

RPA FAST RECOMMENDATION FOR EVALUATION REPORT

GENERAL INSTRUCTIONS – ALL PILOTS READ CAREFULLY:

The Formation Recommendation for Evaluation records a pilot's demonstrated formation **proficiency and readiness for the practical test for wingman or flight leader as indicated below**. The applicant must have completed all training and FF&P prerequisites before being recommended. The recommendation is not valid unless flown in a **three ship formation** (four ship is highly recommended). The endorsing pilot must be a current lead or check pilot, and may observe from any position or seat in the flight. Reference the Formation Manual for an expanded explanation of maneuvers. If the candidate successfully passes the recommendation ride, this form should be presented to an RPA check pilot for final evaluation. The FAST Recommendation for Evaluation form is retained by the RPA check pilot at the time of evaluation and is retained for record or destroyed at the discretion of the association.

CANDIDATE INFORMATION:

Candidate name _____ Signatory _____

Candidate cell/home # _____ Aircraft type _____

Rating desired: Flight Leader: Wingman: Date of flown (dd/mm/yy) _____

BLOCK I: OBSERVE AS MANY AS PRACTICAL	Req. Event*	BLOCK II: OBSERVE AS MANY AS PRACTICAL	Req. Event*
Mission Planning and Briefing (flight leaders)	●	Lead change/Position change (flight leaders)	
Formation Ground Operations (start/taxi/runup)		Simulated Abnormal Operations - optional:	
Formation Takeoff - choose at least one:	●	-- Break out procedures and calls	
-- Single ship interval takeoff		-- NORDO procedures and signals	
-- Element takeoff		-- Blind/Visual Procedures and calls	
Flight assembly (element or interval takeoffs)	●	Formation Recovery - choose at least one:	●
Route position		-- Overhead traffic pattern to interval landings	
Lazy Eights at 40°±5 Angle of Bank (AOB)	●	-- Element approach and landing (nosewheel a/c)	●
Cross-under	●	Element go-around	
Echelon turns at 40°±5 Angle of Bank	●	Formation communications (radio/visual)	●
Diamond at 40°±5 Angle of Bank (if four ship)	●	Formation Ground Operations (taxi/shutdown)	
Close trail at 40°±5 Angle of Bank	●	Situational Awareness and/or Leadership	●
Extended trail <90° AOB/Pitch if non-aerobatic		Flight Debriefing	●
Pitchout and rejoin at 30° Angle of Bank	●	Formation flight instruction (flight leaders)	●

Mark all optional maneuvers flown above. Bank angles represent required standards as reflected in the RPA Practical Test Standards available through the association's website. Complete maneuver standards for the lazy Eight, Close Trail and Diamond formations are: 40° ± 5° Angle of Bank and 15° ± 5° of pitch.

FLIGHT LEAD OR CHECK PILOT ENDORSEMENT

"I hereby ATTEST that I have observed the candidate listed on this form during flight in which all maneuvers indicated above were executed. I find the candidate listed above PROFICIENT and meets or exceeds the minimum requirements in accordance with the RPA Practical Test Standards. I recommend him/her for the rating indicated above"

Name _____ Signatory _____

Signature _____ Cell/home _____

Not valid without signature

RPA Formation Training Matrix: Flight Leader

INSTRUCTOR'S INDIVIDUAL MANEUVER REMARK CODES:

D = IP Demonstrated **X** = Student Performed **S** = Safe Execution **P** = Proficient Execution

