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Coos Bay Coastal

Hops

It's Tougher in Alaska

www.coosbayhops.com

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

Coos Bay Coastal Hops



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



House Cleaning



Happy Halloween to our fellow Coosbay Ghosts, Goblins & Goolies

In the true spirit of Halloween, it is time to clean our crypt or the server. We have summoned the powers from beyond to remove our departed members' spirits that are haunting our server space with their past memories ... Mayday ... mayday rest in peace

As all of you are aware from our last newsletter, we are in the process of making a few changes to make your experience with us a better one. Our server has been packed with the ghost of inactive members and we decided to clean them up. So, as of November 1st anyone that hasn't been on our website within the last six months will be removed ... we urge you to visit our website at www.coosbayhops.com and sign in to keep your membership active or you will have to reregister again.

Hurry back ... we are dying to see you

The Coosbay Clan



Coming up soon is your opportunity to purchase the Coosbay's Western Swing Airport package.

This package will have airports at many of the exotic sites in the western United States such as the Hoover Dam, Grand Canyon, the Yellow Stone National Park (Old Faithful), Arizona Meteor Crater, Hollywood, and many other interesting sites. Stay tuned



Here is a photo of the airfield just below the Hollywood sign under construction

TeamSpeak Etiquette ... Do's and Dont's

Now that TeamSpeak is installed and adjusted properly, here are a few tips to make your radio conversations with other pilots a bit easier on yourself and others.

Use a "Press To Talk" key. The "~" key might be a good key choice since it does not have any function in multiplayer mode in Flight Simulator. When not connected to a multiplayer server, this key activates the ATC screen in Flight Simulator.

Try not to step on other pilots. When a pilot transmits a message to another pilots, don't talk until he answers.

Start your session with a Radio Check. It's a great way to let others know you are on, and to check that your equipment is working.

Keep your responses as short as possible.

Announce your intentions when close to other aircraft, taking a position on the runway or flying over the runway. Announce when you have cleared the runway.

Allow the moderator(s) the courtesy of the microphone to get things organized and started. Once we are all in the air, there is plenty of time to chat.

Always clear of all runways as you join multiplayer sessions. Be sure all crash detection is turned off in Flight Simulator.

Start Team Speak and join with your call sign and name, ex. N33T_Ted.



For our new pilots

<u>Letter</u>	<u>Code Word</u>	<u>Spoken as</u>	<u>Letter</u>	<u>Code Word</u>	<u>Spoken as</u>
A	Alpha	AL fah	T	Tango	TANG go
B	Bravo	BRAH voh	U	Uniform	YOU nee form
C	Charlie	CHAR lee	V	Victor	VIK tah
D	Delta	DELL tah	W	Whisky	Wiss key
E	Echo	ECK oh	X	X-Ray	ECKS ray
F	Foxtrot	FOKS trot	Y	Yankee	YANG key
G	Golf	GOLF	Z	Zulu	ZOO loo
H	Hotel	hoh TEL	0	ZERO	
I	India	IN dee ah	1	WUN	
J	Juliet	JEW lee ETT	2	TOO	
K	Kilo	KEY loh	3	THUH-REE	
L	Lima	LEE mah	4	FO-WER	
M	Mike	MIKE	5	FI-YIV	
N	November	no VEM ber	6	SIX	
O	Oscar	OSS cah	7	SEVEN	
P	Papa	Pah PAH	8	AIT	
Q	Quebec	keh BECK	9	NINER	
R	Romeo	ROW me oh			
S	Sierra	see AIR rah			

Use standard expressions

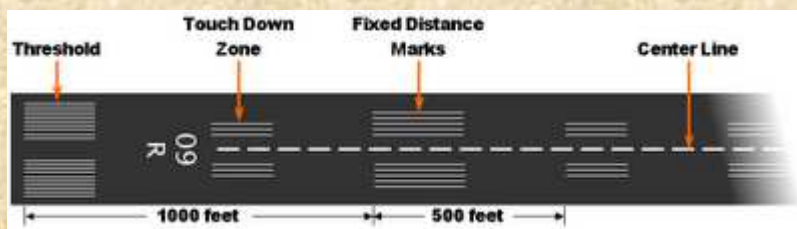
Expression	Meaning
Go ahead	Pass your message
Copy	Message received and understood
Say again	Retransmit message
Standby	Message acknowledged but I am unable to reply or deal with it at this time
Affirmative	Yes
Negative	No
Do You Copy	Do you understand, please acknowledge
Unreadable	Used when signal received is unclear or not understood
Disregard	Don't pay attention to the last radio traffic

Don't Swear

Runway designation ...

A runway is the area of an airport where an aircraft can land or takeoff. The length is determined by the size of the airport and the type of aircraft expected to land there. Runways are oriented to the direction of wind most blown in the area. The wind direction is converted to magnetic direction and then rounded up or down to the closest magnetic heading in multiples of 10 up to 360. For example: in an area where the wind primarily blows in a westerly direction the runway would be laid out west to east and be named 27 and 9 representing the magnetic directions of 270 and 090. If the wind primarily blew in a 274-degree direction, the runway would still orient itself with the wind but it would be called runway 27.

Runways are in 3 basic widths, 50ft, 100ft, and 150ft depending on the size, popularity, use, and commerciality of the airport. For instance a runway catering to only general aviation aircraft might be 50ft wide and 3000ft long where as a runway catering to Boeing 737 and international flights might be 150ft wide and 10,000ft long. They are usually made out of asphalt and/or concrete but sometimes smaller runways will be dirt or grass strips.



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 or Ted at trobin@molalla.net. *Unauthorized use of the contents in this newsletter is prohibited.*