



Club Number 448



# Gateshead Model Flying Club

## **PRE-FLIGHT CHECKLISTS**

### **Before you leave home check the following support equipment:**

- Fresh elastic bands or wing bolts
- Spare glow plug
- Charged starting battery and wire clip, or glow plug driver
- Tx and buddy box lead (if used)
- Spare propeller
- Chicken stick or electric starter
- A screwdriver set and needle-nose pliers
- Fuel, fuel pump and tubing
- Paper towels and cleaning liquid

### **Always conduct the following inspection before leaving home:**

- Wings and fuselage - check for and fix loose covering and tears
- Propeller - check for damage and replace if necessary
- Wing dowels - check for security or damage and repair if necessary
- Control surfaces - inspect all surfaces for damage and check for loose hinges
- Servos - check that all are securely fastened to their mounts
- Servo outputs - check that all output discs / arms are secure
- Pushrods - check that both ends are securely fastened
- Fuel tubing - check for small tears or nicks and replace if necessary
- Undercarriage - check that all screws and supports are secure
- Repairs - ensure any repairs are properly completed at home

### **At the field, before fitting the wings:**

- Receiver plugs - check
- Battery plug - check
- Servo arm screws - check
- Clevis to servo and clevis to pushrod connections - check
- Aileron servos to aileron connections - check
- Fuel tubing - check for kinked lines inside the fuselage
- Tank clunk (if visible) - check to ensure clunk is free

### **With the wings attached:**

- Pinched wires - check
- Alignment of all surfaces - check
- Control surface hinges - check
- Control linkages securely attached to control horns - check
- Propeller damage - check
- Landing gear mounts - check
- Punctures or tears in fuel tubing, particularly at stress points such as carb' and silencer - check
- Shake the airframe to make sure the clunk is free

### **Having secured ownership of the frequency peg:**

- All control surfaces moving smooth and free - check
- Control surfaces moving in the correct direction - check
- Range check your model