	MISSION NUMBER / AIRCRAFT IN FLIGHT: 2, 3, or 4:							
FORMATION MANEUVERS :	1 4	/	/	/	/	/	/	/
Mission planning (weather, complexity, etc.)	D							
Mission briefing presentation								
Formation engine start procedures								
Formation taxi and runup								
Interval takeoff and flight assembly								
Element takeoff and flight assembly								
In-flight frequency change procedures (comm-in)								
In-flight frequency change procedures (comm-out)								
Route formation - use and execution								
Crossunders								
Phantom Four procedures								
Echelon (Echelon turns at 40°±5° Level Pitch)								
Close trail at 40°± 5° AOB and 15°±5° Pitch								
Extended trail - 2 ship (wingman management)*								
Pitch-out & rejoin (at 30° AOB for turning rejoin)								
Managing wingman overshoot								
Managing wingman break out								
Managing Simulated emergencies (KIO, NORDO, Lost Sight, Bailout, Chase Ship Procedures)								
Lead change procedures and execution								
Overhead pattern execution and landing								
Airport traffic awareness/planning								
Element configuration change (gear/flaps)								
Element approach								
Element landing and roll out (nosewheel only)								
Element go around								
Formation taxi in and shutdown								
Overall Flight radio procedures (brevity, clarity, etc.)								
Overall Hand signal use and recognition								
Overall Coordination with ATC								
Overall In-flight situational awareness								
Management/execution of the debrief								
Table top instruction skills (pick one topic each flight)								
FOUR SHIP REQUIRED MANUEVERS:								
Flight Manual runway lineup options and use								
Diamond at 40°± 5° AOB and 15°±5° Pitch								
Finger Four at 40°± 5° AOB and 15°±5° Pitch								
Four Ship Extended Trail < 90° AOB/Pitch*								
INSTRUCTORS OVERALL RECOMMENDATION:	C							

C = Continue **S** = Solo **R** = Send for Recommend Ride **EVAL** = Recommend for Check Ride!

RPA Formation Training Matrix: Wingman

INSTRUCTOR'S INDIVIDUAL MANEUVER REMARK CODES:

D = IP Demonstrated **X** = Student Performed **S** = Safe Execution **P** = Proficient Execution

	MISSION NUMBER / AIRCRAFT IN FLIGHT: 2, 3, or 4:							
FORMATION MANEUVERS :	1 4	/	/	/	/	/	/	/
RPA Manual General Knowledge	D							
Mission briefing - Input and retention								
Formation engine start procedures								
Formation taxi and runup								
Interval takeoff and flight assembly								
Element takeoff and flight assembly								
In-flight frequency change procedures (comm-in)								
In-flight frequency change procedures (comm-out)								
Route formation								
Crossunders								
Phantom Four procedures								
Echelon (Echelon turns up to 40°±5° Level Pitch)								
Close trail up to 40°± 5° AOB and 15°±5° Pitch								
Extended trail (non aerobatic: < 90° AOB/Pitch)*								
Pitch-out & rejoin (at 30° AOB for turning rejoin)								
Rejoin overshoots - Turning								
Rejoin overshoots - Straight Ahead								
Simulated Abnormals KIO, NORDO, Lost Sight (blind-visual calls), Break Out, Chase.								
Lead / position change procedures and execution								
Overhead pattern execution and landing								
Airport traffic awareness								
Element configuration change (gear/flaps)								
Element approach								
Element landing and roll out (nosewheel only)								
Element go around								
Formation taxi in and shutdown								
Overall Flight radio procedures (brevity, clarity, etc.)								
Overall Hand signal use and recognition								
Overall Coordination with ATC								
Overall In-flight situational awareness								
Debrief-attitude and input								
FOUR SHIP REQUIRED MANUEVERS:								
Flight Manual runway lineup options and use								
Second element rejoins (#4)								
Diamond slot up to 40°± 5° AOB and 15°±5° Pitch								
Finger Four at 40°± 5° AOB and 15°±5° Pitch (#4)								
Four Ship Extended Trail < 90° AOB/Pitch (#4)*								
INSTRUCTORS OVERALL RECOMMENDATION:	C							

C = Continue **S** = Solo **R** = Send for Recommend Ride **EVAL** = Recommend for Check Ride!

Certificate of Formation Qualification

From the RedStar Pilots Association

To all who should see this, let it be known and made a matter of record that:

has satisfactorily completed the proscribed course of instruction and passed a thorough practical test of this aviator's skills as required by the Redstar Pilots Association and the Formation And Safety Team.

