

EAA 292 Simulator Use Policy

Scope

This policy governs the Redbird FMX and the Elite RC-1 simulators:

- Access to the simulator room
- Using the simulator room
- Who can use the simulators
- Training new simulator users
- How to use the simulators
- Cost of simulator time
- Purchasing simulator time
- Free simulator time for EAA 292 chapter members

Information about simulator administrators and enrolled instructors is posted on the bulletin board in the chapter meeting room and on the website (<https://www.eaa292.org>).

Questions, squawks, and suggestions

Any questions, concerns, squawks, or suggestions related to a simulator, the simulator room, or to simulator policies or operations should be brought to the attention to any member of the simulator committee, placed in the suggestion box outside the sim room, or sent to the email account at eea292simroom@gmail.com.

Definitions

EAA 292 member in good standing: A person who is a member of EAA Chapter 292 and who has paid their dues.

Enrolled instructor: A flight instructor can be “enrolled” to instruct either on the Redbird or the Elite or both. An *enrolled instructor* is person who is:

- a. an EAA 292 member in good standing, and
- b. a holder of a current flight instructor certificate, and
- c. who has a simulator control computer account, and
- d. is proficient in the use of that simulator for the purposes of flight instruction.

Access to the simulator room

All EAA 292 members in good standing are eligible to access the simulator room. To gain access:

1. Install the TTLock (<https://www.ttlock.com>) application on your smartphone for the simulator room door lock. If you don't have or don't want to use a smartphone, you will be given an individual passcode.
2. Contact a simulator administrator or simulator committee member for access.

Using the simulator room

The primary use of the simulator room is to provide a quiet environment in which to use the simulators or to receive instruction.

The room may also be used for small meetings and instructional purposes unrelated to the flight simulators. **But please do not do anything that would distract those using the simulators.**

There are three clearly labeled computers in the center of the simulator room:

- Computer 1 is the Redbird control computer and instructor station. It is to be used only to control the Redbird simulator
- Computers 2 and 3 are available for other purposes such as training, research, etc.

Who can use the simulators

The flight simulators are provided for the benefit of EAA 292 chapter members in good standing.

Short simulator demonstrations (by an EAA 292 member) for non-members are permitted. If you demonstrate the simulator to someone, and that person purchases simulator time because of your demo, you may be eligible for a simulator time credit:

- Two hours if someone joins EAA 292 and purchases simulator time
- One hour if someone who is already an EAA 292 member purchases simulator time

Contact a simulator administrator or simulator committee member for details.

Training to use the Redbird FMX simulator

When someone buys their first block of simulator time (no matter what amount), one additional hour of simulator time will be placed in their account for initial training. That is, if someone buys 10 hours of time, they will be credited with 11; someone buying 50 hours of time will be credited with 51.

A new sim user will be provided with a Windows login on the simulator control computer and a corresponding account in the simulator control program. The sim control program account will be credited with the purchased time (and the additional hour for training). This initial training is *not* flight instruction: it is training in how to use the simulator itself.

The new sim user contacts a “trainer” for an initial training session. The new sim user (with assistance from the trainer) logs in to the sim control computer using his or her own credentials. The trainer approves the login (to the sim control computer) and provides the initial sim training. When the trainer considers the new user adequately trained, he or she marks the trainee as “checked out” (to the sim control program) to use the simulator unsupervised.

If the required training takes more than the hour allotted, the new user will be using his purchased time to complete the training under the supervision of the trainer.

Redbird FMX trainers

Trainers should be individuals who are competent in using the Redbird simulator, including all required user tasks, and who are willing, and have some time, to share that knowledge with others.

Trainers are expected to have the following qualifications to provide training:

- Be a certificated pilot
- Have at least 5 hours of experience using the simulator, including at least 1 hour in the last 90 days
- Be competent to demonstrate each of the tasks listed on the *Training Syllabus*
- Be willing to have his or her name and contact information on the EAA 292 website as a trainer
- Be willing to provide training at no cost to at least one new simulator user per month

Anyone wishing to be a trainer is encouraged to contact one of the sim committee members for more information.

