



SAM 35 rules: Control Line

## Taster Stunt

[sam35.org/rules](http://sam35.org/rules)

Taster Stunt is a new idea which may be of interest to three types of C/L flyer - novices wishing to move on from round and round flight, previous flyers returning after many years absence and those currently flying a non-aerobatic event. The intention is to offer the opportunity to fly a simple aerobatic schedule based on the SAM35 Vintage Stunt rules (details at [sam35.org/rules](http://sam35.org/rules)) utilising a combination of five compulsory elementary and a choice of up to five from nine optional more advanced manoeuvres in front of a judge under timed conditions, but without the perceived stress of a formal competition.

### Rules:-

Any model capable of Aerobatics may be flown.  
No bonus points.  
Minimum of two laps between each manoeuvre.  
Hand signal required prior to a manoeuvre.  
Manoeuvres to be flown in correct order.  
Ten minutes maximum flight time from signal to start engine.  
Restart within ten minutes allowed.  
Hand launch of model allowed.  
Hand or electric start of engine permitted.  
Electric powered models are allowed.  
Scoring as per the SAM35 Vintage Stunt schedule - Poor/Fair/Good only.

The event allows for two levels of complexity depending on the confidence or ambition of the flyer - Taster Stunt 'Basic Level' and Taster Stunt 'Intermediate Level', both flown to the Vintage Schedule as modified below. The two levels, which differ only in the number of certain optional manoeuvres required, will normally be flown together but with separate results and awards for each.

### Taster Stunt Basic Level

Compulsory manoeuvres:- Take off - Level Flight (2 laps) - Climb - Dive - Landing.  
Optional Manoeuvres:- Minimum of one up to any five of the following to be nominated before the start of the flight:- Wingover (1) - Inside Loop (1) - Outside Loop (1) - Inverted Flight (1 lap) - Horizontal Eight (1) - Vertical Eight (1) - Overhead Eight (1) - Square Loop (1) - Three Leaf Clover (1).

### Taster Stunt Intermediate Level

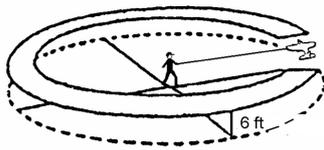
Compulsory manoeuvres:- Take off - Level Flight (2 laps) - Climb - Dive - Landing.  
Optional manoeuvres:- Minimum of one up to any five of the following to be nominated before the start of the flight:- Wingover (1) - Inside Loop (2) - Outside Loop (2) - Inverted Flight (2 laps) - Horizontal Eight (2) - Vertical Eight (2) - Overhead Eight (2) - Square Loop (1) - Three Leaf Clover (1).

The Taster Stunt format allows for varying degrees of skill and confidence for each competitor, the more competent being able to achieve a higher score by the choice of higher pointed options. The basic requirement of five compulsory plus a minimum of one optional manoeuvre will enable anyone to enter and obtain a score. As a pilot learns additional manoeuvres he may nominate them one by one as confidence grows - more manoeuvres equals more points! It is hoped that the Intermediate Level will provide a greater challenge to those who want it and a gradual progression to the full Vintage Stunt event.

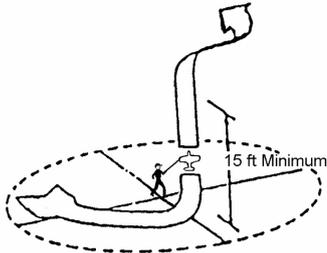
Rules sponsor: Mick Taylor

Date raised/reviewed: December 2015

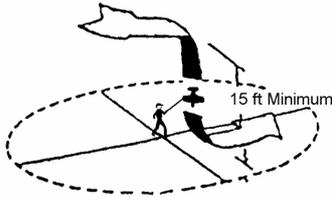
# SAM 35 Vintage and Taster Stunt Schedules