Specializing in

Four Ship Parade Formation

The RedStar Pilots Association hereby confers on this aviator, the title of

Flight Leader

Given at _____ on this _____ day of _____, 2009

RPA Check Pilot



RPA Flight Lead

Certificate of Formation Qualification

From the RedStar Pilots Association

To all who should see this, let it be known and made a matter of record that:

has satisfactorily completed the proscribed course of instruction and passed a thorough practical test of this aviator's skills as required by the Redstar Pilots Association and the Formation And Safety Team.

Specializing in

Four Ship Parade Formation

The RedStar Pilots Association hereby confers on this aviator, the title of

Wingman

Given at _____ on this _____ day of _____, 2009

RPA Check Pilot



RPA Wingman



Four Ship Solo Certificate



LET IT BE KNOWN AND MADE A MATTER OF RECORD THAT:

Over the skies of _____, on the _____ day of _____ in the 21st century, did, with complete disregard of all common sense, self preservation and personal safety, conduct an exceptional display of aerial mastery rivaling the intrepid aviators of the USAF “Thunderbirds” in cool execution and incredible bravery, while strapped with some doubt, trepidation, and nauseating fear in his sleek, super-stupendously-sexy warbird emblazoned with the Red Star of the RPA. This daring, intrepid pilot, of increasing formation experience, but exceptional fortitude, ventured upon his four ship solo checkout, despite the overwhelming risk to himself and his flight mates, who will be recovering from the experience for some time to come. Thus the RedStar Pilots Association on this day does attest that the above named aviator did, with a modicum of apprehension and the maximum of skill, cunning, misplaced confidence and a splash of dumb luck, successfully convince, con, and trick his instructor in to believing this aviator should be allowed to venture forth in the skies mere inches from his friends without a leash. This certificate is hereby presented to stand in eternal testimony that this most significant and erstwhile aviation event is now a matter of official record and accords the bearer deep respect and admiration.

RPA Instructor



RPA Member



Two Ship Solo Certificate



LET IT BE KNOWN AND MADE A MATTER OF RECORD THAT:

Over the skies of _____, on the _____ day of _____ in the 21st century, did, with complete disregard of all common sense, self preservation and personal safety, conduct an exceptional display of aerial mastery rivaling the intrepid aviators of the USAF “Thunderbirds” in cool execution and incredible bravery, while strapped with some doubt, trepidation, and nauseating fear in his sleek, super-stupendously-sexy warbird emblazoned with the Red Star of the RPA. This daring, intrepid pilot, of increasing formation experience, but exceptional fortitude, ventured upon his two ship solo checkout, despite the overwhelming risk to himself and his flight mates, who will be recovering from the experience for some time to come. Thus the RedStar Pilots Association on this day does attest that the above named aviator did, with a modicum of apprehension and the maximum of skill, cunning, misplaced confidence and a splash of dumb luck, successfully convince, con, and trick his instructor in to believing this aviator should be allowed to venture forth in the skies mere inches from his friends without a leash. This certificate is hereby presented to stand in eternal testimony that this most significant and erstwhile aviation event is now a matter of official record and accords the bearer deep respect and admiration.

RPA Instructor



RPA Member

RPA CLINIC ORGANIZER INVOICE Page 1 of



All training clinics should, as a minimum, “break even” on costs between collected event fees, sponsor fees and your production costs. Please send this invoice with collected event fees as needed via US mail. If depositing checks directly, please send via fax or as an email attachment. Retain for record or include receipts if mailing.

CLINIC NAME: _____

CLINIC REGION or STATE: _____

CLINIC AIRPORT: _____

CLINIC DATES: (dd/mm/yy) _____

FIRST NAME: _____

LAST NAME: _____

MAILING ADDRESS: _____

PHONE / EMAIL: _____

TOTAL EVENT FEES COLLECTED/DEPOSITED:\$ _____

Please attach a separate sheet if needed (download page 2 if need). Typical costs include photocopying, bulk water, bulk food, facility rental fees, equipment rental fees, catering, office supplies, hotel and car rental fees, and other direct costs required to conduct your event/clinic.

