

This schedule, developed from Mick Taylor’s ‘Taster Stunt’, is aimed at club flyers who presently fly combat wings and stunt models for fun, and would like to try flying in a gentle competition in relaxed conditions. The intention is to offer the opportunity to fly a simple stunt schedule based on the Sam 35 Vintage Stunt rules in front of a judge under timed conditions, but without the perceived stress of a formal competition.

BASIC RULES:

Any model capable of aerobatics may be flown.

MODELS SUBJECT TO LINE CHECK BEFORE EACH FLIGHT; the models, assembled complete with lines and handle, to be subjected to 10 times the model weight. A safety strap must be fitted to the handle.

No bonus points.

Minimum of two laps between each manoeuvre.

Hand signal required prior to a manoeuvre.

All manoeuvres must be completed in the correct sequence.

Ten minutes maximum flight time from signal to start engine.

Restarting the engine within the 10 min flight allowance is permitted.

Hand or electric start of engine permitted.

Scoring as per the Sam 35 Vintage schedule, Poor/Fair/Good only – resulting in attached score sheet.

Flown to the Vintage Schedule as modified below:

Compulsory: Take Off*, Level Flight (2 consecutive laps), Climb (1), Dive (1), Landing**.

Any five manoeuvres (to be nominated before the start of the flight) from the following nine:

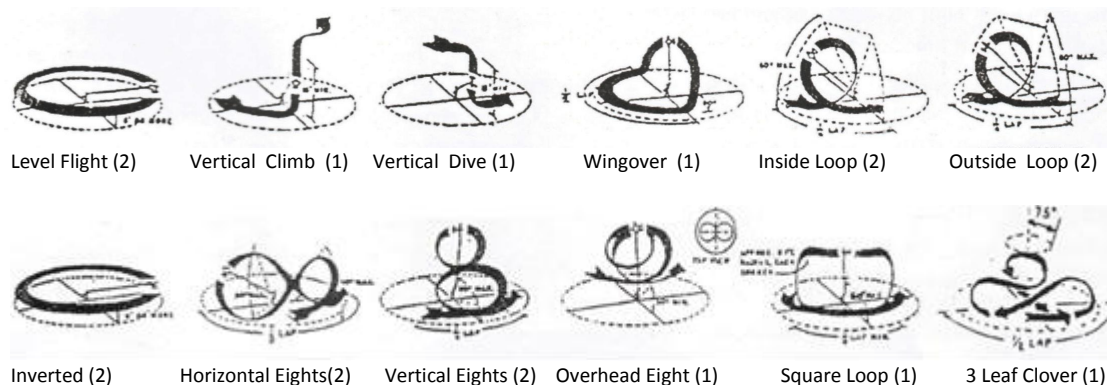
Wingover (1) — Inside Loop (2 consecutive) — Outside Loop (2 consecutive)— Inverted Flight (2 consecutive laps) — Horizontal Eight (2 consecutive)— Vertical Eight (2 consecutive) - Overhead Eight (1)— Square Loop (1)— Three Leaf Clover (1).

Notes:

* Hand launch permissible, judged as follows:

Model dives or rises rapidly from hand launch = Poor. Model dips or rises more gently = Fair. Model flies smoothly away with no dip or rise = Good.

** Landing with or without U/C. From signal to land. Model has an undulating diving flight pattern with too firm arrival and bounces back into the air to land heavily or possibly turn over.= Poor. Model has some modest undulation with a reducing height flight pattern and lands with some small bounce but remains upright. = Fair. Model has a smooth and gradual reduction in height until touching the ground without bounce= Good. Where the model is landing with no undercarriage onto long grass the marking of the approach is the same. For landing diving into the grass = Poor. For landing rather heavily but no tip over = Fair. For landing gently with no bounce or tip over = Good.



GDMAS club stunt score sheet

NAME _____ DRAW NUMBER _____

	POOR	FAIR	GOOD	SCORE
TAKEOFF	1	3	4	
LEVEL FLIGHT (2 laps)	1	3	4	
CLIMB(1)	3	5	7	
DIVE(1)	3	5	7	
WINGOVER (1)	3	8	12	
INSIDE LOOPS (2)	5	10	20	
OUTSIDE LOOPS (2)	5	10	20	
INVERTED FLIGHT (2 laps)	5	10	20	
HORIZONTAL EIGHTS (2)	10	20	30	
VERTICAL EIGHTS (2)	10	20	30	
OVERHEAD EIGHTS (1)	10	20	30	
SQUARE LOOP (1)	10	20	30	
3 LEAF CLOVER (1)	10	20	30	
LANDING	1	5	10	

JUDGED BY _____

TOTAL _____