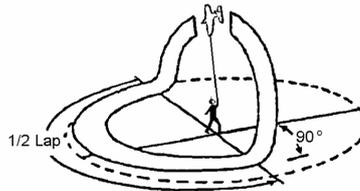
3. Level Flight



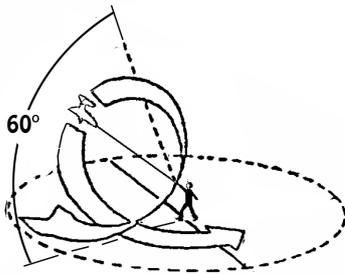
4. Vertical Climb



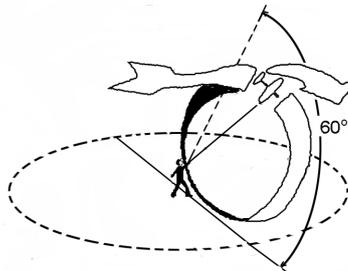
5. Vertical Dive



6. Wing Over

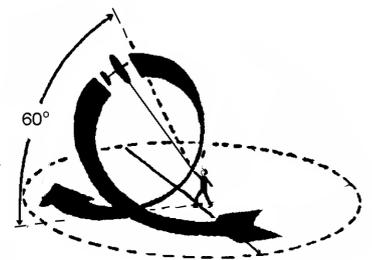


7. Inside Loops

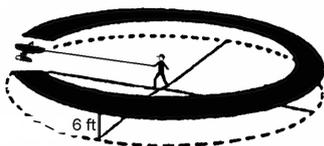


8. Outside Loops (usual)

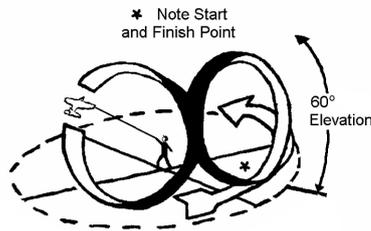
OR



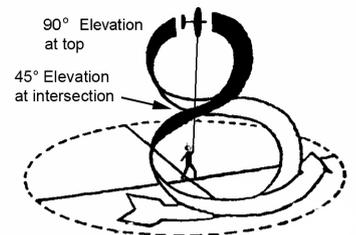
8. Outside Loops (alternative)



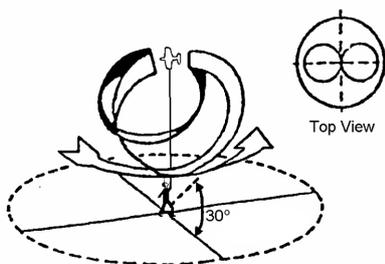
9. Inverted Flight



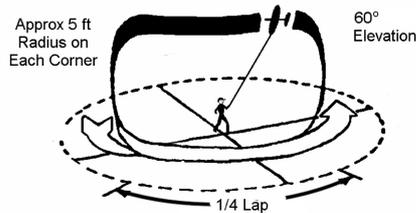
10. Horizontal Eight



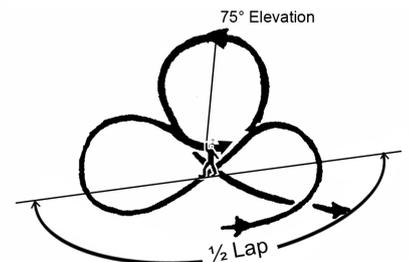
11. Vertical Eight



12. Overhead Eight



13. Square Loop



14. Three Leaf Clover



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# TASTER STUNT SCORE SHEET

## BASIC LEVEL

Name \_\_\_\_\_ Draw Number \_\_\_\_\_

	POOR	FAIR	GOOD	SCORE
TAKE OFF IN ONE MINUTE			4	
TAKEOFF	1	3	4	
LEVEL FLIGHT (2 laps)	1	3	4	
CLIMB (1)	3	5	7	
DIVE (1)	3	5	7	

### OPTIONS

WINGOVER (1)	3	8	12	
INSIDE LOOP (1)	5	10	20	
OUTSIDE LOOP (1)	5	10	20	
INVERTED FLIGHT (1 lap)	5	10	20	
HORIZONTAL EIGHT (1)	10	20	30	
VERTICAL EIGHT (1)	10	20	30	
OVERHEAD EIGHT (1)	10	20	30	
SQUARE LOOP (1)	10	20	30	
3 LEAF CLOVER (1)	10	20	30	

LANDING	1	5	10	
			<b>TOTAL</b>	

JUDGED BY \_\_\_\_\_



# TASTER STUNT SCORE SHEET

## INTERMEDIATE LEVEL

sam35.org/rules

Name \_\_\_\_\_ Draw Number \_\_\_\_\_

	POOR	FAIR	GOOD	SCORE
TAKE OFF IN ONE MINUTE			4	
TAKEOFF	1	3	4	
LEVEL FLIGHT (2 laps)	1	3	4	
CLIMB (1)	3	5	7	
DIVE (1)	3	5	7	

### OPTIONS

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 (2)	10	20	30	
SQUARE LOOP (1)	10	20	30	
3 LEAF CLOVER (1)	10	20	30	

LANDING	1	5	10	
			<b>TOTAL</b>	

JUDGED BY \_\_\_\_\_