Description:	Cost:
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
TOTAL:	\$ _____

RPA CLINIC ORGANIZER INVOICE Page 2 of



This is page two (2) of the Clinic Organizers Invoice. Please send this invoice to RPA treasurer via US mail, fax or as an email attachment. Please include receipts; if emailing, retain receipts for record. If no receipt exists, please indicate so on this form.

CLINIC NAME: _____

FIRST NAME: _____

LAST NAME: _____

PHONE / EMAIL: _____

Descriptions:	Cost:
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
_____ :	\$ _____
TOTAL:	\$ _____

RPA CLINIC IP/CP INVOICE



If you are the “designated” clinic IP and/or CP, the RPA will reimburse clinic hotel, car and fuel costs associated with your role at the clinic. These positions should attempt to share one vehicle. Please send this invoice to RPA treasurer via US mail, fax or as an email attachment. Please include hotel and car receipts; if emailing, retain receipts for record. You must be identified as the “designated” IP and/or CP for the clinic you are claiming repayment for.

CLINIC NAME: _____

CLINIC REGION or STATE: _____

CLINIC AIRPORT: _____

CLINIC DATES: (dd/mm/yy) _____

FIRST NAME: _____

LAST NAME: _____

MAILING ADDRESS: _____

PHONE / EMAIL: _____

IP:

CP:

DIR:

OTHER:

Explain your role/duties: _____

Hotel Chain:	_____
Hotel Costs:	\$ _____
Rental Car:	_____
Rental Costs:	\$ _____
Fuel Costs:	\$ _____
Other Reimbursable:.....	\$ _____
Explain:	_____
TOTAL:	\$ _____

Crud is a **team game played on a Billiards or Snooker table** using just two billiard balls: the cue ball and (usually) a striped ball, since it's easier to see if a striped ball is spinning. No other equipment, except a marker pen and paper and maybe two rolls of toilet paper, is required. No cue sticks are used, and that's a good thing, given the nature of the game, as someone would probably get seriously hurt.

When combat rules are played, someone usually gets hurt anyway, even without sticks.

Crud was invented by snow-crazed Canadian fighter pilots. No one knows when. It wasn't a game I played at Luke in 74, or Holloman in 77, or Kunsan in 79, or Nellis in 80, or Hahn from 80 to 84. In those places we played Poker or Four-Five-Six. Four-Five-Six mostly, if we wanted a riotous time at the bar, which was usually.

Sometime in the mid-eighties, in the USAF, the game progressed beyond phenomenon and fad to entrenched, almost mandatory play every Friday night.

The teams can be male or female or mixed, and almost any size: from one vs. one to twenty vs. twenty or more. Females are taken to have several distracting and unfair advantages, but their play is strongly encouraged, since it's fun to run into them repeatedly--at least for the males.

The objective of Crud is to win a beer from your opposite number on the opposing team, so it helps to play the game in some kind of beer hall or bar. A team wins its beers by killing all the members of the other team three times each. In a ten vs. ten match, which is typical, that's 30 lives that must be lost before the winner is decided. This carnage can take a big slice of a night at the table.

If the Billiards table is small, the two side pockets are usually blocked. That's what the toilet paper rolls are for. Ideally Crud is played on a huge, Snooker-sized table with very small pockets, in which case all pockets are un-blocked and in play. At Torrejon we all chipped in and bought a gigantic Snooker table and installed it in the Officer's Club just for Crud. It was at least 15 feet long by about 8 feet wide.

Each team has a leader, who has few responsibilities, but among them are setting the order of play for each of the team members, and lagging for serve at the beginning of a game. The leader will usually try to keep track of who's next in sequence, shouting this out in case the next guy is distracted drinking or necking with some waitress or waiter or whatever. One way to lose a life is to simply not be there playing when it's your turn to do so. Another way to lose a life is to be in there shooting when it isn't your turn. Gotta pay attention.

There is also at least one referee, whose person is sacrosanct; whose drink is more so, since spilling it constitutes alcohol abuse; whose decisions are final, though always loudly, profanely protested by the victimized team; and whose bribery is encouraged, though usually with little or no effect on his or her decisions.

The leader of each team appoints a scorekeeper, whose main job is to make sure the other team's scorekeeper properly marks its deaths.

