







| | | | | |
|--|--------------------|-----------------------|---|---------------------------------------|
| Last name : SCHRICHTE First name : Yme Country :  (NED) | Number 5 | Flight no 3 | Schedule F3P (2024-2025) PRELIMINARY SCHEDULE AP-25 | * 371.50 (84.4 %) |
|--|--------------------|-----------------------|---|---------------------------------------|

| Manoeuvres | K factor | J 1  (NED) | J 2  (NED) | J 3  (NED) | J 4  (NED) | J 5  (NED) |
|--|----------|---|---|---|---|---|
| 01 - Triangle with half roll, quarter roll, quarter roll, half roll | 4 | 7.5 | 8.5 | 9 | 8 | 9 |
| 02 - Knife-Edge Humpty Bump with three quarter roll, quarter roll | 3 | 8.5 | 8.5 | 8 | 8.5 | 9 |
| 03 - Horizontal Circle with half roll integrated, roll integrated | 5 | 8.5 | 9 | 7.5 | 8.5 | 9 |
| 04 - Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls | 4 | 9 | 8.5 | 7.5 | 8 | 9.5 |
| 05 - Roll Combination with quarter roll, roll, quarter roll | 4 | 8.5 | 9 | 8.5 | 8 | 9.5 |
| 06 - Half Loop with roll integrated | 4 | 8 | 8.5 | 9 | 8 | 8.5 |
| 07 - Knife-Edge forty-five degree downline with quarter roll, half roll, quarter roll | 4 | 7.5 | 8.5 | 8 | 7.5 | 9 |
| 08 - Shark Fin with two quarter rolls in opposite direction, two quarter rolls | 3 | 8.5 | 9 | 7.5 | 8 | 9 |
| 09 - Loop with half Torque Roll | 5 | 8.5 | 9 | 8.5 | 8.5 | 9 |
| 10 - Fighter Turn with two consecutive one eight rolls, two consecutive one eight rolls | 3 | 8 | 9 | 8.5 | 8 | 8.5 |
| 11 - Golfball, with quarter roll, quarter roll | 5 | 8 | 8.5 | 7.5 | 8.5 | 8 |
| Judge's scores | | 362.00 | 384.00 | 357.50 | 359.00 | 391.50 |
| Var judge score / panel % | | -2.37% | 3.56% | -3.59% | -3.18% | 5.58% |

| Judge's panel | | |
|--|--|---|
| (J 1) VAN LOON Henry  (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