

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

Stadskanaal - July 22 2023

**Competitor detail scores** 



Last name : VAN VLIET			Flight no	Schedule		*
First name : <b>Danny</b> Country : (NED)	7		3	F3A (2022-2 PRELIMINARY SO		495.01
				AP-23		(82.5 %)
Manoeuvres		K factor	J 1	J 2	J 3	J 4
			<u>j 1</u>	=		=
			(NED)	(NED)	(NED)	(NED)
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down		4	9	8	9	8.5
02 - Half Square Loop with half roll		2	<del>9</del>	8	8.5	8
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	9	8	8.5	8
04 - Half Square Loop on Corner with half roll, half roll		3	<del>8.5</del>	8	8.5	8
05 - Forty Five Degree Upline, with one and a half snap roll		5	8.5	8	9	8.5
06 - Half Eight Sided Loop		3	8.5	8	9	8
07 - Roll Combination with two consecutive half rolls, two consecutive half		4	9	8.5	9	8.5
rolls in opposite direction						
08 - Pushed Immelmann turn with half roll		2	9	8.5	9	7.5
09 - Inverted Spin two and a half turns		4	8.5	8	9	8
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		3	<del>8.5</del>	8	8	8
quarter roll)						
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		4	8.5	8	9	8.5
two consecutive quarter rolls						
12 - Half Square Loop with half roll		2	9	9	<del>9.5</del>	7.5
13 - Crossbox Figure M, with three quarter rolls		5	<del>8.5</del>	7	7.5 (NO)	7
14 - Fighter Turn with quarter rolls		4	8	7.5	7.5 (NO)	7
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive		3	<del>8.5</del>	7.5	8 (NO)	8
quarter rolls, half roll						
16 - Shark Fin with half roll, two consecutive quarter rolls		3	9	8	8.17 (NO)	<del>7.5</del>
17 - Loop with half roll integrated		5	9	8.5	8.5 (NO)	8
Judge's scores			521.00	479.00	512.01	476.00
Var judge s scores / panel %			<u> </u>	-3.62%	3.02%	-4.23%
val juuge scole / pallel %			4.03 /0	-3.02 /0	J.U270	-4.23/0

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