



F3P-A F3P Aerobatics



Klarenbeek - 23-02-2025 Competitor detail scores

| Last name : VAN DER VECHT | Number | Flight no | Schedule | * | |
|--|--------|-----------|--|----------|--|
| First name : Derk Country : (NED) | 1 | 3 | F3P (2024-2025) PRELIMINARY SCHEDULE AP-25 | 399.00 | |
| | | | | (90.7 %) | |

| Manoeuvres | K factor | <u>J 1</u> | J 2 | J 3 | J 4 | <u>J 5</u> |
|--|-------------|----------------|--------|----------------|----------------|----------------|
| | lactor | (NED) | (NED) | (NED) | (NED) | (NED) |
| 01 - Triangle with half roll, quarter roll, quarter roll, half roll | | 8.5 | 9 | 9 | 8.5 | 9 |
| 02 - Knife-Edge Humpty Bump with three quarter roll, quarter roll | | 9 | 9.5 | 9.5 | 9.5 | 9 |
| 03 - Horizontal Circle with half roll integrated, roll integrated | | 9 | 9 | 9.5 | 9.5 | 8.5 |
| 04 - Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls | 4 | 9 | 9 | 9.5 | 9 | 10 |
| 05 - Roll Combination with quarter roll, roll, quarter roll | | 8.5 | 9.5 | 9.5 | 9.5 | 9.5 |
| 06 - Half Loop with roll integrated | | 9 | 9 | 9 | 9 | 9 |
| 07 - Knife-Edge forty-five degree downline with quarter roll, half roll, quarter roll | | 9 | 9 | 9.5 | 9 | 8.5 |
| 08 - Shark Fin with two quarter rolls in opposite direction, two quarter rolls | | 8.5 | 9.5 | 9 | 9.5 | 8.5 |
| 09 - Loop with half Torque Roll | 5 | 9 | 9 | 9.5 | 9 | 9 |
| 10 - Fighter Turn with two consecutive one eight rolls, two consecutive one eight rolls | | 9 | 9 | 9 | 8.5 | 9 |
| 11 - Golfball, with quarter roll, quarter roll | 5 | 8 | 8.5 | 9.5 | 8.5 | 10 |
| Judge's scores | | 385.50 | 398.50 | 411.00 | 397.50 | 401.00 |
| Var judge score / panel % | | -3.31% | -0.05% | 3.09% | -0.30% | 0.58% |

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

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