



## 2e F3A Wieringen P - F3A Inter

Wieringen - June 03 2023 Competitor detail scores



Page 1/1

Last name : <b>ORMEL</b>	Number	Flight no	Schedule	*
First name : <b>Henk</b> Country : (NED)	5	2 F3A (2022-2023) PRELIMINARY SCHEDULE		291.75
			AP-23	(48.6 %)

Management	V 5t			1.3	
Manoeuvres	K factor	<u>J 1</u>	J 2	<u>J 3</u>	<u>J 4</u>
		(NED)	(NED)	(NED)	(NED)
01. Tan Hat with two growths rolls up half roll two growths rolls down	4	(NED)	(NED)	(NED)	(NED)
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down	2	<u>4.5</u>	) <u>)</u>	4.5	<del>0</del>
02 - Half Square Loop with half roll		5.5	4	5	7
03 - Pull-Push Humpty-Bump with roll, half roll	4	3	4	5.5	5
04 - Half Square Loop on Corner with half roll, half roll	3	4.5	3	3	5
05 - Forty Five Degree Upline, with one and a half snap roll	5	5	7	5.5	7
06 - Half Eight Sided Loop	3	6	6	<del>5.5</del>	7.5
07 - Roll Combination with two consecutive half rolls, two consecutive half		5.5	5	<del>6</del>	5.5
rolls in opposite direction					
08 - Pushed Immelmann turn with half roll	2	6	5.5	6	4
09 - Inverted Spin two and a half turns		0	0	5.5	6
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		6	6.5	6	7
quarter roll)					
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		6	6	<del>5</del>	5
two consecutive quarter rolls					
12 - Half Square Loop with half roll	2	2	0	0	5
13 - Crossbox Figure M, with three quarter rolls	5	4	0	5	4
14 - Fighter Turn with quarter rolls	4	5.5	3	6.5	7
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive	3	4.5	3	6	5
quarter rolls, half roll					
16 - Shark Fin with half roll, two consecutive quarter rolls	3	<del>4.5</del>	4.5	6	<del>6.5</del>
17 - Loop with half roll integrated	5	4	3	5	5
Judge's scores	ludge's scores		230.00	311.00	343.00
Var judge score / panel %		-7.34%	-20.03%	8.13%	19.25%

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