

Rules of the Aerominati

If you are also a cyclist you will know of the book by the Velominati called 'The Rules – The Way of the Cycling Disciple'. This sets out, mostly jokingly, the rules for the serious rider, especially rules 5, 9, 12. (See end). For those who think that cycling is a serious waste of good flying time, I propose the following aeromodelling equivalent.

- Rule 1: Never reveal the cost of a model to anyone who is not a modeller.
- Rule 2: Obtain some 'half-price sale' stickers to attach to the box when you take it home.
- Rule 3: Set your priorities. When the weather is right, flying is always more important.
- Rule 4: Always be casually deliberate.
- Rule 5: Free your mind and the sticks will follow.
- Rule 6: Hats must be worn peak forward.
- Rule 7: Never blame the crosswind.
- Rule 8: It is never too cold to fly. Toughen up.
- Rule 9: The correct number of models to own is $N+1$. N is how many you already own.
- Rule 10: The models inside your car must be worth more than the car.
- Rule 11: If the canopy is transparent there must be a pilot.
- Rule 12: Never miss a chance to encourage newcomers.
- Rule 13: Take your turn with help or training.
- Rule 14: Never say the four letter word ending in 'k' - the one that starts with a 'w'.
- Rule 15: Never say any variation of 'At my age...' or worse 'At your age...'
- Rule 16: Never give up trying to improve.
- Rule 17: Don't hit people who say, 'We've all done it'.
- Rule 18: If you have any doubts about the model, don't fly.
- Rule 19: Take-offs are optional. Landings are mandatory.
- Rule 20: Fly the same circuit as everyone else.
- Rule 21: There is no such thing as too many shelves.
- Rule 22: Garages are for workshops not cars.
- Rule 23: Accept the teasing. Those who give it must take it.
- Rule 24: Always have the right tools, propellers and glue with you at the field.
- Rule 25: You don't correct mistakes by doing it exactly the same way again.
- Rule 26: Never show your dismay when you crash.
- Rule 27: Don't litter. Always pick up all the bits.
- Rule 28: Biscuits are for sharing, especially cinnamon waffles.
- Rule 29: If two people give you opposite opinions they are probably both wrong.
- Rule 30: A crashed model is always further away than you think.
- Rule 31: Always finish, so you never leave an unfinished job to be forgotten.
- Rule 32: Shout for help **before** it's too late.
- Rule 33: Simplificate and add more lightness.
- Rule 34: Don't talk to anyone while you assemble your model.
- Rule 35: Never have a model as a present. It causes problems when you crash it.
- Rule 36: Unless it is large or close, never take your eyes off your model.

Velominati rules

- Rule 5: Harden the f*** up.
- Rule 9: If you are out riding in bad weather, it means you are a badass. Period.
- Rule 12: The correct number of bikes to own is $n+1$.

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