

## 3e NK Wedstrijd F3A [P] F3A Inter

Stadskanaal - July 22 2023

**Competitor detail scores** 



Last name : SELTEN	Number	-	Flight no	Schedule		*
First name : <b>Harry</b> Country : — (NED)	4		3	F3A (2022-2 PRELIMINARY SC		352.00
				AP-23		(58.7 %)
Manoeuvres		K factor	<u> </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	6	<del>6.5</del>	6	6
02 - Half Square Loop with half roll		2	<del>6.5</del>	6	<del>5.5</del>	6
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	<del>5.5</del>	7	6 6	
04 - Half Square Loop on Corner with half roll, half roll		3	4.5	6	6	5.5
05 - Forty Five Degree Upline, with one and a half snap roll		5	4 <del>.5</del>	6	<del>6.5</del>	5.5
06 - Half Eight Sided Loop		3	4	5	4	6
07 - Roll Combination with two consecutive half rolls, two consecutive half		4	5.5	5	7	6
rolls in opposite direction						
08 - Pushed Immelmann turn with half roll		2	6.5	7	8	6
09 - Inverted Spin two and a half turns		4	5	5	5	<del>5.5</del>
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		3	6	5	6	<del>6.5</del>
quarter roll)						
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		4	5	4	5	6
two consecutive quarter rolls						
12 - Half Square Loop with half roll		2	7	6	6	6
13 - Crossbox Figure M, with three quarter rolls		5	<del>6.5</del>	6	6	6
14 - Fighter Turn with quarter rolls		4	<del>6.5</del>	5	6	6.5
15 - Triangle with half roll, two consecutive quarter rolls, tw	riangle with half roll, two consecutive quarter rolls, two consecutive		5.5	6	4	6
quarter rolls, half roll						
16 - Shark Fin with half roll, two consecutive quarter rolls		3	6	6.5	6	7
17 - Loop with half roll integrated		5	7	7	7	6
				-		
Judge's scores			342.00	348.50	354.5	
Var judge score / panel %			-2.67%	-0.82%	<b>0.89</b> %	% <b>2.60</b> %

Judge's panel					
Judge 1	OOSTEMA Roy	(NED)			
Judge 2	JALVING Henk	(NED)			
Judge 3	VAN AGTEREN Martin	(NED)			
Judge 4	TAEKEMA Jacob	(NED)			

 $\ast$  Total score without min and max score per manoeuvre