Play is started, and re-started, when a member of one team "serves" from one end of the table, while one from the other team "receives" standing opposite the server on the other end. Serving consists of taking the cue ball in hand and rolling it from one end of the table so that it strikes the striped ball, which is spotted on the regular spot.

The server gets three attempts to achieve this feat. He or she may roll the ball in any direction, off any cushion as many times as the force of the roll allows, as long as sooner or later the cue ball strikes the striped ball and moves it at least six inches. If the server cannot hit the striped ball in three attempts, or, hitting it, doesn't move it at least six inches, one of his or her lives is lost. If the server sinks the striped ball in an un-blocked pocket, one of the receiver's lives is lost.

If the striped ball is struck, but not sunk, then the receiver becomes the "shooter," grabs the cue ball, and attempts to either sink the striped ball in a pocket or play safe by simply moving it at least six inches, and leaving it far away from a pocket. The cue ball must be released from the hand, rolling, before it strikes the striped ball.

The next opposing player in the leader-defined order becomes the "blocker." He or she may verbally abuse the shooter, or wave hands in front of the striped ball or in the shooter's face, as he or she sees fit, in an attempt to distract the shooter--as long as the shooter or ball isn't actually touched. When combat rules are played, the blocker may push and shove and literally block the shooter. Females have been known to be especially inventive here.

Play continues in this manner until either the striped ball is sunk, or some violation of the rules is committed.

There are many rules.

For example, when shooting, the shooter must roll the cue ball from one end of the table or the other. No shooting from the sides of the table. When people in the crowd notice that a shooter has shot with his or her body even slightly around the corner of one end of the table, they shout "Balls!," or, in the case of a female shooter, "Bush!." This shout means that the shooter has not kept his or her equipment properly and propitiously in position away from a side of the table, and results in loss of a life. Unless the referee overrules the crowd, since they might have simply shouted out the epithet trying to make a winner out of a loser on their particular team.

There is no three-try maximum during continuous play; the shooter can roll the cue ball at the striped ball and miss as many times as it takes--as long as the striped ball is moving. Moving is taken to mean any amount of rolling motion, including spinning in place. If the striped ball stops moving before the shooter can hit it with the cue ball, then the shooter loses a life.

However, if the shot is valid and the striped ball sinks, then the referee rules either "previous" or "no hustle." These mean, respectively, that the shooter on the opposing side who previously struck the striped ball, and didn't sink it and left it set-up for the one who did sink it, has lost a life, or that the current blocker has failed to exhibit a proper sense of urgency, that he or she should have been able to reach the cue ball and strike the striped ball before it went in the pocket, and therefore deserves to die.

Usually the deservedly dead player is pointed at by an elbow of the referee, and also elbow-pointed by the members of the opposing team, as they ridicule his or her lack of prowess. Where this elbow-pointing gesture came from, I have no idea, but it does serve to distinctively humiliate the deservedly dead one.

After a life is taken, and properly marked, and the usual loud argument over who really deserves to die dies down a bit, play is resumed by another server and receiver taking the table.

Simply stated: The shooter, cue ball in hand, is trying to sink the striped ball in a pocket, except when it's smarter to play safe and simply leave the striped ball in an unsinkable position. The blocker is trying to prevent him or her from doing either of these things by any and all means he or she can get away with. If the ball is un-sunk after the shooter shoots, the blocker becomes the

shooter, grabs the cue ball, and tries to roll it into the striped ball. Meanwhile the next player in order on the opposing team jumps in to be the blocker. Play continues until everybody's dead three times on one team or the other.

Then everybody still standing gets a beer.

There are many more rules than I've mentioned here. These arcane and numerous rules allow the spectators or opposing team to loudly mock the complete lack of competence of the unfortunate infractor, which mocking is one of the chief appeals of the game for fighter pilots.

The Game of Crud

What is Crud?

Crud is an unauthorized, unrecognized, thoroughly Canadian and probably illegal variation of pool or billiards that is played using your hands. The game is rumoured to have been created by bored Royal Canadian Air Force (RCAF) pilots during WW II who were waiting in Gander, Newfoundland for their flights to the UK. Further speculation has it that the originators were unable to play traditional pool because some the previous visitors to the Gander airfield had broken all of the cues.

