

Judge's Detail per Skater - Free Skating / 3級男子

Rank	選手名	所属	滑走順	Total Segment Score		Total Element Score	Total Program Component Score (factored)	Total Deductions					
1	川原 暢太	邦和SC	2	36.19		12.71	23.48	0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	Ref	Scores of Panel
1	2S		1.30	-0.03	0	0	0	-1	0	0	-2		1.27
2	2S+1Lo<<	<<	1.30	-0.57	-4	-4	-3	-4	-5	-5	-5		0.73
3	FSSpBV		1.28	-0.31	-4	-2	-2	-2	-3	-1	-3		0.97
4	ChSq1		3.00	0.00	0	0	0	0	0	0	-2		3.00
5	1F+1A+1A+SEQ		2.70	0.00	0	0	0	0	0	0	0		2.70
6	CSpB		1.10	-0.26	-3	-3	-2	-3	0	-2	-2		0.84
7	1Lz!	!	0.60	-0.10	-2	-1	-2	-1	-2	-1	-2		0.50
8	1A		1.10	0.00	0	0	0	0	0	0	0		1.10
9	CCoSpB		1.70	-0.10	0	0	-1	0	-1	-1	-2		1.60
			14.08										12.71
Program Components				Factor									
Composition				3.33	2.25	2.50	2.25	2.25	3.00	2.50	2.25		2.35
Presentation				3.33	2.00	2.50	2.00	2.00	3.00	2.25	2.50		2.25
Skating Skills				3.33	2.25	2.50	2.50	2.00	3.25	2.25	2.75		2.45
Judges Total Program Components Score (factored)													23.48
Deductions:													0.00

<=<Downgraded jump !=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 斗稀	名古屋FSC	1	34.28		10.80	23.48	0.00					
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	Ref	Scores of Panel
1	1Lz+1A+1A+SEQ		2.80	0.00	0	-1	0	0	0	0	0		2.80
2	2S+2T<	<	2.34	-0.62	-4	-5	-4	-5	-5	-5	-5		1.72
3	FSSpB		1.70	-0.44	-2	-1	-3	-3	-2	-3	-3		1.26
4	ChSq1		3.00	-0.10	0	0	0	-1	0	-2	0		2.90
5	CSp		0.00	0.00	-	-	-	-	-	-	-		0.00
6	1Lo		0.50	0.02	1	1	0	0	0	1	0		0.52
7	1A		1.10	0.00	1	0	0	0	0	0	0		1.10
8	1F		0.50	0.00	0	0	0	0	0	0	1		0.50
9	CCoSp		0.00	0.00	-	-	-	-	-	-	-		0.00
			11.94										10.80
Program Components				Factor									
Composition				3.33	2.25	2.25	2.25	2.00	3.00	2.25	2.50		2.30
Presentation				3.33	2.00	2.50	2.25	1.75	2.50	2.50	2.75		2.35
Skating Skills				3.33	2.50	2.25	2.50	2.25	3.00	2.00	2.50		2.40
Judges Total Program Components Score (factored)													23.48
Deductions:													0.00

<=Under-rotated jump