

2e F3P-F NK Wedstrijd F3P Aerobatics



Wognum - December 30 2023 <u>Competitor detail scores</u>

Last name : VAN DER VECHT	Number	Flight no	Schedule	*	
First name : Derk Country : (NED)	3	1 F3P (2024-2025) FINAL SCHEDULE AF-25		395.33	
				(84.1 %)	

Manoeuvres	K	J 1	J 2	J 3	J 4	J 5
	factor	(NED)	(NED)	_	(NED)	(NED)
01 Half Clayerland with half wall integrated half wall	4	(NED) 8.5	(NED)	(NED) 8	(NED)	(NED) 8.5
01 - Half Cloverleaf with half roll integrated, half roll,		8.3	8	8	8	8.5
half roll integrated		9	8.5	7.5	8	8
02 - Half Square Loop with quarter roll, half roll,		9	0.5	1.3	0	0
quarter roll		8	9	0.5	8	9
03 - Cuban Eight from Top with half roll, two quarter		8	9	8.5	8	9
rolls in opposite direction integrated, half roll, two						
quarter rolls in opposite direction integrated	4	7.5				_
04 - Half Square Loop Corner Combination with		7.5	8	8	8	8
quarter roll integrated, half roll integrated	5		0.5		0.5	
05 - Horizontal Triangle with quarter roll integrated,		8	8.5	8	8.5	9
quarter roll, half roll integrated, half roll, half roll						
integrated, quarter roll, quarter roll integrated	4		_		_	
06 - Forty five degree Upline Crossbox Combination		8.5	8	7.5	8	8.5
with two one eighth rolls, one eighth roll, quarter roll						
integrated	3					
07 - Square Loop from Top with half roll, two quarter rolls in opposite direction, half roll, half roll		9	9	9	8.5	8
08 - Half Loop with roll integrated	6	8	8.5	8	8.5	8
09 - Double Humpty Bump with three quarter torque		8	8.5	8.5	9	9
roll, quarter roll, three quarter torque roll, quarter rol						
10 - Stall Turn Corner Combination with three	3	8.5	9	8	8.5	8.5
quarter roll, quarter roll, quarter roll						
11 - Rolling Circle with four half rolls in opposite	5	9	9	8.5	8.5	9
directions						
Judge's scores		390.50	402.00	384.00	392.00	403.50
Var judge score / panel %		-0.99%	1.93%	-2.64%	-0.61%	2.31%

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

 $[\]ensuremath{^{*}}\xspace$ Total score without min and max score per manoeuvre