



## 2e F3A Wieringen P - F3A Inter

Wieringen - June 03 2023 Competitor detail scores



Last name : SCHRICHTE	Number	Flight no	Schedule	*
First name : <b>Yme</b> Country : (NED)	2	2	F3A (2022-2023) PRELIMINARY SCHEDULE	461.75
			AP-23	(77 %)

Manoeuvres	K factor	J 1	1.2	J 3	J 4
Manoeuvies	Riactor	<u>'≐</u>	J 2		<b>-</b>
		(NED)	(NED)	(NED)	(NED)
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down		8	<del>8.5</del>	7.5	8.5
02 - Half Square Loop with half roll	2	8	8.5	7	10
03 - Pull-Pull-Push Humpty-Bump with roll, half roll	4	8	8.5	<del>7.5</del>	9
04 - Half Square Loop on Corner with half roll, half roll	3	8	8	8	9.5
05 - Forty Five Degree Upline, with one and a half snap roll	5	<del>7.5</del>	7	7	7
06 - Half Eight Sided Loop	3	7.5	7.5	7	9
07 - Roll Combination with two consecutive half rolls, two consecutive half		8	8	<del>7.5</del>	8
rolls in opposite direction					
08 - Pushed Immelmann turn with half roll	2	8	8.5	<del>7.5</del>	10
09 - Inverted Spin two and a half turns	4	8	<del>7.5</del>	8	<del>8.5</del>
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		7.5	7	7.5	8
quarter roll)					
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		<del>7.5</del>	8	7.5	8
two consecutive quarter rolls					
12 - Half Square Loop with half roll		8	8	8	10
13 - Crossbox Figure M, with three quarter rolls	5	6.5	6.5	<del>7.5</del>	7
14 - Fighter Turn with quarter rolls	4	<del>7.5</del>	7.5	7.5	9
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive	3	<del>7.5</del>	8	7.5	9
quarter rolls, half roll					
16 - Shark Fin with half roll, two consecutive quarter rolls	3	7.5	<del>6.5</del>	8	<del>8.5</del>
17 - Loop with half roll integrated	5	<del>8.5</del>	7	7	8
Judge's scores		462.50	455.50	448.50	506.00
Var judge score / panel %		-1.20%	-2.70%	-4.19%	8.09%

Judge's panel					
Judge 1	DE VRIES Winfried	(NED)			
Judge 2	OOSTEMA Roy	(NED)			
Judge 3	TAEKEMA Jacob	(NED)			
Judge 4	KRAMER Patrick	(NED)			

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