How to use the Redbird FMX and Elite RC-1 simulators

Using your own simulator account

Each of these simulators is controlled by a control computer that is also the instructor station.

You must have an account on the control computer (of the simulator you want to use) to use the simulator on your own.

To get a control computer account:

1. Purchase a block of at least ten hours of time on the simulator you want to use (price list below)
2. Contact a simulator administrator to create a control computer account, and (for the Redbird FMX) to get a Flight Circle account for simulator reservations
3. Receive one to two hours of training in the use of the simulator. This is not flight instruction: it is training in how to set up and use the simulator itself. If you have a preferred instructor who is, or who wants to become, a member of EAA 292, your instructor can be trained at the same time.

Once you've done that you are free to use the simulator, either by yourself or with an instructor. Be sure to read the document *Logging time in a simulator* about how simulator time can be logged and used.

Letting someone else use your simulator time under your account

You are free to let another chapter member use the simulator (using the time you purchased), but:

- **You must login** to the simulator control computer yourself, and
- **You must be present** while the other person is using your simulator time

If you are an enrolled instructor, you are free to purchase block simulator time on behalf of students who are EAA 292 members in good standing, and to re-sell that time to them in whatever increments and at whatever price you choose. But **you must be present** while your student is using the simulator under your account.

Exception to selling simulator time: Some EAA 292 members (original Elite RC-1 simulator donors) were credited with 500 or 1000 hours on the Elite RC-1 simulator; this simulator time may not be sold.

Reserving time on the simulators

There is no calendar or other reservation system for the Elite RC-1 simulator.

There is a Flight Circle (flightcircle.com) reservation system available for the Redbird FMX simulator. Walk-in use of the Redbird FMX is permitted, but reservations take precedence.

Cost of simulator time

Purchases of simulator time are not refundable.

Purchasing 100-hour blocks of time

Purchasing a 100-hour block of time for either simulator includes a lifetime EAA 292 membership.

Time purchased in a 50- or 100-hour block may be shared by all members of a single household; all household members will share a single control computer account.

Elite RC-1

Time for the Elite RC-1 is sold according to the following schedule:

Hours	Regular price	Youth (19 and under) price
10 (individual)	\$150	\$75
50 (family)	\$500	\$250
100 (family)	\$1000	N/A

Redbird FMX

Time for the Redbird FMX is sold according to the following schedule:

Hours	Regular price	Youth (19 and under) price
10 (individual)	\$400	\$200
50 (family)	\$1500	\$750
100 (family)	\$3000	N/A

Purchasing simulator time

Paying by check

Simulator time may be purchased by using a check payable to EAA 292. Checks may be placed in the mailbox in the club hangar or given or mailed to the EAA 292 treasurer. Please indicate clearly:

- The simulator for which you are purchasing time
- How much time you want to purchase
- To whom the simulator time should be credited

Paying by credit card

Simulator time can also be paid for by credit card; a credit card processing fee of 2.85% will be added automatically. Please contact a simulator administrator to arrange to pay by credit card.

Transferring simulator time

If you have purchased simulator time for yourself, you may transfer some or all that time to youth simulator account holder. The number of hours credited to the youth account will be based on the price of youth simulator time. (Example: Adult buys time for \$40/hour and transfers 1 hour to youth. The youth will be credited for \$40, which is 2 hours at youth rate.)

Please contact a simulator administrator to perform the transfer.

Free simulator time

Every year each EAA 292 chapter member in good standing receives a credit of 1 hour of simulator time for the purposes of receiving flight instruction. Up to two hours may be accrued.

1. Arrange with an enrolled instructor with an EAA 292 simulator account to do your instruction.
2. The cost of ground and flight instruction (but not simulator time) are your responsibility.
3. The instructor will login to the simulator using his or her simulator account.
4. Do the dual instruction.
5. Have the instructor sign off the instruction time in your logbook.
6. The instructor sends a picture of the logbook entry to a simulator administrator.
7. A simulator administrator will credit the logged "flight" to the instructor's account.