



F3P-A F3P Aerobatics



Spaarndam - 09-11-2024 Competitor detail scores

| Last name : JANSSEN | Number | Flight no | Schedule | * |
|--|--------|-----------|--|----------|
| First name : Robin Country : (NED) | 4 | 3 | F3P (2024-2025) PRELIMINARY SCHEDULE AP-25 | 362.50 |
| | | | | (82.4 %) |

| Manoeuvres | K | J 1 | J 2 | J 3 | J 4 | <u>J 5</u> |
|--|--------|----------------|----------------|----------------|----------------|------------|
| | factor | (NED) | (NED) | (NED) | (NED) | (NED) |
| 01 - Triangle with half roll, quarter roll, quarter roll, half roll | | 8.5 | 9 | 8.5 | 8.5 | 9 |
| 02 - Knife-Edge Humpty Bump with three quarter roll, quarter roll | | 8.5 | 9 | 8.5 | 8.5 | 9.5 |
| 03 - Horizontal Circle with half roll integrated, roll integrated | | 7 | 8.5 | 6.5 | 7.5 | 8 |
| 04 - Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls | | 8.5 | 8 | 8 | 8 | 9 |
| 05 - Roll Combination with quarter roll, roll, quarter roll | | 7.5 | 9 | 9 | 8 | 9.5 |
| 06 - Half Loop with roll integrated | 4 | 8 | 8 | 8.5 | 7.5 | 7.5 |
| 07 - Knife-Edge forty-five degree downline with guarter roll, half roll, guarter roll | | 8 | 8 | 8 | 8 | 9 |
| 08 - Shark Fin with two quarter rolls in opposite direction, two quarter rolls | | 8 | 8.5 | 9 | 8 | 8.5 |
| 09 - Loop with half Torque Roll | | 8.5 | 9 | 8.5 | 8 | 9.5 |
| 10 - Fighter Turn with two consecutive one eight rolls, two consecutive one eight rolls | | 8 | 9 | 8 | 8 | 8.5 |
| 11 - Golfball, with quarter roll, quarter roll | | 8 | 9 | 8 | 8 | 8.5 |
| Judge's scores | | 353.00 | 380.00 | 359.50 | 351.00 | 385.50 |
| Var judge score / panel % | | -3.50% | 3.88% | -1.72% | -4.05% | 5.39% |

| Judge's panel | | | | | | | |
|------------------------------|--------------------------------|-------------------------------|--|--|--|--|--|
| (J 1) VAN LOON Henny = (NED) | (J 2) OOSTEMA Roy (NED) | (J 3) DE VRIES Winfried (NED) | | | | | |
| (J 4) KROES Ruud (NED) | (J 5) VAN AGTEREN Martin (NED) | | | | | | |

^{*} Total score without min and max score per manoeuvre