

## PARCS FLIGHT TRAINING SCHEDULE

Every Sunday starting May 2, 2010 from 8:30am to 11:30am

To sign up or receive more information email:

Flight Instructor

Ray Alberghini [RCNUT2381121130@aol.com](mailto:RCNUT2381121130@aol.com)

If you have never tried RC Airplanes and would like to, you can sign up for the Intro Pilot program at no cost. An Instructor will take you up on a buddy box and let you fly a trainer. This program is only for thirty days, after that you must join the AMA.

Or

If you already have a plane and need an instructor, email me at above address that you wish to come to the field and we will make arrangements to start your training.

Flight Training is going to consist of:

### Ground School

Topics:

1. Equipment that must be brought to the field
2. Preflight checklist
3. Safety rules (both AMA and PARCS)

Please Note: Planes need names, phone #s and AMA#s on them.

Transmitters need the same as above, in addition they must have frequency flags with #s and red flags.

Flying:

1. Turn on radio and start engine
2. Perform left and right hand patterns
3. Perform figure eights
4. Taxi to takeoff position and takeoff
5. Setting up for landing
6. Landing
7. Taxi off runway
8. Shut engine down and impound radio
9. Get qualified for solo flight

## Equipment to bring to the field

1. Plane and transmitter- w/name and AMA#  
Transmitter must also have frequency flag with # red flag for aircraft band
2. AMA card (visible) + membership card
3. Glow driver charged
4. Electric starter or chicken stick
5. Fuel and fuel pump
6. Spare props and glow plugs
7. ESV meter
8. Buddy box for students
9. Fire extinguisher for gas engines
10. Tools for prop/glow plug/ misc. wrenches, screw drivers etc.
11. Sun Glasses
12. Hat
13. Sun Screen
14. Mosquito Repellant
15. Heavy Clothing to retrieve planes from woods

## Preflight Checklist

1. Check prop and spinner for tightness
2. Check that all control surfaces are secure
3. Check that all pushrods and linkages are secure and free
4. Install wing and with fuel tank empty check CG
5. Check that transmitter and receiver batteries are fully charged
6. Range check radio with antenna down
7. Check that all flying surfaces move in proper direction  
Note (check radio is programmed for model your flying)
8. Check engine performance
9. Extend antenna and walk plane out to runway