

F3A International - F3A Inter

Wezeren - October 09 2022

Competitor detail scores



Last name : MALACIOGLU	Number		Flight no	Schedule		*
First name : Viken Country : II (BEL)	1		2	F3A (2022-2023) PRI SCHEDULE P-23		496.00
						(82.7 %)
Manoeuvres		K factor	J 14	J 15	J 18	J 25
			(BEL)	(BEL)	(BEL)	(BEL)
01 Top Hot with two quarter rolls up holf roll, two quarter	rolla down	4	(BEL) 8.5	(BEL) 8.5	(BEL) 	(BEL)
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down		2	د.ه ۹	9	0 8	8.5
02 - Half Square Loop with half roll 03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	8.5	<u>9</u>		8.5
03 - Pull-Pull-Push Humpty-Bump with foil, half foil		3	9	9 .5		8.5
05 - Forty Five Degree Upline, with one and a half snap roll		5	8.5	9	0	7.5
06 - Half Eight Sided Loop		3	8.5	8.5		8
07 - Roll Combination with two consecutive half rolls, two consecutive half		4	9	9	8	8
rolls in opposite direction		-		-		
08 - Pushed Immelmann turn with half roll		2	9	9.5	8	8.5
09 - Inverted Spin two and a half turns		4	8.5	9	7	8
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		3	9	8.5	8	8.5
quarter roll)						
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		4	8	8.5	8	7.5
two consecutive quarter rolls						
12 - Half Square Loop with half roll		2	9	-10	9	8
13 - Crossbox Figure M, with three quarter rolls		5	8	8.5	7.5	8
14 - Fighter Turn with quarter rolls		4	8.5	9	7.5	8
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive		3	8.5	8	7.5	7.5
quarter rolls, half roll						
16 - Shark Fin with half roll, two consecutive quarter rolls		3	9	8	8	7.5
17 - Loop with half roll integrated		5	8.5	9	8	8
18 - Noise		1	θ	0	0	0
ludgolo coorec			515.00	529.00	469.50	477.50
Judge's scores			3.47%	6.28%		477.50 - 4.07%
Var judge score / panel %			3.47%	0.2070	-3.00%	-4.07 %

Judge's panel					
Judge 14	DOUCY Michel	(BEL)			
Judge 15	CASTERMANS Jean-Yves	(BEL)			
Judge 18	STEUPERAERT Nathan	(BEL)			
Judge 25	MARQUET Philippe	(BEL)			

* Total score without min and max score per manoeuvre