



F3A Inters - F3A Inter

Tongeren - July 10 2021

[Competitor detail scores](#)



Last name : WeRION		Number		Flight no		Schedule		*	
First name : Gerard		2		2		F3A Schedule P-21 (ENG)		460.50	
Country : (BEL)								(76.8 %)	

Manoeuvres	K factor	J 110 (BEL)	J 115 (BEL)	J 120 (BEL)	J 158 (BEL)
01 - Vertical 8, inverted mid-entry, 1/2 Roll, Push First, 1/2 Roll, Exit Invert	3	8	7	7.5	8
02 - Stall Turn with Consecutive Two 1/4 Rolls Down	3	7.5	7	7.5	8
03 - Square Loop On Corner with 1/2 Rolls on 2nd and 4th legs	4	7.5	7	8	8.5
04 - Figure 9 with Consecutive Two 1/2 Rolls in opposite Directions in Up-Line, Exit Inverted	3	7.5	8	7.5	8.5
05 - Knife Edge Flight with Consecutive 1/4 Roll, 1/2 Roll in Opposite Directions, Consecutive 1/2 Roll, 1/4 Roll in Opposite Directions	5	8	7	7.5	8
06 - Inverted Split S with Consecutive Two 1/2 Rolls, Exit Inverted	2	8	7.5	7.5	8.5
07 - Golf Ball with 1/2 Roll Integrated over 180°	5	7.5	7	7.5	7
08 - Shark Fin with Consecutive Two 1/4 Rolls in the 45° Down Line	3	8.5	8	8	8.5
09 - Double immelman, with 1/2 Roll, Consecutive Four 1/8 Rolls, 1/2 Roll, Exit Inverted	5	7.5	7.5	7.5	8
10 - Push-Push+Push Humpty-Bump with 1/2 Roll Up (Option 1/4 Roll, 1/4 Roll), Exit Inverted	3	8.5	8.5	7.5	8.5
11 - Roll Combination with 1/2 Roll, Roll, 1/2 Roll in Opposite Directions, Exit Inverted	4	8	7.5	7.5	8
12 - Top Hat with 1/2 Roll , Inverted 2 1/2 Turn Spin (Option with 1/4 Roll up and Down)	4	7	7	6	7.5
13 - Figure Z with Roll	4	8.5	8	7.5	9
14 - Comet with Consecutively Two 1/4 Rolls in Opp Directions, 1/2 Roll	3	8	7	7.5	7
15 - Roll Combination with Consecutive Four 1/4 Rolls	3	8	8	7.5	9
16 - Half Square Loop On Corner with 1/4 Roll, 1/4 Roll, Exit Inverted	2	8	7	7.5	8
17 - Avalanche, Exit Inverted	4	7.5	7	6.5	8
18 - Noise	1	0	0	0	0
Judge's scores		469	443	443.5	484.5
Var Judge score / panel %		1.96%	-3.70%	-3.59%	5.33%

Judge's panel	
Judge 110	DOUCY Michel (BEL)
Judge 115	STEUPEAERT Nathan (BEL)
Judge 120	DEROO Johan (BEL)
Judge 158	DERICUM Bernd (BEL)

*Total score without min and max score per manoeuvre