deductions:									0.00

<=Under-rotated 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	小嶋 孝 夏	法政大学	1	84.11	39.72	45.39	-1.00		
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	Ref	Scores of Panel
1	2A		3.30	0.55	1	2	2		3.85
2	3Sq	q F	4.30	-2.15	-5	-5	-5		2.15
3	3Tq+2T	q	5.50	-0.98	-1	-3	-3		4.52
4	FSSp4		3.00	0.10	0	0	1		3.10
5	3T		4.20	0.56	1	2	1		4.76
6	StSq2		2.60	0.00	0	0	0		2.60
7	2A+1Eu+2S		5.61 X	0.22	1	0	1		5.83
8	3S<<+REP	<<	1.00 X	-0.43	-4	-3	-3		0.57
9	2F!+2Lo	!	3.85 X	-0.24	-2	-1	-1		3.61
10	CCoSp3		3.00	0.00	0	0	0		3.00
11	ChSq1		3.00	0.17	0	0	1		3.17
12	LSp3		2.40	0.16	0	1	1		2.56
			41.76						39.72
Program Components				Factor					
	Composition			2.67	5.50	5.75	5.50		5.58
	Presentation			2.67	5.50	5.75	5.75		5.67
	Skating Skills			2.67	5.75	6.00	5.50		5.75
	Judges Total Program Components Score (factored)								45.39
Deductions:		転倒: -1.00 (1)						-1.00	

<<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 !=Not clear edge q=jump landed on the quarter