

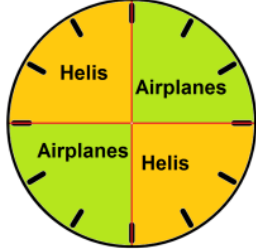




# 905 Squadron Do's and Don'ts \*\*\*DRAFT COPY\*\*\* Copyright Max Perez


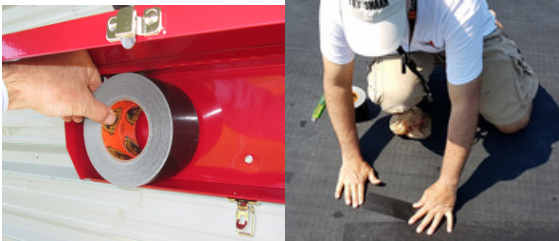
Please know and follow these "Do's and Don't's" With your help, we will help to keep our club safe and fun.

<p><b>X DON'T</b> Takeoff without announcing it.</p> <p><b>What is wrong:</b> Other pilots may be trying to land at the same time, causing risk of collision, or someone may want to walk onto the field just as you are about to take off</p>	<p><b>✓ DO</b> Call "TAKE-OFF" Loud and Clear</p> <p>Shouting take-off</p>
<p><b>X DON'T</b> Land without announcing it.</p> <p><b>What is wrong:</b> Other pilots may be trying to Take off at the same time, causing risk of collision, or someone may want to walk onto the field just as you are about to land.</p>	<p><b>✓ DO</b> Call "LANDING" Loud and Clear</p> <p>Shouting landing</p>
<p><b>X DON'T</b> Do low passes without announcing it.</p> <p><b>What is wrong:</b> Other pilots may be trying to take-off or land while you are doing the low passes, causing risk of collision, or someone may want to walk onto the field just as you are about to land.</p>	<p><b>✓ DO</b> Call Low passes Loud and Clear</p> <p>Shouting low pass</p>
<p><b>X DON'T</b> Walk onto the runway without announcing it</p> <p><b>What is wrong:</b> Other pilots may be trying to land while you are on the field, putting you at risk of being hit and injured.</p>	<p><b>✓ DO</b> Call "ON THE FIELD" when going onto runway. Call "CLEAR" when you get off.</p> <p>2 pix. One going on, shouting. One coming off with plane in hand shouting</p>
<p><b>X DON'T</b> Hand launching behind the pilot stands or behind the flight line</p> <p>Pix launching from pilot stand</p> <p><b>What is wrong:</b> Planes must be launched on the other side of the flight line. A loss of control at launch can mean the plane will crash into the next pilot station</p>	<p><b>✓ DO</b> Take the plane ONTO THE RUNWAY before attempting a hand launch</p> <p>Hand launching from center of runway</p>
<p><b>X DON'T</b> fly without proof of membership or MAAC insurance</p> <p><b>What is wrong:</b> Membership and MAAC is required to use this field(Guests still need MAAC).</p>	<p><b>✓ DO</b> Hang your MAAC and Member Card in the pockets on the start bench. Alternately, on your flight box.</p> 
<p><b>X DON'T</b> Fly on this side of the flight line.</p> <p><b>What is wrong:</b> Flying on this side of the flight line puts the plane too close to the pilots and the pits. If you make a mistake and crash, someone could be injured.</p>	<p><b>✓ DO</b> Don't Cross the Flight Line. Flight line must be 7M forward of the pilot stands.</p> <p>Aerial shot showing flight line</p>

<p><b>X DON'T</b> Stand too close to the flight line when you are flying.</p> <p><b>Pix of guy standing in front of pilot stand</b></p> <p><b>What is wrong:</b> A plane crossing the flight line by accident could strike you if you are too close to the flight line. MAAC requires 7M distance from flight line to pilot stands</p>	<p><b>✓ DO</b> Stand 7M from Flight Line.</p> <p><b>Pix of pilot stand and show stake and 7M</b></p> <p>The stake in the ground marks 7M from the flight line. Pilot stands must be behind the stake.</p>
<p><b>X DON'T</b> Start a fight over disagreements.</p> <p><b>2 people in heated fight</b></p> <p><b>What is wrong:</b> This causes tension and an unfriendly atmosphere.</p>	<p><b>✓ DO</b> Be Polite.</p> <p><b>2 people discussing</b></p> <p>Try to resolve your differences in a cordial manner. If you cannot solve the problem, report it to your BOD members who can take the necessary action to resolve the matter.</p>
<p><b>X DON'T</b> Hog the flight benches</p> <p><b>Pic of guy with plane and full flight benches</b></p> <p><b>What is wrong:</b> Scattering your models over several flight benches when the field is busy, leaving none for others.</p>	<p><b>✓ DO</b> Use only one bench when it's busy.</p> <p><b>Pix of model on bench and more on ground</b></p> <p>Place your extra models on the ground in front of the pit fence. If there are more members than benches on a busy day, 2 people can share the same bench, putting their planes on the ground while the other person uses the bench.</p>
<p><b>X DON'T</b> Leave a mess behind on the start benches</p> <p><b>Pix oil and fuel mess on flight bench</b></p> <p><b>What is wrong:</b> Goopy greasy benches muck up other peoples models, clothes, etc.</p>	<p><b>✓ DO</b> Wipe Flight Benches when you are done using it.</p> <p><b>Pix of guy wiping bench with paper towel</b></p>
<p><b>X DON'T</b> Hog the pilot stands when the field is busy</p> <p><b>Pix of guy with plane looking sad</b></p> <p><b>What is wrong:</b> People are waiting for their turn to fly, but can't because there are not enough pilot stands. People that fly for 15 or 20 minute flights are not being fair to others who want to fly.</p> 	<p><b>✓ DO</b> Limit your flying to 10 minutes or less when the field is busy.</p> 

