

## F3A-A F3A Inter



## Wieringen - 07-09-2024 Competitor detail scores

Last name : SCHRICHTE	Number		Flight no		Schedule			*	
First name : Yme Country : (NED) 4			1	PR		(2024-2025) ELIMINARY DULE AP-25	<b>478.33</b> (78.4 %)		
Manoeuvres		K factor	<b>J 1</b> (NED)		J 2 NED)	J 3 (NED)	<b>J 4</b> (NED)	<b>J 5</b> (NED)	
01 - Triangle from Top with two quarter rolls, roll, two quarter rolls		3	8		7.5	8	6	7.5	
02 - Half Square Loop with roll		2	8		8	<del>8.5</del>	7.5	8	
03 - Square Loop on corner with half roll, half roll, half roll, half roll		5	7.5		7	8	6	7.5	
04 - Figure Nine with half roll		3	<del>8.5</del>		8	8	7	8.5	
05 - Roll Combination with three quarter rolls, three quarter rolls in opposite direction		4	<del>8.5</del>		8	8.5	7	8.5	
06 - Stall Turn with half roll		3	8		8	8.5	7	8	
07 - Double Immelmann with roll, quarter roll, quarter roll, half roll		4	8		7.5	7.5	<del>6.5</del>	8	
08 - Humpty Bump with two consecutive half rolls in opposite direction, half roll		3	<del>8.5</del>		7.5	8.5	7.5	8.5	
09 - Loop with two half rolls integrated		5	8		<del>8.5</del>	7.5	7.5	8	
10 - Half Square Loop on Corner with half roll, half roll		2	<del>8.5</del>		<del>7.5</del>	8	7.5	8	
11 - Half Cloverleaf with half roll, half roll, half roll		5	8.5		8	8	<del>6.5</del>	8	
12 - Reverse Figure ET with half roll, two quarter rolls		4	8		<del>7.5</del>	7.5	7.5	8.5	
13 - Inverted Spin two turns, half roll		3	9		8	8.5	8.5	7	
14 - Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll		3	8		7	<del>8.5</del>	8.5	7	
15 - Figure Z with snap roll		4	7.5		7.5	7	8	7	
16 - Comet with two quarter rolls, roll		3	8		<del>7.5</del>	<del>9</del>	8.5	7.5	
17 - Figure S with quarter roll, quarter roll		5	<del>7.5</del>		8	<del>8.5</del>	7.5	7.5	
Judge's scores			492.50		71.00	492.00	442.50	477.00	
Var judge score / panel %			3.68%	-0	.84%	3.58%	-6.84%	0.42%	

Judge's panel						
(J 1) VAN LOON Henny 🔤 (NED)	(J 2) GOEDE Ton 💳(NED)	(J 3) OOSTEMA Roy 🔤 (NED)				
(J 4) PENTERMAN Henk 💳(NED)	<b>(J 5)</b> TAEKEMA Jacob 💳(NED)					

\* Total score without min and max score per manoeuvre