

F3P-A F3P Aerobatics



Klarenbeek - 23-02-2025

Competitor detail scores

| Last name : VAN VLIET First name : Danny Country : | Numb 3 | er Flight no 2 | | P | Schedule P (2024-2025) RELIMINARY HEDULE AP-25 | * 370.00 (84.1 %) | |
|--|------------------|--------------------------|----------------|---------------------|---|-------------------------|--------|
| Manoeuvres | | K factor | (NED) | J 2 (NED) | (NED) | J 4 (NED) | (NED) |
| 01 - Triangle with half roll, quarter roll, quarter roll, half roll | | 4 | 8 | 8 | 8 | 8.5 | 8.5 |
| 02 - Knife-Edge Humpty Bump with three quarter roll, quarter roll | | 3 | 9 | ß | 8.5 | 8.5 | 8 |
| 03 - Horizontal Circle with half roll integrated, roll integrated | | 5 | 8 | 8 | 9 | 9 | 7.5 |
| 04 - Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls | | 4 | 8.5 | ß | 8.5 | 8.5 | 8 |
| 05 - Roll Combination with quarter roll, roll, quarter roll | | 4 | 9 | 9 | 8.5 | 9 | 8 |
| 06 - Half Loop with roll integrated | | 4 | 8 | 8 | 8 | 9 | 7.5 |
| 07 - Knife-Edge forty-five degree downline with quarter roll, half roll, quarter roll | | 4 | 9 | 8 | 8.5 | 8.5 | 7.5 |
| 08 - Shark Fin with two quarter rolls in opposite direction, two quarter rolls | | 3 | 8.5 | 8 | 8.5 | 8.5 | 8 |
| 09 - Loop with half Torque Roll | | 5 | 9 | 9 | 9 | 9.5 | 8.5 |
| 10 - Fighter Turn with two consecutive one eight rolls, two consecutive one eight rolls | | 3 | 8.5 | 8.5 | 8.5 | 7.5 | 8 |
| 11 - Golfball, with quarter roll, quarter roll | | 5 | 8.5 | 8.5 | 8.5 | 8 | 7.5 |
| Judge's scores | | | 375.50 | 365.00 | 375.00 | 380.00 | 347.50 |
| Var judge score / panel % | | | 1.87% | -0.98% | 1.74% | 3.09% | -5.72% |
| | | lu | dge's panel | | | | |

| 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