<p><b>X DON'T</b> Hog the Sky.</p> <p><b>Pix of guy with heli while planes fly</b></p> <p><b>What is wrong:</b> Our club welcomes all kinds of flying machines. Sometimes, Helis and planes or 3D flying should be flown separately. It is unfair if airplanes keep flying when one or several heli fliers want a turn to fly.</p>	<p><b>✓ DO</b> Share flying with other types.</p>  <p>Take turns flying different types when the need arises. 15 minutes per type is usually fair.</p>
<p><b>X DON'T</b> Cross the flight line or fly too close to cars when flying in the Heli Circle</p> <p><b>Pix of guy near outhouse running from heli</b></p> <p><b>What is wrong:</b> The heli circle is for basic flying, like hovering. The heli must stay 30M from the tractor shed/parking lot and not stray onto the runway</p>	<p><b>✓ DO</b> Fly over the heli circle area. Fly no closer to the end of pit near the parking lot, and try not to fly over the runway.</p> <p><b>Aerial pix showing no fly zones on either side of heli circle</b></p>
<p><b>X DON'T</b> Stand in heli circle when flying there</p> <p><b>Pix of guy flying in heli circle</b></p> <p><b>What is wrong:</b> You are standing too close to the model; you could be hurt</p>	<p><b>✓ DO</b> Stand behind pilot stands. The requirement is the pilot must be 7M from where the flying is taking place</p> <p><b>Pix of guy flying heli behind pilot stands</b></p>
<p><b>X DON'T</b> leave your trash, bottles or coffee cups behind</p>  <p><b>What is wrong:</b> It is unfair for others to clean up your mess.</p>	<p><b>✓ DO</b> Take your trash home with you</p> <p><b>Pix of guy taking trash home in a bag</b></p>
<p><b>X DON'T</b> smoke anywhere on the field;</p> <p><b>Pix of Guy smoking with x thru it</b></p> <p><b>What is wrong:</b> It is a fire hazard, for either starting a grass/brush fire, or setting your model/fuel jugs on fire from the gas/nitro fuels used in our models</p>	<p><b>✓ DO</b> obey our NO SMOKING rule. Surely you can go without a cigarette for a few hours.</p> 
<p><b>X DON'T</b> Taxi your model in the pit</p> <p><b>Pix of plane in pit, pilot =behind, guys running away scared</b></p> <p><b>What is wrong:</b> Your aircraft can leap forward out of control and strike and injure yourself or someone else</p>	<p><b>✓ DO</b> Carry or hand-guide you plane when in the pits.</p> <p><b>Pix of guy carrying plane walking toward pit opening</b></p>

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<p><b>X DON'T</b> be careless around a rotating prop</p> <p><b>Prop spinning, people standing around staring at it</b></p> <p><b>What is wrong:</b> If a prop breaks, the prop will be flung out to the side injuring your or a spectator</p>	<p><b>✓ DO</b> Keep helpers and spectators behind the rotating prop disk.</p> <p><b>Prop spinning, people standing well behind plane</b></p>
<p><b>X DON'T</b> fly your model without performing a range test</p> <p><b>Pix showing loss of signal and plane crashing</b></p> <p><b>What is wrong:</b> Fly your model without performing a range test</p>	<p><b>✓ DO</b> perform a range test every day before you fly, especially with a new or repaired model.</p> <p><b>Pix of guy doing range test</b></p>
<p><b>X DON'T</b> damage the Geotex and not repair it ASAP Prop-strikes are most common. If you hear your prop strike the Geotex, GO CHECK IT</p>  <p><b>What is wrong:</b> The longer damaged Geotex is out in the sun, the more the damaged area increases</p>	<p><b>✓ DO</b> Repair the runway using the repair kit on the shed. The combo is the first 3 numbers of the gate combo. If no more tape, call, text or email any member of the BOD ASAP</p> 
<p><b>X DON'T</b> take-off or land a helicopter on Geotex</p> <p><b>Pix showing tailrotor in hole in Geotex</b></p> <p><b>What is wrong:</b> The Geotex flexes when a helicopter lands on it hard. If hard enough, the spinning tail rotor will touch the geotex and tear a hole in it</p>	<p><b>✓ DO</b> take-off and land your helicopter on the grass or concrete heli-pads in front of the Geotex</p> <p><b>Pix of heli on grass in front of geotex</b></p>
<p><b>X DON'T</b> do a forced or crash landing on the geotex</p> <p><b>Pix showing crashed plane next to hole in Geotex</b></p> <p><b>What is wrong:</b> Having a rough or crash landing on the Geotex will tear holes in it</p>	<p><b>✓ DO</b> make a forced or crash landings on the grass. Grass is more forgiving. If you are having trouble with your plane, keep it off the Geotex</p> <p><b>Pix of crashed plane on grass with divot</b></p>