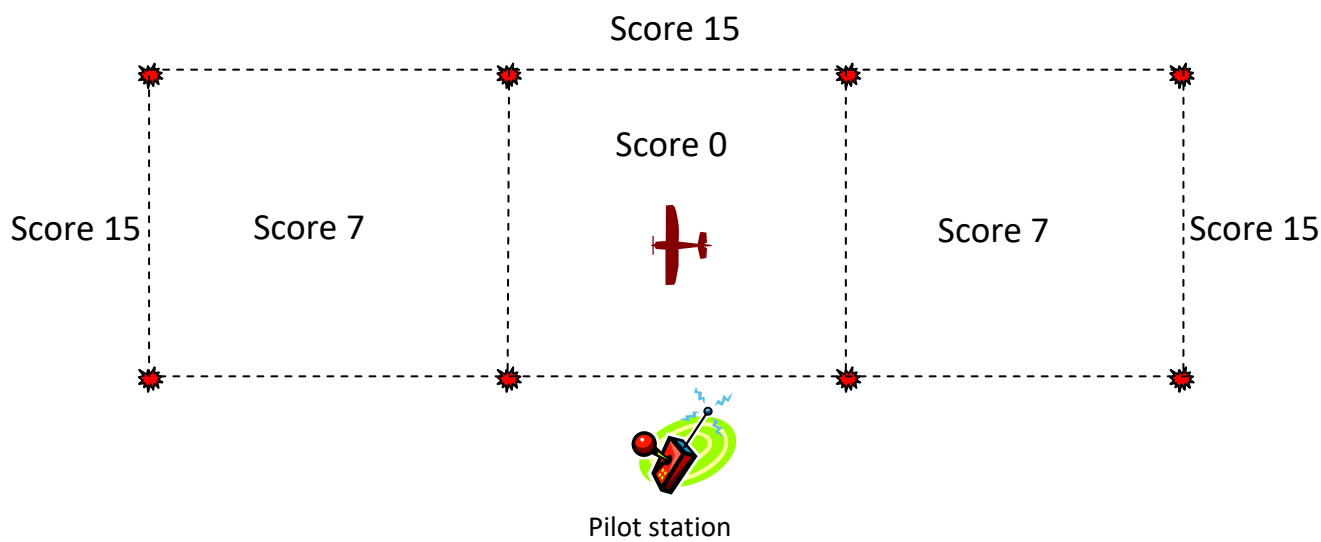


# SAM35 RC Precision Rules and League 2026

WD 18/01/2026

This is a Bowden type competition with a take-off, climb and then glide to achieve a target flight time, but for RC has the added requirement to land back at the take-off point. It is intended to be a 'fun' competition with the minimum of rules so that virtually anyone can have a go. It requires only basic flying skills but needs precision to achieve a low score.

- Mark out the landing area by positioning 8 markers on the flight line, as shown in the diagram, with approximately 12 paces between each marker (both along and across the flight line). Brightly coloured plastic sports markers are ideal for this and are unlikely to cause any damage to models.



- Competitors must take-off from the centre position, cut the engine either before or at a maximum of 1 minute from the start of the take-off roll, and then glide back and land. The aim is for the model to come to a rest in the centre box exactly 2 minutes after the start. In the event of a failed take-off or an engine over-run, one further attempt is permitted per round.
- The flight score is the landing position score (shown in the diagram) added to the deviation (in seconds) from the target of 2 minutes. A number of rounds may be flown and the lowest total score wins. A competitor failing to qualify in a round is awarded a score of 5 more than the highest qualifying score in that round. If there is a tie for 1<sup>st</sup> place there will be a fly-off.
- The landing position is deemed to be where the nose of the model comes to rest. The CD will adjudicate if this is on a line sighted between markers. A crash landing, in which the model does not remain intact or upright on its landing gear, is given a landing position score of 15.
- Pilots are assisted by a timekeeper who calls out the time during the flight.
- Models must have a wheeled undercarriage although, depending on the local field conditions, the CD may permit hand launching and a nose-over on landing. Any form of braking, mechanical or aerodynamic (including flaps), is prohibited. RC must be 2.4Ghz.

The League will be based on the 3 SAM35 weekends at Buckminster, with all 3 events counting for the Texaco Trophy. League scoring will be based on 1 point per place overall 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 the number of 1<sup>st</sup> places, or 2<sup>nd</sup> places, etc, or if that fails, the sum of the scores. Those flying 'sparkies' will qualify for the Sigma Shield.