

## Flying Guidance for indoor RC at IVCMAC

The general policy in line with our founder Ray Malmstroms motto of "Friendship, Flying and Fun" is to have as few rules as possible, but we need to keep personal safety in mind and also remember that it's not much fun if your model is shredded!!

The committee does not want to have to ban certain types of models or specify multiple prescriptive weight or size limits, but would prefer to rely on members to choose their slots and fly with care and consideration. Indoor flying at IVCMAC is really set up for lightweight slow flying models, not outdoor capable models being flown indoors. RC flying is divided into 15 minute slots as shown below.

### Slot 1 – Ultra Slow

This is for very slow flying and fragile models like Vapors, small slow homebuilds etc.

Mini quads should only fly in the area of the quad gates and should keep to gate height.

### Slot 2 – LH Circuits

This is for small models to fly circuits and practice touch and goes etc. It is suitable for small lightweight RTF models like Microaces, Cubs, Champs and similar plus lightweight homebuilds. Flying circuits reduces the risk of collisions so slot 1 models can fly at their pilots discretion.

Mini quads should only fly in the area of the quad gates and should keep to gate height.

### Slot 3 At your peril

This is for the heavier and often faster foamies. Modellers who have fragile models should not fly in this slot.

This slot is suitable for models like the Lico, Sport Cub 500 and other heavier and slightly larger foamies. Aerobatics are allowed. Other models fly at pilots discretion and accept the risk.

Mini quads can fly anywhere. Cover up fragile models that are in the pits.

### Slot 4 Slow aerobatics

This is for lightweight slow aerobatic models like the Klik and carefully flown slightly heavier indoor aerobatic models. These models can manoeuvre away from each other and tend to avoid collisions.

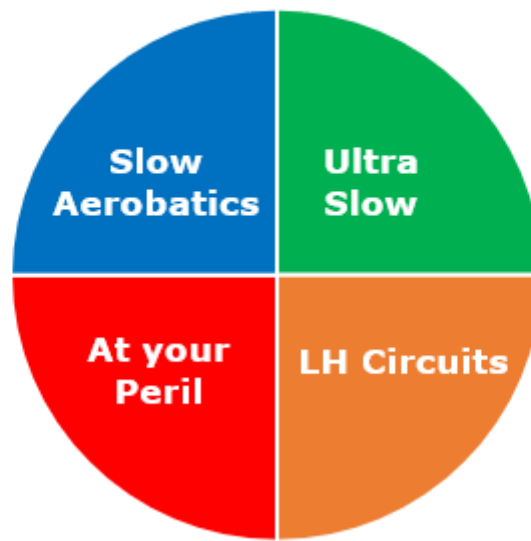
Mini quads can fly anywhere but with consideration for the lightweight models

Heavy aerobats should fly in slot 3

### **General safety rules**

- **Keep away from people** – Try to avoid launching towards or flying close to other people. This is especially important with heavier faster models.
- **Keep a good lookout** – Even when you are not flying, try to keep aware of what others are doing in case a model is heading towards you.
- **Consider wearing glasses or safety glasses** – Think about your personal risk appetite. Even a small Vapor prop can cause serious eye damage.
- **Stand close to the walls** – This gives maximum space for flying. Warn pilots when walking in front of them.
- **Take special care when retrieving** – If you have to cross the hall, go round the edge. When getting a model from the middle, keep a good lookout.
- **Helicopters and Quadcopters** – Small helis and quads with exposed props should keep to one end and avoid getting near other people. Mini quads with enclosed props can fly in the whole hall.
- Remember that **everyone is responsible for both their own and others safety.**
- **Report any safety incidents** – use the link on the website page "Safety and Welfare". This will ensure that we are monitoring any safety trends and can take appropriate action.

## Timed Slots



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Author - Alan Paul