



## 2e F3A Wieringen P - F3A Inter

Wieringen - June 03 2023 Competitor detail scores



Last name : <b>ORMEL</b>	Number	Flight no	Schedule	*
First name : <b>Henk</b> Country : (NED)	5	3	F3A (2022-2023) PRELIMINARY SCHEDULE	293.58
			AP-23	(48.9 %)

Manoeuvres	K factor	<u>J 1</u>	J 2	<u>J 3</u>	<u>J 4</u>		
		, <del>-</del> ,	, <del>-</del> ,	, <del>-</del> ,	, <del>=</del> ,		
		(NED)	(NED)	(NED)	(NED)		
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down	4	<del>4.5</del>	5	<del>6</del>	6		
02 - Half Square Loop with half roll	2	6	7	6	6.33 (NO)		
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	3	5	6		
04 - Half Square Loop on Corner with half roll, half roll	3	4	4	3	6		
05 - Forty Five Degree Upline, with one and a half snap roll	5	<del>5</del>	<del>6.5</del>	6	5		
06 - Half Eight Sided Loop		<del>5</del>	3	3.5	5		
07 - Roll Combination with two consecutive half rolls, two consecutive half		5	4	<del>5.5</del>	5		
rolls in opposite direction							
08 - Pushed Immelmann turn with half roll	2	<del>5</del>	5.5	6	7		
09 - Inverted Spin two and a half turns	4	4	0	6	5.5		
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		6	<del>5.5</del>	5.5	5.5		
quarter roll)							
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		6	4	6	5		
two consecutive quarter rolls							
12 - Half Square Loop with half roll		3	2	0	6		
13 - Crossbox Figure M, with three quarter rolls	5	4	0	6	5		
14 - Fighter Turn with quarter rolls	4	5	4	6	5		
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive	3	4	3	5	4		
quarter rolls, half roll							
16 - Shark Fin with half roll, two consecutive quarter rolls	3	4	3	0	6		
17 - Loop with half roll integrated	5	6	4.5	6	<del>6.5</del>		
Judge's scores		286.00	219.50	303.00	330.66		
Var judge score / panel %		0.42%	-22.93%	6.39%	16.11%		

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