Barton Beginners Stunt Schedule

- 1. Start motor by hand or electric (helper may start and set motor)
- 2. Signal judge and take off either hand or from ground
- 3. Level laps to steady yourself
- 4. 3 loops scores up to 10 points
- 5. Two level laps
- 6. Wing over (not reverse) scores up to 10 points
- 7. 2 level laps and then in to inverted
- 8. Two laps inverted (remember to do 4) scores up to 10 points
- 9. 3 bunts scores up to 10 points
- 10. Two level laps
- 11. One square loop scores up to 10 points
- 12. Two level laps
- 13. One horizontal eight scores 0 5 for lazy 8, and 6 10 for F2B type 8
- 14. Landing in under 7 minutes landing after 7 minutes voids the flight!

Barton Beginners Stunt Score sheet

Venue

Competitor...... Judge.....

Manoeuvre	Rnd	Rnd	Rnd
	1	2	3
Three inside loops			
Wingover (not reversed)			
Inverted flight (2 laps)			
Three outside loops			
One square loop			
One horizontal eight (0-5 lazy) (6-10 F2B)			
Total for each flight (flight score 0 if over 7 mins)			
Total of best flights			