



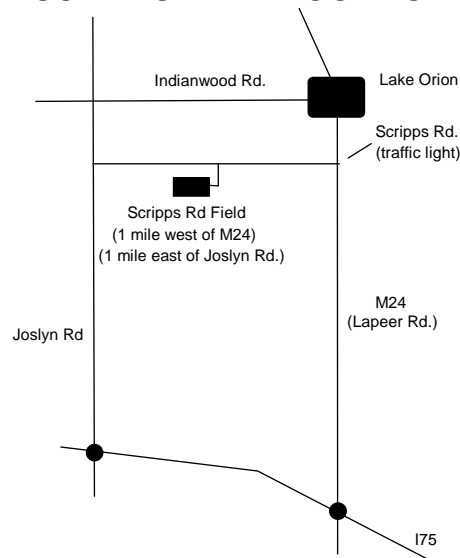
Field Rules - Revised July 9, 2008

Attachment B

FLYING FIELD GENERAL RULES

1. All vehicles entering the Scripps Road flying field must have a State Park Motor Vehicle Permit. Permits can be obtained at the Park Headquarters on Greenshield Road. (On certain occasions they may be available at our meetings or the field.)
2. No one shall fly or be in the pit area if under the influence of alcohol. Use of non-prescription controlled substances at the Bald Mountain Airfield or at any Skymasters flying event is prohibited.
3. Hours for flying are posted at the field. No equipment should be run on the ground or in the air before or after these hours (10 AM to 8 PM).
4. No members' personal property or equipment may be purposefully left at or added to any club flying site.
5. No additions or modifications to any club flying site may be made without the knowledge and consent of the Executive Operating Committee.

SCRIPPS FIELD LOCATION



SKYMASTERS FLIGHT RULES

Attachment C

1. AMA and Skymasters memberships are required. Guests, as defined by the Skymasters Constitution and By Laws, and those participating in a Skymasters event must have AMA membership. All others must comply with the applicable requirements in effect at the time. See AMA Document 911 Flying at AMA Chartered Club Sites and AMA Document 917 Introductory Pilot Program.
2. All 50 MHz and 72 MHz transmitters must be narrow band (27 MHz, 49 MHz, 900 MHz and 2.4GHz Spread Spectrum transmitters are allowed to be used). All transmitters must be stored on the impound stand when not in use.
3. A frequency may be blocked for a maximum of 15 minutes. This is to allow others the opportunity to fly. The time is determined from the moment you place your frequency pin on your transmitter until the time you remove it, regardless of whether your aircraft got into the air.
4. No flying over or behind the flight line. Aircraft returning to pit must end taxi at flight line. (Note the flight line is infinitely long. It does not stop at the ends of the flight stations or runway.)
5. Engines must be muffled to 94 dBA on the ground at 10 feet from the propeller (See the Club President for Club dB meter.
6. A fire extinguisher is required and must be present when using gasoline or other combustible materials.
7. Running engines in pit area must have the propeller pointed toward field.
8. The line of flight and the direction of pattern will be determined by wind direction and members present at the field.
9. Pilots, while flying, will stand at one of the provided flight stations (behind the protective barrier). Hovering helicopters should fly in the designated area.
10. All new, repaired or altered aircraft must be safety inspected before flight by an instructor or experienced pilot.
11. All pilots shall secure the assistance of a more experienced pilot when attempting to fly a more advanced aircraft.
12. It is the responsibility of all members to stop the flight of an unsafe aircraft or pilot and to enforce all of the above rules.
13. Instructor Pilots are available to assist any pilot who needs help flying including using our Club buddy boxes. It is every pilot's responsibility to fly safely and request assistance when necessary. Put safety first and fly with an instructor if you need help to insure safety for everyone.
14. All Skymaster members over 16 years old, when at any Skymasters flying event regardless of location, shall function as spotters of full scale aircraft and notify those flying of the location and direction of the full scale aircraft. Maximum flying height not to exceed 1,000 feet.
15. All injuries that occur at the field that require medical attention must be reported to one of the Club officers within 24 hours of the accident by phone call or e-mail.

FLYING PROCEDURES CHECKLIST

Attachment D

1. Place transmitters in the impound stand. Be sure it is turned off. Sign the flight log.
2. Place the rest of model equipment in pit area.
3. Prepare your aircraft for flight.
4. Have any new aircraft safety checked by an instructor or experienced Club member for any defects.
5. New members must make arrangements with a flight instructor before attempting to fly.
6. Checks impound stand and participants at field for availability of your frequency pins.
7. When your frequency and a flight block are available put your membership card in the slot under your frequency, place your frequency pin on your transmitter, and take your transmitter from the impound stand.
8. Turn on the transmitter first and then the receiver.
9. Range check transmitter before beginning that days flying.
10. Start the engine and operate the controls at idle and at full throttle.
11. Physically carry or push your aircraft out past the flight stations to the flight line. Do not taxi into or out of the pit area.
12. Move behind the protective barriers, taxi your model to the center line of field and take off into prevailing wind direction.
13. Fly your aircraft in safe manner, away from flight line, pit area, parking lot, and other designated areas that may be posted. Land in proper direction as decided by the pilots present at the time.
14. Total pin time is 15 minutes, whether or not you get your aircraft in the air.
15. At the end of your flight, stop the engine or motor, turn off the receiver first, then the transmitter.
16. Return your transmitter to the impound stand and return your frequency pin. A normal rule of etiquette is to leave your frequency open for at least five (5) minutes to allow other people on your frequency a chance to fly.
17. When done flying for the day, remove all equipment from pit area. Remove transmitter from impound stand, making sure transmitter remains off.

Check to make sure you have all your equipment and trash. Lock gate on way out if you are the last Club member to leave.