

Statutes of the 1st Aerial Battalion

I. Code of Honour

Art. 1.1

We are members of a squadron, and conduct ourselves as such. Individual glory-seeking and egotism have no place in the AB1. In all things the mission of the squadron and one's squad mates must come first.

Art. 1.2

Absolutely no hacking is allowed. Hacking is essentially using modifications to the game program, using illegal keystrokes, or in any way modifying your plane or the environment to gain an unfair advantage.

Art. 1.3

Absolutely no vulching is allowed. Vulching is what it sounds like -- being a vulture, and stealing someone else's kill. All AB1 pilots must also abide by all server rules, in both open and tournament servers.

Art. 1.4

Outside of tournament play, enemy aircraft which have been involved in collisions or which have suffered severe damage due to hostile fire must be given the opportunity to safely exit from combat and return to base. Damaged enemy aircraft which press on an attack after such an opportunity has been granted are considered fair game.

Art. 1.5

Always salute an opponent by whom you have been bested on the field of combat, and those whom you have defeated. Salute upon entering servers, and upon exiting. Salute, salute, salute. It is always a good route.

Art. 1.6

Apologize for collisions, even if the other pilot was clearly at fault.

Art. 1.7

Do not engage in flame wars or offensive speech in open chat. Report all deviant behavior of pilots to HQ, who will then take up issues with server ops.

Art. 1.8

Do nothing which might draw dishonour to the 1st Aerial Battalion. In all things conduct yourself as an officer and a gentleman.

Art. 1.9

Infractions of this code of honour will be met with a public reprimand. Repeated offenses will be considered by HQ, and may result in suspension, and/or dismissal from the squadron.

Art. 1.10

Remember that Red Baron, Rise of Flight and all other games are just that, games, and that we are here to have fun! Never forget that there are real flesh-and-blood humans at the other end of your network connections!.

II. Headquarters

Art. 2.1

Headquarters must consist of active members of the AB1, these are supposed to lead the squadron, care about internal relations between officers, between the squadron and any other squadron flying RoF, maintain good relationship with the Alliance, organize public or private events and secure all traditions and standards of the 1st Aerial Battalion.

Art. 2.2

The HQ is responsible for visibility of the AB1 in the field of virtual squadrons, for its reputation. Therefore, the HQ must watch behavior of cadets and members of the squadron especially on public servers, possibly on official forums, and standardize the Code of Honor mainly during the early stage of flight training of cadets.

Art. 2.3

The High Command deals with any negative consequences emerged from the Code of Honour.

Art. 2.4 Duties and Responsibilities

Positions in the HQ do not require any specific rank, except of the TO.

The high command consists of the Commanding Officer and the Executive Officer. Each of the function can be held by one member maximally in two subsequent terms and then with minimally one term break, during which the pilot still can be member of the HQ.

COMMANDING OFFICER (CO)

Represents the squadron in public relations, is its spokesperson, is the head of the high command. The CO must be fluent in English, as English language is the main language of the squadron used for communication and on inter-squad meetings. The CO must not harm public opinion of AB1, or detract from the well being of the squadron.

EXECUTIVE OFFICER (XO)

Is a depute to the Commanding Officer, takes his role whenever the CO is not able to do so. The XO has the same rights as the CO and together form the high command.

TRAINING OFFICER (TO)

Training Officers are appointed by the high command. The TO will indoctrinate new members of the squadron, schedule training, perform performance evaluations, and recommend promotions to the HQ. A TO will be a Lieutenant/ Flight Lieutenant or greater in rank. The TO should have at least a basic knowledge about theory of flying.

RECRUITING OFFICER (RO)

The RO is responsible for visibility of the squadron in official forums, advertise the AB1, sticks posters and communicates with possible applicants to the AB1. Knowledge of English language is required.

OPERATIONS OFFICER (OO)

This is not a compulsory position in the HQ, the OO is delegated from officers of the AB1 by the high command, is responsible for any consequences emerged from participation in an online event and for foreknowledge of members of the AB1 of any information that is required in order to be involved in the particular event.

