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



Kaatsheuvel - May 14 2023

Competitor detail scores



Last name : MALACIOGLU	Number		Flight no	Schedule		*
First name : <b>Viken</b> Country : <b>II</b> (BEL)	6		3	F3A (2022-2		526.00
				PRELIMINARY SC AP-23	CHEDULE	(87.7 %)
Manoeuvres		K factor	<u>j 1</u>	J 2	J 3	J 4
			(NED)	(NED)	(NED)	(NED)
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down		4	8	8.5	9	9
02 - Half Square Loop with half roll		2	9	9	9	9
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	8.5	9	9	8.5
04 - Half Square Loop on Corner with half roll, half roll		3	9	8.5	9	8.5
05 - Forty Five Degree Upline, with one and a half snap roll		5	9	9	8.5	9
06 - Half Eight Sided Loop		3	8	8.5	8.5	8.5
07 - Roll Combination with two consecutive half rolls, two consecutive half		4	<del>8.5</del>	9	9	9
rolls in opposite direction						
08 - Pushed Immelmann turn with half roll		2	9	9	9	8.5
09 - Inverted Spin two and a half turns		4	9	9	9	<del>9.5</del>
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		3	<del>8.5</del>	8.5	9	8.5
quarter roll)						
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		4	<del>8.5</del>	8.5	9	9
two consecutive quarter rolls						
12 - Half Square Loop with half roll		2	9	8.5	<del>9.5</del>	9
13 - Crossbox Figure M, with three quarter rolls		5	8	9	8.5	8
14 - Fighter Turn with quarter rolls		4	8.5	8.5	<del>9.5</del>	8.5
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive		3	<del>9</del>	8.5	8.5	8.5
quarter rolls, half roll						
16 - Shark Fin with half roll, two consecutive quarter rolls		3	9	8.5	9	9.5
17 - Loop with half roll integrated		5	<del>8.5</del>	9	<del>9.5</del>	9
Judge's scores			516.00	525.50	537.50	527.50
Var judge s scores / panel %			-2.02%	-0.21%	2.07%	0.17%
			-2.02/0	-0.21/0	2.07/0	0.17 /0

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)			

 $\ast$  Total score without min and max score per manoeuvre