



## 1e F3A-A NK Wedstrijd - F3A Inter

Kaatsheuvel - May 14 2023

<u>Competitor detail scores</u>



Last name : <b>KROES</b>	Number	Flight no	Schedule	*
First name : <b>Ruud</b> Country : (NED)	1	1	F3A (2022-2023) PRELIMINARY SCHEDULE AP-23	380.75
			AF-25	(63.5 %)

Manoeuvres	K factor	J 1	J 2	J 3	J 4
Pidilocuvics	Riactor	<u>'</u>	<u></u>	==	<b>.</b> '≟
		(NED)	(NED)	(NED)	(NED)
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down		7	7	8	7
02 - Half Square Loop with half roll	2	7.5	7	<del>8.5</del>	7.5
03 - Pull-Pull-Push Humpty-Bump with roll, half roll	4	7	<del>6.5</del>	<del>7.5</del>	7.5
04 - Half Square Loop on Corner with half roll, half roll	3	6.5	6.5	7	0
05 - Forty Five Degree Upline, with one and a half snap roll	5	6	6.5	7	6.5 (NO)
06 - Half Eight Sided Loop	3	<del>7.5</del>	6	7.5	6.5
07 - Roll Combination with two consecutive half rolls, two consecutive half		5	6	3	5
rolls in opposite direction					
08 - Pushed Immelmann turn with half roll	2	8	<del>6.5</del>	8	6.5
09 - Inverted Spin two and a half turns		4	4	5	5
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		7	7	8	6
quarter roll)					
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		6	6.5	7	6.5
two consecutive quarter rolls					
12 - Half Square Loop with half roll	2	<del>6.5</del>	6.5	8	7
13 - Crossbox Figure M, with three quarter rolls		5	6	4	6
14 - Fighter Turn with quarter rolls	4	7	<del>6.5</del>	7	<del>8.5</del>
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive	3	6.5	6.5	7.5	6
quarter rolls, half roll					
16 - Shark Fin with half roll, two consecutive quarter rolls	3	<del>6.5</del>	6.5	<del>7.5</del>	7
17 - Loop with half roll integrated	5	<del>5</del>	5.5	<del>6.5</del>	5.5
Judge's scores		370.00	373.50	399.00	366.50
Var judge score / panel %		-1.92%	-0.99%	5.77%	-2.85%

Judge's panel					
Judge 1	VAN LOON Henny	(NED)			
Judge 2	BERENDSE Haijo	(NED)			
Judge 3	VAN MEERKERK Ferry	(NED)			
Judge 4	OOSTEMA Roy	(NED)			

 $<sup>\</sup>ensuremath{^{*}}\xspace$  Total score without min and max score per manoeuvre