## 2e F3A Wieringen P - F3A Inter



Wieringen - June 03 2023

Competitor detail scores



Last name : JOCHEMS	Number		Flight no	Schedule		*
First name : <b>Erik</b>	7		2	F3A (2022-2	022)	
Country : Country :	/		2	PRELIMINARY S	-	358.75
				AP-23		(59.8 %)
Manoeuvres		K factor	11	12	13	14
		it fuelos	<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	7.5	7.5	7	7.5
02 - Half Square Loop with half roll		2	7.5	8.5	7.5	9
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	7	8	7	7
04 - Half Square Loop on Corner with half roll, half roll		3	6	6.5	7	6.5
05 - Forty Five Degree Upline, with one and a half snap roll		5	2	θ	5.5	0
06 - Half Eight Sided Loop		3	6	6.5	5.5	8
07 - Roll Combination with two consecutive half rolls, two consecutive half		4	6	<del>6.5</del>	6	<del>5.5</del>
rolls in opposite direction						
08 - Pushed Immelmann turn with half roll		2	<del>6.5</del>	7	6.5	<del>8.5</del>
09 - Inverted Spin two and a half turns		4	6.5	<del>5.5</del>	6.5	7
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		3	6.5	6.5	6	6
quarter roll)						
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		4	7	7	6	6.5
two consecutive quarter rolls						
12 - Half Square Loop with half roll		2	6	7	6.5	8
13 - Crossbox Figure M, with three quarter rolls		5	7	7.5	<del>6.5</del>	8
14 - Fighter Turn with quarter rolls		4	2	θ	5	5
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive		3	5.5	<del>6.5</del>	5.5	5.5
quarter rolls, half roll						
16 - Shark Fin with half roll, two consecutive quarter rolls		3	6.5	7	6	6.5
17 - Loop with half roll integrated		5	6.5	6.5	6	7.5
			252.00	252.00	271.00	380.00
Judge's scores			<u> </u>	352.00 -3.30%	371.00 <b>1.92%</b>	4.40%
Var judge score / panel %			-3.02%	-3.30%	1.92%	4.40%

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

\* Total score without min and max score per manoeuvre