



3e F3P-A NK Wedstrijd F3P Aerobatics

Wervershoof - January 07 2024

Competitor detail scores



| | | | | |
|--|--------------------|-----------------------|---|---------------------------------------|
| Last name : VAN DER VECHT First name : Bert Country : (NED) | Number 3 | Flight no 1 | Schedule F3P (2024-2025) PRELIMINARY SCHEDULE AP-25 | * 267.00 (60.7 %) |
|--|--------------------|-----------------------|---|---------------------------------------|

| Manoeuvres | K factor | J 1 (NED) | J 2 (NED) | J 3 (NED) | J 4 (NED) |
|--|----------|------------------|------------------|------------------|------------------|
| 01 - Triangle with half roll, quarter roll, quarter roll, half roll | 4 | 6.5 | 6 | 7 | 6.5 |
| 02 - Knife-Edge Humpty Bump with three quarter roll, quarter roll | 3 | 7.5 | 7.5 | 7 | 7.5 |
| 03 - Horizontal Circle with half roll integrated, roll integrated | 5 | 6 | 4 | 5.5 | 5 |
| 04 - Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls | 4 | 5 | 5 (NO) | 5.5 | 5.5 |
| 05 - Roll Combination with quarter roll, roll, quarter roll | 4 | 7 | 6.5 | 4 | 7.5 |
| 06 - Half Loop with roll integrated | 4 | 4 | 4 | 7 | 4 |
| 07 - Knife-Edge forty-five degree downline with quarter roll, half roll, quarter roll | 4 | 7 | 5.5 | 6.5 | 7 |
| 08 - Shark Fin with two quarter rolls in opposite direction, two quarter rolls | 3 | 7 | 5.5 | 7 | 6.5 |
| 09 - Loop with half Torque Roll | 5 | 6.5 | 5.5 | 6.5 | 6 |
| 10 - Fighter Turn with two consecutive one eight rolls, two consecutive one eight rolls | 3 | 5 | 5.5 | 6 | 7 |
| 11 - Golf ball, with quarter roll, quarter roll | 5 | 6.5 | 6 | 6.5 | 7 |
| Judge's scores | | 271.50 | 241.00 | 272.50 | 275.00 |
| Var judge score / panel % | | 2.45% | -9.06% | 2.83% | 3.77% |

Judge's panel

| | | |
|-------------------------------------|---------------------------------|-----------------------------------|
| (J 1) VAN LOON Henny (NED) | (J 2) OOSTEMA Roy (NED) | (J 3) VAN VLIET Jan (NED) |
| (J 4) VAN VLIET Danny (NED) | | |

* Total score without min and max score per manoeuvre