

FPV RULES:

1. Tag the FPV frequency you would like to use on the frequency board
2. Before plugging in a craft with an FPV system, check that no one is flying FPV.
3. Check to see if anyone else is about to turn on their FPV system.
4. Turn on your aircraft with FPV (ensure no one is flying) and switch to the proper channel.
5. If there are multiple people flying FPV, try to coordinate to fly together or once they have landed.
Taking off while someone is flying far away can cause interference.
6. Use a spotter to make sure you are not interfering with other aircraft, and to help locate your plane in case you lose FPV connection.
7. FPV systems are very sensitive, if someone is flying FPV, do not fly or walk by them within 15' with an active video transmitter; even if you are on a different channel, this will create very strong interference with their system.

GROUP	RACEBAND	FATSHARK	WIDE BAND	BOSCAM A	BOSCAM B
GROUP A	R7 - 5880	N/A	E5 - 5885	N/A	N/A
GROUP B	R6 - 5843	F6 - 5840	N/A	A2 - 5845	B7 - 5847
GROUP C	R5 - 5806	F4 - 5800	N/A	N/A	N/A
GROUP D	R3 - 5732	F1 - 5740	N/A	A7 - 5745	B1 - 5733
GROUP E	R2 - 5695	N/A	E1 - 5705	N/A	N/A
GROUP F	R1 - 5648	N/A	E3 - 5665	N/A	N/A

USE A CLOTHESPIN TO MARK THE FREQUENCY GROUP YOU WISH TO USE, AND CHOOSE 200mw OR 600mw
DO NOT FLY 600 MW WHEN OTHERS ARE FLYING 200 MW
YOU MUST HAVE AT LEAST 40 MHz DIFFERENCE BETWEEN CHANNELS TO AVOID INTERFERENCE