Art. 2.5

Same person can not hold both CO and XO functions.

Art. 2.6

Attendance in online events has always been a priority for the AB1 and it requires activity of the whole HQ. The whole HQ must agree on a participation in an online event and the HQ selects (not necessarily) one officer who is temporarily assigned to a position of Operations Officer, holds this function till the end of the event.

Art. 2.7

The high command must be elected by active members of the AB1. (further “members”)

Art. 2.8

The elections of the high command are announced twice a year on the 1st of March and 1st of September. During the first three days all members have the right to recommend one member or themselves to each function to a list of adepts, in a topic created in the HQ board, and in this term the nominated adepts must express consent with their nomination in order to be listed.

The topic with nominations and confirmations of adepts must not contain any other content than nominations and confirmations, otherwise the member who breach this rule and doesn't delete the invalid content will be banned from the elections.

On the fourth day of the month when the elections were announced, a member of the HQ creates a poll in forum with all the adepts listed. The form must be kept as is shown below with members lined up in alphabetical order.

Example:

Adepts for a function of Commanding Officer for [add term]:

Allan

Betty

Charlie

Adepts for a function of Executive Officer for [add term]:

Andy

Betty

Carl

Art. 2.9

The poll must be opened for 48 hours during which members can vote for one pilot for each function. When the poll is over, the elections are finished and the poll must remain in forum forever.

Member with the highest number of votes wins the election.

Art. 2.10

In case the results are tied, the elections are held again with maximum three days delay.

Art. 2.11

During the next two days after the end of elections the CO of the previous term must announce results of the elections on a visible place in forum.

Art. 2.12

Function of the newly elected high command begins on the day when the elections ended. The previous high command has only administrative duty as is said in article 10 and loses its function on the day when the elections ended.

Art. 2.13

If one half of number of the pilots that voted raise an objection, new elections must be announced and held maximally one week after the end of the previous elections. These elections are subject to the same rules listed above.

Art. 2.14

Functions except the high command fully subject to the authority of the high command.

Comment: The high command knows who is able to fulfill the rest of the functions of the HQ and it must be a qualified person, therefore public elections would make no sense.

Art. 2.15

Suggestions for a change in the Statutes must be announced in the HQ board in forum where the HQ opens a poll.

Changes in the Statutes are allowed only with consent of at least half of the members of the 1st Aerial Battalion listed in roster on the web site of the AB1.

All changes of the Statutes must be described and noted at the bottom of this document, in Chapter V.

Art. 2.16

The Headquarters have the right to dismiss a pilot, who is member of another squadron, from the AB1.

III. Promotions and ranking system

Art. 3.1

Ranks of the RNAS are the following, from the highest to the lowest:

Squadron Commander
Flight Commander
Flight Lieutenant
Flight Sub-Lieutenant
Warrant Officer

Ranks of the RFC are the following, from the highest to the lowest:

Major
Captain
1st Lieutenant
2nd Lieutenant
Warrant Officer

Art. 3.2

A pilot, who sends a sign-up form to the HQ is automatically assigned to a status of Cadet. Cadet is not a full member of the 1st Aerial Battalion. The cadet's uniform must look like the example below:

AB1 Name_Cdt

Art. 3.3

During change of game platform, ranks of all members of the AB1 must be lowered to Cadet.

The change of the game platform occurs when more than two thirds of the members of the AB1 move to a new game platform. Requirements for promotions must be then adjusted to specific requirements of the particular game platform.

Art. 3.4

After change of the game platform, a temporary HQ must be elected, as is described in article 17.

Since a new temporary HQ has been elected, articles 5., 7., 8., 9., 10., 11. are invalid, until the nearest proper elections.

Art. 3.5

The temporary HQ consists of the following functions, while all of them are subject of the first elections since the change of the game platform. The HQ has no vertical structure.

TRAINING OFFICER (TO)

TOs are supposed to care about new members to the squadron, they are usually those who first take a cadet into the air. The TOs organize trainings and are responsible for basic/continuous flight training. The TOs evaluate pilots of the AB1 and propose their promotion to the HQ. The TO should have at least a basic knowledge about theory of flying.