Today, the game has spread to militaries all over the world and is enjoyed by all branches of service. One of the biggest attractions to the game for members of the military is that the full-contact "Combat" version allows junior personnel to physically challenge senior officers with no risk of punishment.

Rules

Set up

1. The game can be played on virtually any pool or billiard table. It is strongly advised that players seek and receive permission of the table's owner before beginning play. It's a bit late once the bouncers (or the police) have been called...
2. Players divide themselves into two numerically equal teams. If an odd number of players is present, the additional player can act as one of the game's officials, or one team may use a [Ghost Player](#)
3. Officials: The game requires a Judge, particularly when rival teams are involved. The Judge is positioned at one of the side pockets, and must be holding a beverage in a cup or glass (usually a beer in a beer glass). The beverage ensures the Judge's physical safety: if the Judge is bumped/jostled in such a way as to spill the beverage, the offending player loses a Life and must replace the beverage. Particularly contentious games use a Judge and a Linesman (opposite sides of the table - and yes, both have beverage glasses). Having both a Judge and a Linesman is also effective if the Judge is not perceived as being completely neutral (ie. is a member of the organization fielding a rival team). A Scorekeeper can be employed, as well, to keep undisputable track of player's Lives (see rule 4).

4. Each player begins the game with three Lives. The Lives are tallied on some sort of Scoreboard (since players may have or develop poor memories, due to intoxicants or head injuries).
5. A team's Order of Play is established at the beginning of a game, and recorded on the Scoreboard. Order of Play is critical; a team must play in order, or a member of that team will lose a Life.
6. A complete game consists of a series of rallies. Teams (represented by a single member at a time) will alternate between Shooter and Receiver.
7. Two balls are used: the Cue ball, and the Object ball. If available, a striped pool ball (9 through 15) should be used as the Object ball, as this makes it easier for all participants to see if the ball is still moving.
8. The Judge will then discuss any local rules with the two teams. For example, it is at this point the Judge will declare what closed corners, drop balls, and contact rules are in effect.
9. To determine which team goes first, the lead players (according to each team's Order of Play) take the Object and Cue balls (respectively), stand together at one end of the table and simultaneously their balls from one end of the pool table to the other. (Example: the Red Team lead throws the Object ball, the Blue Team lead throws the Cue ball). The balls will bounce off the bumper at the opposite end and return. The team whose ball which returns closest to the near bumper *without touching it* can choose to be the Server or the Receiver.

Service

10. The Server and Receiver stand at the near end and far end of the table, respectively. The Receiver places the Object ball one forearm length from the far end, more-or-less centered between the side bumpers. The Server rolls/throws the Cue ball towards the Object ball in such a way as to strike the Object ball. The Server has three chances to do this. The Server can wait until the Cue ball has stopped completely before taking another chance (that is, the Cue ball can bounce off of multiple bumpers before hitting the Object ball). During service, the Receiver may distract the Server in any way he/she sees fit, but must not completely obscure the Server's view of the Object ball (this is easier to demonstrate, but there are many evil ways of distracting the Server that are within the spirit and letter of the law).
11. If the Server does not strike the Object ball with the Cue ball in three or less attempts, the Server loses a Life. The Receiver then becomes the Server, and the next player from the unsuccessful Server's team becomes the next Receiver.
12. If the Server strikes the Object ball with the Cue ball, the Receiver becomes the Shooter.

Rally

13. All subsequent attempts by a Shooter to strike the Object ball with the Cue ball must be done from one of the ends of the table. The typical convention is that one of the Shooters legs must be completely past the corner pocket.
14. The Shooter may make as many attempts as necessary to strike the Object ball with the Cue ball, until the Judge declares the Object ball to be dead.
15. Play continues with Shooters alternating between the two teams, taking their turn in the Order of Play established at the beginning of the Game (and recorded on the Scoreboard), until a player loses a Life. Once this occurs, Service begins with the next Shooter

(specifically, the next player after the one losing the Life, on the opposing team) acting as the Server.

