

F3A International - F3A Inter

Wezeren - October 09 2022

Competitor detail scores



Last name : DIERICKX Numbe		er	Flight no 2	Schedule		*
First name : Benoit Country : II (BEL) 9				F3A (2022-2023) PRELIMINARY SCHEDULE P-23 (ENG)		454.76
						(75.8 %)
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	<u>(BEL)</u> 8	(BEL) 8,5	7.5	7.5
01 - Top Hat with two quarter rolls up, half roll, two quarter rolls down 02 - Half Square Loop with half roll		2	9	9	8	7.5
03 - Pull-Pull-Push Humpty-Bump with roll, half roll		4	<u> </u>	8	8	8
04 - Half Square Loop on Corner with half roll, half roll		3	8	8	8	7.5
05 - Forty Five Degree Upline, with one and a half snap roll		5	9	8.5	7.5	8
06 - Half Eight Sided Loop		3	8	9	8	7.5
07 - Roll Combination with two consecutive half rolls, two consecutive half		4	8.5	8.5	7.5	7.5
rolls in opposite direction						
08 - Pushed Immelmann turn with half roll		2	9	9.5	8	8
09 - Inverted Spin two and a half turns		4	8.5	9	7	7.5
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	8	7
two consecutive quarter rolls						
12 - Half Square Loop with half roll		2	7.5	9	8	7.5
13 - Crossbox Figure M, with three quarter rolls		5	8	8	8	8
14 - Fighter Turn with quarter rolls		4	7	9	7.5	7.5
15 - Triangle with half roll, two consecutive quarter rolls, two consecutive		3	8	0	0	0
quarter rolls, half roll						
16 - Shark Fin with half roll, two consecutive quarter rolls		3	8.5	7.5	7	7.67 (NO)
17 - Loop with half roll integrated		5	8	8.5	7.5	7.5
18 - Noise		1	0	0	0	0
Judge's scores			494.50	483.00	438.00	436.01
Var judge score / panel %			<u> </u>	483.00	-5.37%	-5.80%
val judge scole / pallel %			0.03%	4.33%	-3.37%	-5.80 %

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