



## F3A-A F3A Inter

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



Last name : <b>ORMEL</b>	Number	Flight no	Schedule	*
First name : <b>Henk</b> Country : (NED)	5	3	F3A (2024-2025) PRELIMINARY SCHEDULE AP-25	
				(57.1 %)

Manoeuvres	K	<u>J 1</u>	J 2	J 3	J 4	J 5
	factor		. = .			. = .
	3	(NED)	(NED)	(NED)	(NED)	(NED)
01 - Triangle from Top with two quarter rolls, roll,		4	4	<del>3</del>	4	<del>5</del>
two quarter rolls						
02 - Half Square Loop with roll	2	6	7	6.5	6	6.5
03 - Square Loop on corner with half roll, half roll,	5	<del>6.5</del>	4.5	5	5.5	6
half roll, half roll						
04 - Figure Nine with half roll	3	<del>5</del>	5.5	7	5	6.5
05 - Roll Combination with three quarter rolls, three	4	6	6	5.5	<del>5</del>	7
quarter rolls in opposite direction						
06 - Stall Turn with half roll	3	<del>6.5</del>	6.5	6	3	6.5
07 - Double Immelmann with roll, quarter roll,	4	6	5	5	6	6
quarter roll, half roll						
08 - Humpty Bump with two consecutive half rolls in	3	6.5	6	7	5.5	6.5
opposite direction, half roll						
09 - Loop with two half rolls integrated	5	7	6.5	<del>5</del>	6.5	5.5
10 - Half Square Loop on Corner with half roll, half	2	<del>7.5</del>	6	6	6	6
roll						
11 - Half Cloverleaf with half roll, half roll, half roll	5	<del>5.5</del>	6	6	5.5	7
12 - Reverse Figure ET with half roll, two quarter		<del>6.5</del>	6	6	6	6.5
rolls						
13 - Inverted Spin two turns, half roll	3	θ	7	7	4	<del>7.5</del>
14 - Top hat with two quarter rolls. Option: Top hat	3	7	6	7	6	7
with quarter roll, quarter roll						
15 - Figure Z with snap roll	4	5	4	4	5	6
16 - Comet with two quarter rolls, roll	3	6	6	<del>5</del>	5	6.5
17 - Figure S with quarter roll, quarter roll	5	3	4.5	5	5.5	6
				•	•	•
Judge's scores		336.00	340.50	338.00	324.50	386.00
Var judge score / panel %		-2.61%	-1.30%	-2.03%	-5.94%	11.88%

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 <b>(</b> NED)					

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