Losing a Life

16. *The Prime Directive*: If the Object ball comes to a halt before the Shooter is able to hit it, the Shooter loses a Life.
17. The Object ball must always travel at least 6 inches (one rotation) after being struck by the Cue ball. If it doesn't, the offending Shooter loses a Life.
18. If any player leaves a body part on the surface of the table (or very close to it), such as a hand (for example, the next Shooter hoping to rapidly grab the Cue ball), and the Shooter hits him with the Cue ball, that player loses a Life. In general, *any* interference with the Object ball in any way results in a loss of a Life by the player causing said interference.
19. If the Shooter shoots the Cue ball from the side of the table, *and* hits the Object ball, the Shooter loses a life.
20. If the Object ball is struck in such a way by the Cue ball that it leaves the table, the Shooter loses a life.
21. At least one of the Shooters legs must be in contact with the floor when making a shot. Otherwise, the Shooter loses a Life. In the case that that one leg is past the corner pocket (see rule 13), the leg at the end of the table is the one that must be touching the floor.
22. If the Object ball is sunk into a legal pocket (see [closed corners](#)), the *previous* Shooter loses a Life. EXCEPTION: If the next Shooter has been able to, or is deemed by the Judge as being able to, grab the Cue ball before the Object ball enters the pocket, that Shooter loses a Life.
23. If a player takes his turn out of order, AND this situation is detected by the Judge, the Linesman (if any), the Scorekeeper (if any), or a member of the opposing team (and subsequently corroborated by the Judge), a member of the offending team chosen by the Judge (preferably the one most responsible for the confusion) loses a life.

Losing a Player

24. When a player loses all three of his/her Lives, that player is out of the Game. Play order is adjusted accordingly.

Winning the Game

25. When a team loses all of its players, the Game is over, and the surviving team wins.
26. It is customary for the players of the losing team to buy each player of the winning team a beverage; one house rule dictates that the choice of beverage is left to each player on the losing team, however.
27. It is also customary for the Captain of the losing team to buy each official a beverage of the official's choice.

Other Play Restrictions and "Combat Crud"

NOTE: "Combat Crud" is a full body-contact version of Crud that can result in painful, crippling, and yes, even life-threatening injuries, and is not recommended. As such, the following rules **do not apply** to Combat Crud. You have been warned.

27. The Cue ball must not leave the playing surface. Should this occur, the Shooter loses a Life.
28. Players may not walk on the table, unless it is permitted by local custom (for example, Combat Crud tables are surfaced with indoor/outdoor carpet) and specifically permitted by the Judge.
29. While taunting one's opponent is legal and often encouraged, players may not physically interfere with each other. Inteferece calls may result in the Judge warning the offender, or removing a Life. (In "Combat Crud", you may interfere with the Shooter, **but only while he is attempting to get the Cue ball**. Holding using the hand(s) and arm(s) is not allowed, but body pinning, tripping and hip checks are. Once the Shooter is in possession of the Cue ball, interference must cease).

The Last Word

30. The Judge may interpret these rules as he/she sees fit, and modify or extend them within reason as local circumstances dictate.
31. The Judge's rulings are FINAL.



Definitions

Shooter

The player whose turn it is to pick up the Cue ball and shoot it at the Object ball.

Server

The first Shooter.

Receiver

The next Shooter.

Near end

The end of the pool/billiards table the Server stands at.

Far end

The end of the pool/billiards table the Receiver stands at.

Dead

Refers to the Object ball's state once it has stopped moving, has ended up in a pocket, or leave's the playing surface. A dead Object ball results in a loss of Life.

Closed corners

The corner pockets on the near end of the pool/billiards table. Closed corners are generally not playable/not permitted by the Judge if the table is small (ie. the table at Crackers). A Shooter who sinks the Object ball in a closed corners loses a Life.

Drop ball

When the Shooter's shot is primarily in the vertical plane, that is, it consists of dropping the Cue ball on the Object ball.

