



## 2e F3A Wieringen P - F3A Inter

Wieringen - June 03 2023 Competitor detail scores



Last name : VAN VLIET	Number	Flight no	Schedule	*
First name : <b>Danny</b> Country : (NED)	6	2	F3A (2022-2023) PRELIMINARY SCHEDULE	513.50
			AP-23	(85.6 %)

Manoeuvres	K factor	1.1	1.2		1.4
manoeuvres	K factor	<u>J 1</u>	J 2	<u>J 3</u>	J 4
		(NED)	(NED)	(NED)	(NED)
	4	(NED)	(NED)	(NED)	(NED)
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down	2	8.5	9	8	<del>10</del>
02 - Half Square Loop with half roll		8.5	9	8	10
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		9	9	8	9.5
04 - Half Square Loop on Corner with half roll, half roll	3 5	<del>7.5</del>	7.5	7.5	<del>9.5</del>
05 - Forty Five Degree Upline, with one and a half snap roll		9	<del>10</del>	8	10
06 - Half Eight Sided Loop	3	8.5	8.5	8	10
07 - Roll Combination with two consecutive half rolls, two consecutive half		9	<del>8.5</del>	8.5	<del>9.5</del>
rolls in opposite direction					
08 - Pushed Immelmann turn with half roll	2	9	8.5	8	10
09 - Inverted Spin two and a half turns	4	8.5	8.5	8	10
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,	3	8	9	<del>7.5</del>	10
quarter roll)					
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		8.5	8	<del>7.5</del>	9
two consecutive quarter rolls					
12 - Half Square Loop with half roll	2	8.5	8	8	9
13 - Crossbox Figure M, with three quarter rolls	5	8.5	8.5	8	9.5
14 - Fighter Turn with quarter rolls	4	8.5	8.5	8	10
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive	3	8.5	8	8.5	9
quarter rolls, half roll					
16 - Shark Fin with half roll, two consecutive quarter rolls	3	8	8.5	8	<del>10</del>
17 - Loop with half roll integrated	5	8.5	8	<del>7.5</del>	9
Judge's scores		511.50	514.00	476.00	578.00
Var judge score / panel %		-1.61%	-1.13%	-8.44%	11.18%

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