RECRUITING OFFICER (RO)

The RO is responsible for visibility of the squadron in official forums, advertise the AB1, sticks posters and communicates with possible applicants to the AB1. Knowledge of English language is required.

OPERATIONS OFFICER (OO)

The OO is responsible for any consequences flow from participation in an online event and for foreknowledge of members of the AB1 of any information that is required in order to be involved in the particular event.

The HQ deals with internal issues and public relations as a whole.

Art. 3.6

All promotions must be first suggested and justified in the bunker of the HQ so that all members of the HQ can consider the promotion.

Promotion in rank must be confirmed at least by the High Command and the TO in order to be announced.

Promotion in function must be confirmed by the whole HQ in order to become effective.

Art. 3.7

Promotions must be announced on a visible place in forum by the High Command and must contain the following information:

Name and a new rank of particular pilot.

Date when the pilot executed the prerequisites for the promotion with information about the course of the examination.

The promotion must be announced in the upcoming release of the London Gazette.

Art. 3.7

Pilot can be promoted in rank only after compliance with requirements (further “exams”) for particular rank. The exams are held every second Wednesday in a month, twelve times a year. The TO, eventually the High Command, must announce exact date of the exams at least one week before the exams in forum.

Art. 3.8

The exams are divided into fighter pilot’s examination and bomber pilot’s examination. In order to receive permission to make fighter pilot’s examination, previous fighter pilot’s examination is a prerequisite, except of examinations to a rank of WO. The same applies for bomber pilot’s examinations.

Art. 3.9

A pilot, who has already successfully passed one type of examination (i.e. fighter pilot’s) and successfully passed the other type of examination as well (bomber pilot’s here), receives a certificate about his qualification in the particular branch and this fact will be taken into consideration during promotion to functions.

Art. 3.10

Requirements for fighter pilots, with full-real settings, always starting from an airfield with an allied aircraft, perform the following:

Warrant Officer

The following tasks must be performed with two types of fighter aircraft – one with rotary and second with in-line engine:

- a) Successful takeoff and landing within an airfield.
- b) Climb to 1km/3000ft ALT and steep dive to ground (blip switch, sideslip and engine management).
- c) Basic maneuvers: roll, loop, combat turn, chandelle

The following with one type of fighter aircraft:

- d) A flight under a bridge.
- e) Formation flight (echelon), turn in formation
- f) Navigational flight with one waypoint (target), rendezvous with a friendly aircraft above the target at 1500m/5000ft ALT. Distance to target is minimally 25km. After rendezvous, pilot leads the friendly aircraft back to base.

Flight Sub-Lieutenant / 2nd Lieutenant

- a) Advanced aerial maneuvers: barrel roll, scissors
- b) Three static enemy vehicles destroyed by forward-firing gun with max. five approaches (ground attack).
- c) Successful aerial combat against a cadet or recently promoted WO (or higher) in equal enemy aircraft, downed with forward-firing gun.
- d) Successful aerial combat with a wingman (flying the same aircraft, piloted by cadet or recently promoted WO) against equal enemy fighter aircraft, piloted by any other pair of pilots on a public server with high difficulty settings, The Syndicate for example. The pilot actively communicates with his wingman.

Flight Lieutenant / Lieutenant

- a) Successful aerial combat against an enemy heavy AI twin-engine bomber aircraft (average skill) without serious damage of own aircraft.
- b) Successful aerial combat at medium height with altitude advantage against a pair of pilots on a public server with high difficulty settings, The Syndicate for example. In assistance of an AB1 pilot who confirms the kills.
- c) Static enemy AAA and vehicle destroyed with forward-firing gun with max. four approaches (ground attack).

d) Streak on the Syndicate server higher than 6, the streak reached in the past also counts.

Flight Commander / Captain

a) Successful aerial combat with altitude disadvantage and a wingman piloted by WO/FSL against a pair of superior enemy aircraft piloted by FSL/FL (energy fight, communication).

b) Considerable experience in leading a fighter group, level bombing in a group, multiple successful sorties during online campaigns or aerial operations.

