



○ Iss. 19 | ○ July | ○ 2010

# Coos Bay Coastal

# Hops

It's Tougher in Alaska

[www.coosbayhops.com](http://www.coosbayhops.com)

*The difficult, we do immediately! The impossible takes a little longer...*



*Check our website for Coos Bay Members helicopter downloads*

*The helicopters available on our website have not been enhanced by Coos Bay. We provide them as a service to our members. Please give the original creators the credit they deserve.*



## Feedback

We want to know what you think!

We are always happy to hear from you.



Come fly with us and enjoy the art of flying

*Bell 47*



*BA 105A*



*TLH-365*



*S-64 Sky Crane*



*EC135*



*MI-24V Hind*



*Super Puma AS332*



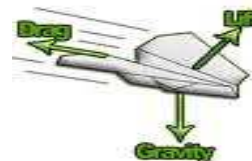
*CH-47 Chinook*



*SA.330*



# Class is in Session...



Welcome to the first Coos Bay Hops tutorial devoted to FlightSim enthusiasts.

In the first series of Coos Bay Hops Tutorials, you will learn a quick lesson on how to practice take off and landing using nothing but your instruments. In a snap shot, you will learn

1. How to set up your flight instruments for the desired destination airport
2. Select the proper runway, heading, and ILS frequency for the runway of your choice
3. Proper sequence of instrument flying, altitude and approach, localizer, and glide slope

Here is the direct link to my YouTube Channel:

[www.youtube.com/user/CoosBayKK](http://www.youtube.com/user/CoosBayKK)

When viewing the videos remember to change the setting on YouTube (see image below) to 720p. I have recorded these videos in HD for easy viewing.

You may also subscribe to my channel for any new Coos Bay Hops Tutorials.

I hope you find these tutorials useful and your FlightSim experience becomes more enjoyable.

Cheers!

CoosBayKK



## Coos Bay Hops FS Tutorial Part 2

CoosbayKK

2 videos



CoosbayKK | July 05, 2010

Take-off and Landing Using Flight Instruments



9 views

## *Hey CoosBay, what do you Say!*



*It is my dubious honor to inform you that the "Skunkworks" has detected a "Slight" problem with the "British Columbia-Alaska" airport package. This problem seems to affect about half of the computers in our membership. For those of you who have experienced multiple Flight Sim "freeze-ups" while flying in Alaska, which may result in the use of colorful metaphor and unwanted dents on your computer case, "The CoosBay Skunkworks Sincerely Apologizes"*

*OK, here is the fix. When you downloaded the airports, an uninstaller was placed in your Addon Scenery/scenery folder. Locate the ".exe" and uninstall the British Columbia-Alaska scenery package. You MUST do this first! Then go to our website and download the package again. Run the installer, and problem solved !*

*I highly suggest that everybody do this, because the package has been updated with many new and exciting places to go and explore! Again, the "Skunkworks" is sorry for any inconvenience !*

*Enjoy !!!*

*Coosbay 1*



**Coos Bay Pilot:** *when you fly at night, is there less turbulence? Pilots talk to other aircrafts and ground controllers; but whom do the pilots contact when flying across the Pacific? Are there updates on turbulence when flying long haul flights over the Ocean?*

**Answer:** *Yes, there is less turbulence at night because air is generally smoother during this period. However, this statement is not necessarily true when the night sky is in the midst of a cloudy frontal system; or you pass through a parcel of air that has varying winds.*

*Over land, pilots communicate with other aircraft or the ground stations using the VHF (very high frequency) radios that typically have a range of around 220 nautical miles at about 35,000 feet.*

*When flying over the Pacific, pilots use the HF (high frequency) radios as they have longer range than the VHF radios. Pilots use radio satellite stations to communicate with the ground, either through voice or text messages. Updates on destination and diversion airports are available but turbulence is not routinely broadcasted. But on some occasion, turbulence reports are given to pilots by ATC on request.*



Information in this newsletter is developed by Kevin Kashi and Ted Robinson using the Coosbayhops website and published information on the internet. For questions, comments or suggestions regarding methods to improve the skill sets of PC pilots, airport and airplane design, please contact Kevin at [CoosBayKevin@aol.com](mailto:CoosBayKevin@aol.com) or Ted at [trobin@molalla.net](mailto:trobin@molalla.net). *Unauthorized use of the contents in this newsletter is prohibited.*