



## F3A-A Kaatsheuvel F3A Inter

Kaatsheuvel - 16-06-2024 Competitor detail scores



Last name : <b>DE VRIES</b>	Number	Flight no	Schedule	*	
First name : <b>Winfried</b> Country : (NED)	3	3	F3A (2024-2025) PRELIMINARY SCHEDULE AP-25	392.83	
			00.112022711 20	(64.4 %)	

Manoeuvres	K factor	(NED)	<b>J 2</b> (NED)	J 3 (NED)	J 4 (NED)	<b>J 5</b> (NED)
01 - Triangle from Top with two quarter rolls, roll, two quarter rolls	3	7	7	<del>7.5</del>	7	<del>6.5</del>
02 - Half Square Loop with roll	2	<del>6.5</del>	7.5	8	6.5	6.5
03 - Square Loop on corner with half roll, half roll, half roll, half roll	5	6	7	7	6	6
04 - Figure Nine with half roll	3	7	7.5	<del>8.5</del>	6.5	6.5
05 - Roll Combination with three quarter rolls, three quarter rolls in opposite direction	4	<del>7.5</del>	7.5	7	7	7
06 - Stall Turn with half roll	3	0	5	<del>6.5</del>	2	6
07 - Double Immelmann with roll, quarter roll, quarter roll, half roll	4	7	7.5	6	<del>5</del>	6.5
08 - Humpty Bump with two consecutive half rolls in opposite direction, half roll	3	<del>7.5</del>	7	7	6	6
09 - Loop with two half rolls integrated	5	6.5	6	6.5	<del>5</del>	7
10 - Half Square Loop on Corner with half roll, half roll	2	<del>6.5</del>	6.5	6.5	<del>5.5</del>	6
11 - Half Cloverleaf with half roll, half roll	5	<del>6</del> 7	6.5	6	6	6
12 - Reverse Figure ET with half roll, two quarter rolls	4	7	7	7	7	6
13 - Inverted Spin two turns, half roll	3	8	7.5	7	7	7.5
14 - Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll	3	<del>7.5</del>	7.5	7.5	6	7
15 - Figure Z with snap roll	4	3	5	5	5	<del>6.5</del>
16 - Comet with two quarter rolls, roll	3	<del>5</del>	7	6	7	6
17 - Figure S with quarter roll, quarter roll	5	6.5	6.5	6	7	6.5
Judge's scores		375.00	411.50	406.50	364.50	393.00
Var judge score / panel %		-3.87%	5.49%	4.20%	-6.56%	0.74%

Judge's panel						
(J 1) VAN LOON Henny = (NED)	(J 2) VAN MEERKERK Ferry (NED)	(J 3) OOSTEMA Roy (NED)				
(J 4) HEEMSKERK Ed (NED)	(J 5) TAEKEMA Jacob (NED)					

 $<sup>\</sup>ensuremath{^{*}}\xspace$  Total score without min and max score per manoeuvre