

## 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>I</b> (BEL)	7		3	F3A (2022-2023) PR SCHEDULE P-23		399.00	
						(66.5 %)	
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	7.5	7.5	7	
02 - Half Square Loop with half roll		2	8	8.5	6	6	
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	7.5	7	7	6.5	
04 - Half Square Loop on Corner with half roll, half roll		3	7	8	7	7	
05 - Forty Five Degree Upline, with one and a half snap roll		5	7.5	8	5	6	
06 - Half Eight Sided Loop		3	8	<del>8.5</del>	<del>6.5</del>	7	
07 - Roll Combination with two consecutive half rolls, two consecutive half		4	7	7.5	<del>6.5</del>	7	
rolls in opposite direction							
08 - Pushed Immelmann turn with half roll		2	8	9	7	7.5	
09 - Inverted Spin two and a half turns		4	7	8	6	6.5	
10 - Pull-Pull-Push Humpty-Bump, with half rolls (Option : three quarter roll,		3	7.5	8	7	6	
quarter roll)							
11 - Reverse Figure ET with two consecutive half rolls in opposite direction,		4	<del>7.5</del>	7.5	<del>6</del>	6	
two consecutive quarter rolls						6.5	
12 - Half Square Loop with half roll		2	8	9	7.5	6.5	
13 - Crossbox Figure M, with three quarter rolls		5	7	6	6	6	
14 - Fighter Turn with quarter rolls		4 3	<del>2</del> 	6.5	2	<u> </u>	
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive		5	+	0.5	/	<del>0</del>	
quarter rolls, half roll 16 - Shark Fin with half roll, two consecutive guarter rolls		3	8	7.5	6.5	6.5	
17 - Loop with half roll integrated		5	<del>0</del>	7.5	6.5	<u> </u>	
18 - Noise		1		0	0.5	0	
		-	0		<b>v</b>		
ludge's scores			426.50	439.50	370.50	369.00	
Var judge score / panel %	, ,		6.26%	9.50%	-7.69%	-8.07%	

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