



## F3A-A Kaatsheuvel F3A Inter

Kaatsheuvel - 16-06-2024 Competitor detail scores



Last name : SCHRICHTE	Number	Flight no	Schedule	*
First name : <b>Yme</b> Country : (NED)	4	1	1 F3A (2024-2025) PRELIMINARY SCHEDULE AP-25	
				(76.6 %)

Manoeuvres	K	<u>J 1</u>	J 2	J 3	J 4	J 5
	factor	(NED)	_	(NED)	(NED)	(NED)
	3	(NED)	(NED)	(NED)	(NED)	(NED)
01 - Triangle from Top with two quarter rolls, roll,		<del>7.5</del>	8	<del>8.5</del>	7.5	8
two quarter rolls						
02 - Half Square Loop with roll	2	8	<del>8.5</del>	8	<del>7.5</del>	7.5
03 - Square Loop on corner with half roll, half roll,	5	7.5	<del>8.5</del>	7.5	7	8
half roll, half roll						
04 - Figure Nine with half roll		<del>8.5</del>	8.5	8	8	8.5
05 - Roll Combination with three quarter rolls, three	4	8	8.5	8	7.5	8.5
quarter rolls in opposite direction						
06 - Stall Turn with half roll	3	7	7.5	7	6	8
07 - Double Immelmann with roll, quarter roll,	4	8	8	7.5	7.5	7
quarter roll, half roll						
08 - Humpty Bump with two consecutive half rolls in	3	<del>7.5</del>	8	<del>8.5</del>	8	7.5
opposite direction, half roll						
09 - Loop with two half rolls integrated	5	8	7.5	7.5	7	7.5
10 - Half Square Loop on Corner with half roll, half	2	8	8	6	7.5	7
roll						
11 - Half Cloverleaf with half roll, half roll, half roll	5	8	7.5	7.5	6	7.5
12 - Reverse Figure ET with half roll, two quarter		8	7.5 <del>7</del>	7.5	7	7.5
rolls						
13 - Inverted Spin two turns, half roll	3	8	8	8	<del>7.5</del>	8
14 - Top hat with two quarter rolls. Option: Top hat	3	<del>7.5</del>	8	8	8	8
with quarter roll, quarter roll						
15 - Figure Z with snap roll	4	8	7.5	7.5	7	7.5
16 - Comet with two quarter rolls, roll	3	7	8	8.5	7	7.5
17 - Figure S with quarter roll, quarter roll		7	7.5	7.5	7	7.5
Judge's scores		471.50	480.00	469.50	437.00	470.00
Var judge score / panel %		1.27%	3.09%	0.84%	-6.14%	0.95%

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)	( <b>J 5)</b> TAEKEMA Jacob <b>(</b> NED)					

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