












Last name : <b>MEIJ</b> First name : <b>Hans</b> Country :  (NED)	Number <b>8</b>	Flight no <b>3</b>	Schedule <b>F3A (2024-2025) PRELIMINARY SCHEDULE AP-25</b>	* <b>442.17</b> <b>(72.5 %)</b>
--	--------------------	-----------------------	---	---------------------------------------

Manoeuvres	K factor	J 1  (NED)	J 2  (NED)	J 3  (NED)	J 4  (NED)	J 5  (NED)
01 - Triangle from Top with two quarter rolls, roll, two quarter rolls	3	6.5	7.5	8.5	7	7.5
02 - Half Square Loop with roll	2	8	8	8	7	7.5
03 - Square Loop on corner with half roll, half roll, half roll, half roll	5	5	7.5	8.5	7	7.5
04 - Figure Nine with half roll	3	7	8	9	8	8
05 - Roll Combination with three quarter rolls, three quarter rolls in opposite direction	4	6.5	7.5	8.5	6.5	7.5
06 - Stall Turn with half roll	3	7.5	7.5	9	7	7.5
07 - Double Immelmann with roll, quarter roll, quarter roll, half roll	4	7	7.5	8.5	7.5	7
08 - Humpty Bump with two consecutive half rolls in opposite direction, half roll	3	7.5	7	8.5	7	7
09 - Loop with two half rolls integrated	5	6.5	7	8	7.5	7
10 - Half Square Loop on Corner with half roll, half roll	2	7.5	7.5	9	6	7.5
11 - Half Cloverleaf with half roll, half roll, half roll	5	8	7.5	8.5	7	7.5
12 - Reverse Figure ET with half roll, two quarter rolls	4	7.5	7.5	9	7.5	7.5
13 - Inverted Spin two turns, half roll	3	8	6.5	8.5	7.5	6
14 - Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll	3	7.5	7.5	8.5	7.5	7
15 - Figure Z with snap roll	4	6	6	7	6	6
16 - Comet with two quarter rolls, roll	3	7	6.5	7	6.5	6.5
17 - Figure S with quarter roll, quarter roll	5	6.5	6.5	7.5	7	7
Judge's scores		422.00	439.00	505.50	430.00	435.50
Var judge score / panel %		-5.47%	-1.66%	13.24%	-3.67%	-2.44%

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

\* Total score without min and max score per manoeuvre