

Safety Stand Down Fact Sheet

Minnesota Soaring Club pilots have thermaled in the pattern on multiple occasions this year. Separately, there was a midair collision between the MSC tow plane and a glider. Accordingly new policies were implemented which were detailed in your Safety Stand Down training. They are repeated here to increase retention—and will be reviewed by the FOO at the start of the soaring afternoon.

1. Gliders are to fly in the landing pattern box only when transitioning into the pattern or landing. The box is centered on the airfield, and has 2 mile sides with a 2500' MSL (1500' AGL) top.
2. FOO to brief pilots about landmarks of pattern box (and any other relevant information) at start of non-instructional operations. FOO's can include other briefing information such as theoretical failure/problem of the day.
3. Pilots below 3,000' MSL advise CTAF of their location and intent when within 2 miles of center of airport—as radio chatter allows. This is a good neighbor and maximum visibility policy.
4. Monitor the CTAF (122.8) when flying within 5 miles of KSYN.
5. On release from tow the glider to turn 45 degrees and keep the tow plane in sight until separation is achieved.
6. Recognize that due to sink there may be less vertical separation than anticipated.
7. Radio communication with the tow plane after release: “Piper five-seven-niner glider eight-three Mike November has released and will thermal here (or head north, etc...)”
8. Tow pilots shall limit their towing turns to 30 degrees angle of bank, except for training when requested by a flight instructor.
9. Tow pilots may not thermal while towing.
10. Pilots are encouraged to release only in level flight, may release in a left hand turn, and may release in a right hand turn only in a situation where safety demands.
11. If a glider pilot wishes to return to a thermal for release, radio the tow plane and request this.
12. All tow pilots will receive a glider ride with an instructor to familiarize them with glider flight and glider tows.