

Judge's Detail per Skater - Free Skating / ジュニア選手権クラス女子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions
1	中野友恵	富山FSC	1	62.81	28.63	34.18	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	3S<<	<<	1.30	-0.52	-4	-5	-5	-3	-3		0.78
2	2Lz!+2T	!	3.40	-0.25	-1	-2	-1	-1	-1		3.15
3	2S		1.30	0.03	0	1	0	0	0		1.33
4	FCSp4		3.20	0.32	1	0	2	1	1		3.52
5	2F		1.80	0.11	0	0	1	1	1		1.91
6	2Lz!+2A<<+1A+SEQ	!	4.73	X -0.92	-5	-5	-5	-3	-4		3.81
7	SSp4		2.50	0.10	1	0	0	1	0		2.60
8	2Lo		1.87	X 0.10	0	0	1	1	1		1.97
9	ChSq1		3.00	0.80	1	1	2	2	2		3.80
10	2F+1T		2.42	X 0.04	0	0	0	0	1		2.46
11	CCoSp3		3.00	0.30	1	1	1	1	1		3.30
			28.52								28.63
Program Components				Factor							
Composition				2.67	4.00	4.25	4.25	4.25	4.50		4.25
Presentation				2.67	4.25	4.50	4.50	4.50	4.50		4.45
Skating Skills				2.67	4.00	4.00	4.00	4.25	4.25		4.10
Judges Total Program Components Score (factored)											34.18

Deductions:	0.00
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<<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 !=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	山崎 史乃	富山FSC	2	53.27	24.03	29.24	0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2F+2T<	<	2.84	-0.47	-3	-3	-3	-2	-2		2.37
2	2Lz!<	!	1.68	-0.60	-4	-4	-4	-3	-3		1.08
3	2Lo		1.70	0.03	0	0	0	1	0		1.73
4	FSSp3		2.60	0.31	1	2	1	1	1		2.91
5	1Lz!	!	0.60	-0.23	-5	-5	-2	-3	-4		0.37
6	LSp2		1.90	0.04	0	0	0	0	1		1.94
7	2F		1.98	X 0.00	0	0	-1	0	1		1.98
8	1A+1Eu+2S		3.19	X 0.05	0	0	1	1	0		3.24
9	ChSq1		3.00	0.50	1	1	1	1	1		3.50
10	2S+2T<<	<<	1.87	X -0.60	-5	-5	-5	-3	-5		1.27
11	CCoSp4		3.50	0.14	0	0	0	1	1		3.64
			24.86								24.03
Program Components				Factor							
Composition				2.67	3.75	3.50	3.50	4.00	3.50		3.65
Presentation				2.67	3.50	3.75	3.75	3.75	3.75		3.70
Skating Skills				2.67	3.75	3.25	3.50	3.75	3.75		3.60
Judges Total Program Components Score (factored)											29.24

Deductions:	0.00
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<=Under-rotated jump <<=Downgraded jump X=Credit highlight distribution, base value multiplied by 1.1 !=Not clear edge