Squadron Commander / Major

This rank belongs to a pilot who was elected to a position of Commanding Officer.

Art. 3.11

Requirements for bomber pilots, with full-real settings, always starting from an airfield with an allied aircraft, perform the following:

Warrant Officer

a) Successful take off and landing with bombs within an airfield.

b) A balloon downed from pilot's and rear gunner's seat (TO is piloting).

c) A flight under a bridge.

d) Climb to 1km/3000ft ALT and steep dive to ground level (engine management).

e) Formation flight (echelon, column), turn in formation

f) Air combat against an obsolete enemy fighter (TO piloting the bomber, Cadet gives information about the enemy's location and shoots from the rear seat).

g) Enemy camp site destroyed (burned) by two light bombs (dive bombing).

h) Two static enemy vehicles destroyed with forward-firing gun with max. six approaches (ground attack).

Flight Sub-Lieutenant / 2nd Lieutenant

a) Navigation flight with two waypoints, total distance minimally 50km.

b) Successful reconnaissance mission with a camera or artillery spotting mission.

c) Successful air combat against an obsolete enemy fighter (TO piloting the bomber, WO firing from rear gunner's position and giving information about the enemy's location).

d) Static enemy AA machine-gun destroyed with forward-firing gun with max. two approaches (ground attack).

e) Static enemy AAA and vehicle destroyed with forward-firing gun with max. four approaches (ground attack).

Flight Lieutenant / Lieutenant

a) Tight formation flight (echelon), climb and dive in formation (TO is the flight leader).

- b) Three moving enemy tanks destroyed with bombs with max. 4 approaches (dive bombing).
- c) Navigation flight with three waypoints without preparation, second waypoint is target. Distance to the target is minimally 30km.
- d) Successful level bombing with one pass over the target, target hit at least from 1500m/5000ft ALT. ALT of the target and wind (at least 1m/s) must be known. Maximal number of bombs dropped on the target during one pass is two.
- e) Successful air combat against an obsolete enemy fighter piloted by WO or higher, the bomber pilot has altitude advantage and shoots the enemy down with forward-firing gun.

Flight Commander / Captain

- a) Successful air combat with a wingman (piloted by WO/FSL) against two obsolete enemy fighters (piloted by WO/FSL), enemy downed by forward-firing guns.
- b) Considerable experience in leading a bomber group, level bombing in a group, multiple successful sorties during online campaigns or aerial operations.

Squadron Commander / Major

This rank belongs to a pilot who was elected to a position of Commanding Officer.

Art. 3.12

Pilot can attend an examination only if he/she actively participated on squadron trainings during last month. Attendance on at least five trainings during the previous month is required.

IV. Forum management

Art. 4.1

Members of the HQ have administrative rights in the forum. This fact is connected with member groups/permissions in the forum and moderation. The HQ is responsible for management of the forum.

Art. 4.2

The HQ divides users of the forum into the following user groups:

GUEST

Can see only the General Category.

REGULAR MEMBER

Is registered to the forum, can see the same as guest plus section Cadet in Squad Only.

CADET

Has access to General Category, Squad Only except of HQ and the latest sections dedicated to online events.

RNAS/RFC

Has access to General Category, Squad Only, RNAS/RFC Flight Board, Archives and the latest sections dedicated to online events.

RNAS-WC/RFC-WC

Same as RNAS/RFC plus access to the War Council

RNAS-HQ/RFC-HQ

Has access to all parts of the forum

ALLIANCE

Has access to General Category, sections Cadet, Czechoslovak Wing, North American Wing and the latest sections dedicated to online events.

ALLIANCE-HQ

The same as RNAS-WC/RFC-WC except of Archives and section HQ.

V. Amendments

May 3rd 2012

The Statutes of the 1st Aerial Battalion are valid. Final amendments were made by Richard and Vasek.

May 24th 2012

The Statutes of the 1st Aerial Battalion become effective with consent of more than two thirds of members of the 1st Aerial Battalion listed in roster.