

Judge's Detail per Skater - Free Skating / 4級女子

Rank	選手名	所属	滑走順	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions				
1	松谷 南実	岡山国際FSC	2	36.99	15.96	22.03	-1.00				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2Fq	q	1.80	-0.54	-4	-3	-3	-3	-3		1.26
2	2F<	< F	1.44	-0.72	-5	-5	-5	-5	-5		0.72
3	2Lz<	< F	1.68	-0.84	-5	-5	-5	-5	-5		0.84
4	FSSp2		2.30	0.15	0	0	1	1	1		2.45
5	StSq2		2.60	-0.26	-1	0	-1	-1	-1		2.34
6	1A		1.10	0.00	0	0	1	0	0		1.10
7	2Loq	q	1.87	X -0.34	-2	-2	-2	-2	-2		1.53
8	LSp1		1.50	0.00	0	0	1	0	0		1.50
9	2S		1.43	X 0.04	0	0	1	1	0		1.47
10	CCoSp2		2.50	0.25	1	1	1	0	1		2.75
			18.22								15.96
Program Components			Factor								
Composition			2.67		2.75	3.00	3.25	2.25	2.50	2.75	
Presentation			2.67		2.75	2.75	3.00	2.00	2.25	2.58	
Skating Skills			2.67		3.25	3.25	3.00	2.50	2.50	2.92	
Judges Total Program Components Score (factored)										22.03	
Deductions:			転倒: -1.00 (2)							-1.00	

<=Under-rotated jump X=Credit highlight distribution, base value multiplied by 1.1 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	玉井 沙来	愛媛イヨテツSC	1	34.53	12.55	22.48	-0.50				
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	Ref	Scores of Panel
1	2Sq	q F	1.30	-0.65	-5	-5	-5	-5	-5		0.65
2	2F<	<	1.44	-0.29	-2	-2	-2	-2	-2		1.15
3	2Lo<	<	1.36	-0.36	-4	-2	-2	-2	-4		1.00
4	FSSp		0.00	0.00	-	-	-	-	-		0.00
5	LSp1		1.50	0.05	1	0	2	-1	0		1.55
6	1Lz!	!	0.60	-0.06	-1	-1	-1	-1	-1		0.54
7	StSq1		1.80	-0.06	0	0	-1	-1	0		1.74
8	1F+1A+1A+SEQ		2.97	X -0.04	-1	0	0	-1	0		2.93
9	2Sq+2T<	<	2.57	X -0.52	-4	-4	-4	-2	-4		2.05
10	CCoSpBV		1.28	-0.34	-3	-4	-2	-3	-1		0.94
			14.82								12.55
Program Components			Factor								
Composition			2.67		3.00	2.75	3.25	2.50	2.50	2.75	
Presentation			2.67		2.75	2.75	3.00	2.00	2.50	2.67	
Skating Skills			2.67		3.25	3.00	3.50	2.25	2.75	3.00	
Judges Total Program Components Score (factored)										22.48	
Deductions:			転倒: -0.50 (1)							-0.50	

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