Ghost player

The Ghost player has three lives, but these are the first three lives a team loses, regardless of which real player on the team loses the life or lives.

Many thanks to Steven Bowles for researching the orgins of the game, and Rory McLeod for his review and suggested changes

© Copyright 2001, Will Read. Reproduction without expressed permission by the author is strictly forbidden.

Version: 1.1

Date: 31 December, 2000

[back to [contents](#)]

AIRCRAFT INCIDENT REPORT

WE HIGHLY RECOMMEND YOU DO NOT SPEAK TO ANYONE FROM THE PRESS

IMMEDIATE ACTIONS:

- **ASSIST THE INJURED**
- **CONTACT 911/EMERGENCY RESPONSE TEAMS**
- **CONTROL THE SCENE. REMOVE NON-ESSENTIAL PERSONELL**

Pilot Name:	Call Sign:	Aircraft Type:	Aircraft Tail Number
Date and Time of Incident:	Location of Incident:		Duration of Flight:
Aircraft Altitude and Airspeed:	Formation participants:		Passenger Name:
Flight Conditions (weather, turbulence, winds):			
Description of Event:			
Description of Damage and/or injuries (if applicable):			
Signed:	Contact Phone Number:	Address:	E-mail:

Please make a copy of this report for your records and insurance company. This document will not be shared with the general public or the press. We will not share this information with the FAA unless you have given us specific permission to do so.

ORGANIZER: INDIVIDUALS EVENT FEES PAID? YES / NO



RPA CLINIC ARRIVAL REGISTRATION

Please insure you have registered a credit card with the FBO on arrival for fuel!

PILOT INFORMATION:

NAME (FIRST/LAST): _____

CALL SIGN: _____ AIRCRAFT TYPE: _____

CELL: _____ EMAIL: _____

NAME OF HOTEL STAYING IN: _____

CURRENTLY AN RPA MEMBER? YES / NO (CIRCLE ONE)

CIRCLE ALL THAT APPLY:

- | | | |
|---|---------------------------|--------------------------|
| FAST WINGMAN | FAST FLIGHT LEAD | FAST CHECK PILOT |
| RPA FORMATION IP | RECOMMENDED FOR CHECKRIDE | PRIOR MILITARY FORMATION |
| SOME FORMATION TIME | NO FORMATION TIME | I WANT FAST TRAINING |
| AEROBATIC EXPERIENCED
<small>(LOOP, BARRELL ROLL, CLOVERLEAF, CUBAN 8)</small> | NO AEROBATIC EXPERIENCE | I WANT AEROBATICS TRNG |

WHAT ARE YOUR TRAINING OBJECTIVES IF ANY AT THIS CLINIC? _____

All pilots must read the following and sign:

The RedStar Pilots Association Owners Gathering and Fly-In is not an airshow event and we take ABSOLUTELY no liability, or responsibility, for your ("the publics") safety, health and mental or physical well-being while you are here at our event. By being here and signing this document, you agree to HOLD HARMLESS and take no legal action against the Officers, Agents, Staff, Employees, Volunteers, Pilots and Aircraft Owners of the RedStar Pilots Association and agree these parties have NO legal or morale liability or responsibility for your safety, health and mental or physical well-being. You agree to give up and take no legal action against us due to your experience at this event. We are a private event on public land, by signing below you agree to the above statement and HOLD HARMLESS the RedStar Pilots Association, its members, volunteers, officers or staff.

It is understood and agreed that the **Pilot** will act as Pilot-In-Command of his/her aircraft at all times during any and all activities while at this event. This includes during all dual instruction regardless of who is operating the aircraft at that particular moment. The Instructor's sole function is to provide Aerobatics, Unusual Attitude Recovery, Spin, or Formation Training. The Instructor will not assume the responsibilities of Pilot-In-Command at any time. The **Pilot** is responsible for determining that the aircraft is airworthy and properly maintained and that all required paperwork and equipment are on board the aircraft.

PILOT OR ATTENDEE SIGNATURE: _____

DATE SIGNED (dd/mm/yyyy): _____

RPA HOLD HARMLESS AGREEMENT AND TRAINING REGISTRATION