

F3A International Nivelle F3A World Cup 3P1F

Nivelle - 11-08-2024

Competitor detail scores

First name : Benoit 5 Country : (BEL) 5 Please note: this score sheet is provision Manoeuvres 01 - Square Loop on Corner with quarter roll ntegrated, half roll integrated, half roll integrated, alf roll integrated, quarter roll integrated 02 - Figure Nine with roll, half roll in opposite irrections 03 - Roll Combination with consecutive two quarter rolls, four consecutive quarter rolls in opposite irrection, two consecutive quarter rolls in opposite irrection 04 - Half Loop with half roll integrated 05 - Pull Pull Push Humpty Bump with one and half nap rolls, half roll integrated, one and a half rolls 06 - Three Turn Spin with half roll 07 - Horizontal Circle with three half rolls in opposite irrection integrated 08 - Shark Fin with roll, two snap rolls in opposite	onal. The f	4 inal calculation w J 157 (BEL) 8 8 8	F3A (2024-2025) FINAL SCHEDULE F-25 vill take place when the flight J 160 (FRA) 7 8	(80.5 %)
Manoeuvres D1 - Square Loop on Corner with quarter roll htegrated, half roll integrated, half roll integrated, alf roll integrated, quarter roll integrated D2 - Figure Nine with roll, half roll in opposite irections D3 - Roll Combination with consecutive two quarter olls, four consecutive quarter rolls in opposite irection, two consecutive quarter rolls in opposite irection D4 - Half Loop with half roll integrated D5 - Pull Pull Push Humpty Bump with one and half nap rolls, half roll integrated, one and a half rolls D6 - Three Turn Spin with half roll D7 - Horizontal Circle with three half rolls in opposite irection integrated	K factor 4 3	J 157 (BEL) 8	J 160 (FRA) 7	J 162 (BEL)
 D1 - Square Loop on Corner with quarter roll htegrated, half roll integrated, half roll integrated, alf roll integrated, quarter roll integrated D2 - Figure Nine with roll, half roll in opposite irections D3 - Roll Combination with consecutive two quarter olls, four consecutive quarter rolls in opposite irection, two consecutive quarter rolls in opposite irection D4 - Half Loop with half roll integrated D5 - Pull Pull Push Humpty Bump with one and half nap rolls, half roll integrated, one and a half rolls D6 - Three Turn Spin with half roll D7 - Horizontal Circle with three half rolls in opposite irection integrated 	factor43	(BEL) 8 8	(FRA) 7	(BEL)
ntegrated, half roll integrated, half roll integrated, alf roll integrated, quarter roll integrated 02 - Figure Nine with roll, half roll in opposite irections 03 - Roll Combination with consecutive two quarter olls, four consecutive quarter rolls in opposite irection, two consecutive quarter rolls in opposite irection 04 - Half Loop with half roll integrated 05 - Pull Pull Push Humpty Bump with one and half nap rolls, half roll integrated, one and a half rolls 06 - Three Turn Spin with half roll 07 - Horizontal Circle with three half rolls in opposite irection integrated	3	8	7	
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olls, four consecutive quarter rolls in opposite irection, two consecutive quarter rolls in opposite irection 04 - Half Loop with half roll integrated 05 - Pull Pull Push Humpty Bump with one and half nap rolls, half roll integrated, one and a half rolls 06 - Three Turn Spin with half roll 07 - Horizontal Circle with three half rolls in opposite irection integrated	4	8		9.5
04 - Half Loop with half roll integrated 05 - Pull Pull Push Humpty Bump with one and half nap rolls, half roll integrated, one and a half rolls 06 - Three Turn Spin with half roll 07 - Horizontal Circle with three half rolls in opposit irection integrated			7.5	9
05 - Pull Pull Push Humpty Bump with one and half nap rolls, half roll integrated, one and a half rolls 06 - Three Turn Spin with half roll 07 - Horizontal Circle with three half rolls in opposit irection integrated	4	8	7.5	9
06 - Three Turn Spin with half roll 07 - Horizontal Circle with three half rolls in opposit irection integrated	5	8	7.5	8.5
irection integrated	3	8	7	8.5
)8 - Shark Fin with roll, two snap rolls in opposite		8	7.5	8
irections	4	7.5	7	8.5
09 - Square Vertical Eight with half roll, roll, quarter oll, roll, quarter roll, roll, half roll		8.5	7.5	8
L0 - Push Push Pull Humpty Bump with half roll, one nd a half roll		9	8	9
L1 - Knife-edge Triangle with quarter roll integrated alf roll, half roll integrated, half roll, quarter roll ntegrated		8.5	7.5	8.5
12 - Half Eight Sided Loop with quarter roll, quarter oll	3	8.5	7.5	7.5
L3 - Forty Five Degree Downline with two onsecutive one and a quarter rolls in opposite irection	4	9	7.5	9
L4 - Half Square Loop with roll, half roll in opposite irections	3	9	8	9
L5 - Avalanche (from top) with quarter roll ntegrated, snap roll, quarter roll integrated	6	8.5	7	7
16 - Knife Edge Split S with quarter roll, quarter roll	4	9	7.5	8.5
17 - Stall Turn with half roll, three quarter rolls, hree quarter snap roll, half roll	5	8	7.5	8.5
Judge's scores		581.50	521.00	588.00
Var judge s score / panel %		3.19%	- 7.54 %	4.35%
157) DOUCY Michel (BEL) (160)	Juc			