

## F3A International - F3A Inter

Wezeren - October 09 2022

**Competitor detail scores** 



Last name : DEWULF	Number		Flight no	Schedule		*
First name : <b>Peter</b> Country : <b>II</b> (BEL)	7		2	F3A (2022-2023) PR SCHEDULE P-23		400.75
						(66.8 %)
Manoeuvres		K factor	J 14	J 15	J 18	J 25
			(BEL)	(BEL)	(BEL)	(BEL)
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down		4	8	(BEL) 8.5	6.5	(BEL)
02 - Half Square Loop with half roll		2	7	8.5	6.5	6.5
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	7.5	8.5	6.5	6.5
04 - Half Square Loop on Corner with half roll, half roll		3	7	9	7	6
05 - Forty Five Degree Upline, with one and a half snap roll		5	7.5	8	6	6.5
06 - Half Eight Sided Loop		3	7	8.5	7	6
07 - Roll Combination with two consecutive half rolls, two consecutive half		4	7.5	8	7	7
rolls in opposite direction						
08 - Pushed Immelmann turn with half roll		2	8	9	7	<del>6.5</del>
09 - Inverted Spin two and a half turns		4	<del>6</del>	2	4	4
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		3	7	7.5	6	6
quarter roll)						
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		4	7.5	7	7	6
wo consecutive quarter rolls						
12 - Half Square Loop with half roll		2	8	8	7	7.5
13 - Crossbox Figure M, with three quarter rolls		5	7	6	6	6
14 - Fighter Turn with quarter rolls		4	7	6.5	6	5
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive		3	7.5	8	/	6
quarter rolls, half roll		2	7 5			
<ul><li>16 - Shark Fin with half roll, two consecutive quarter rolls</li><li>17 - Loop with half roll integrated</li></ul>		3	7.5	8 7.5	6	6.5
17 - Loop with half foll integrated 18 - Noise		2 1	γ 	0	6	<u>5.5</u> 0
10 - 110150		Ŧ		0	0	0
Judge's scores			435.50	443.50	378.00	360.50
Var judge s scores / panel %			7.70%	9.68%	-6.52%	-10.85%

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