

2e F3P-F NK Wedstrijd F3P Aerobatics



Wognum - December 30 2023

Competitor detail scores

Last name : SCHRICHTE	Number 6		Flight no		Schedule F3P (2024-2025) FINAL		* 339.17	
First name : Yme Country : (NED)			1	F3P (20)				
	Ŭ		-	SCHE	DULE AF-25	55	9.17	
							(72.2 %)	
Manoeuvres		K factor		J 2 (NED)	(NED)	J 4 (NED)	(NED)	
01 - Half Cloverleaf with half roll integrated, half roll,		4		6.5	7	7.5	7.5	
half roll integrated		•	Ŭ	0.0		1.0		
02 - Half Square Loop with guarter roll, half roll,		3	7	7.5	7	7	8	
juarter roll								
03 - Cuban Eight from Top with half roll, two quarter		6	7.5	8	6.5	7	6	
rolls in opposite direction integrated, half roll, two								
quarter rolls in opposite direction integrated								
04 - Half Square Loop Corner Combination with		4	7 (NO)	7	7	7	7	
quarter roll integrated, half roll integrated								
05 - Horizontal Triangle with quarter roll integrated,		5	7.5	7	7.5	7.5	7	
quarter roll, half roll integrated, half roll, ha								
ntegrated, quarter roll, quarter roll integrat								
06 - Forty five degree Upline Crossbox Combination		4	8	7.5	7	7.5	7	
vith two one eighth rolls, one eighth roll, qu	uarter roll							
ntegrated					_			
07 - Square Loop from Top with half roll, two quarter		3	8	7.5	7	7	7	
rolls in opposite direction, half roll, half roll			7.5	-	7 5	7 5		
08 - Half Loop with roll integrated		4	7.5	7	7.5	7.5	5.5	
09 - Double Humpty Bump with three quarter torque		6	7	7	7	8	6.5	
oll, quarter roll, three quarter torque roll, q 10 - Stall Turn Corner Combination with thr		3	0	7	7 5	7 5	7	
		3	8	+	7.5	7.5	7	
quarter roll, quarter roll, quarter roll 11 - Rolling Circle with four half rolls in opp	acita	5	8	7.5	7.5	7.5	7.5	
lirections	USILE	5	÷	7.3	1.5	7.5	1.5	
							1	
Judge's scores			355.50	340.50	334.50	347.50	321.50	
Var judge score / panel %			4.59%	0.18%	-1.59%	2.24%	-5.41%	

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)					

* Total score without min and max score per manoeuvre