

## **SAM35 Single Channel Spot Landing rules and events 2024**

This is a 'fun' competition for small and simple IC powered single channel radio assist models. After a climb under power until the fuel runs out, the aim is to glide down and land as close to the marked spot as possible. Some events have a model design theme to encourage the building and flying of a range of different models.

1. Models must be powered by an IC engine of up to 0.8cc capacity.
2. Maximum weight of model 500g.
3. The design of the model must comply with the theme of the event if one is specified.
4. Designs can be scaled up or down in size.
5. Only one entry per person.
6. Only 2.4ghz radio is allowed.
7. Control must be rudder only. Note that models fitted with further controls, eg of throttle and elevator, may be entered if the servos for those controls are unplugged.
8. The minimum engine run is 30secs.
9. Engine timers are not allowed.
10. In the event of a short engine run or a flight of less than 30secs, a single re-flight is allowed.
11. Scoring is based on the distance between the nose of the model and the spot when the model comes to a rest.
12. In the unlikely event of a tie for first place, there will be a fly-off.

Spot Landing is scheduled to be flown at the 3 SAM35 weekends at Buckminster and the 2 Old Warden weekends. At the Mayfly weekend at Old Warden, Spot Landing will be themed for 'old British kit designs'. This is for designs that were kitted back in the day by KK, Veron, Frog and Mercury, etc, but is not for designs that were only issued as plans and which may have been more recently kitted by the CNC cutters. At the Scale weekend at Old Warden, Spot Landing will be themed for Vic Smeed designs, and is for the Vic Smeed Trophy. Spot landing at the 3 Buckminster weekends will be for any qualifying model.

The annual Spot Landing League will be based on the 2 Old Warden weekends and the SAM35 Retrofest at Buckminster, with all 3 results counting for the League Trophy. Scoring will be based on 1 point per place in each event. A contestant who does not enter an event will be awarded last place plus 1. Lowest total score wins. A tie will be split by number of 1st places, or 2nd places, etc.

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