Local Sun Model: The Tests It Cannot Pass

The local Sun model tries to explain day and night by putting a nearby Sun above a flat Earth, often moving in a circle like a spotlight. It is visually simple, but it fails when asked to predict the sky from many places at once.

Test 1: Sunsets

If the Sun is nearby and moving away over a plane, it should shrink with distance and remain above the horizon unless special perspective rules are invented. Real sunsets show the Sun crossing the horizon while keeping nearly the same angular size.

Test 2: Sunrise and Sunset Directions

The compass direction of sunrise and sunset changes with latitude and date in a predictable way. A local Sun model must reproduce those directions for all observers, not just draw a light circle on a map.

Test 3: Seasons

Seasons are not just warmer and colder feelings. They include day length, solar-noon altitude, polar day/night, and opposite seasons between hemispheres. These patterns fit Earth’s axial tilt and orbit.

Test 4: Time Zones

Different longitudes experience solar noon at different times. On a globe, the relationship is simple: about one hour per 15 degrees of longitude. A flat model must preserve that timing while also matching directions and Sun angles.

Test 5: Eclipses

Solar and lunar eclipses are predicted years in advance. A local Sun and Moon model must predict not just that eclipses occur, but their exact timing, path, duration, and visibility from different locations.

Test 6: Southern Skies

Observers across the southern hemisphere see a coherent southern sky. A flat Earth with a local overhead Sun must also explain the stars, not just daylight.

Use the Checker

https://wiki.flatearthabsurdity.com/tools/flat-sun-prediction-checker/

Bottom Line

The local Sun model survives as a drawing because it stays vague. When forced to make the same kind of predictions that almanacs, navigators, photographers, farmers, astronomers, and ordinary observers use every day, it collapses into exceptions.

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