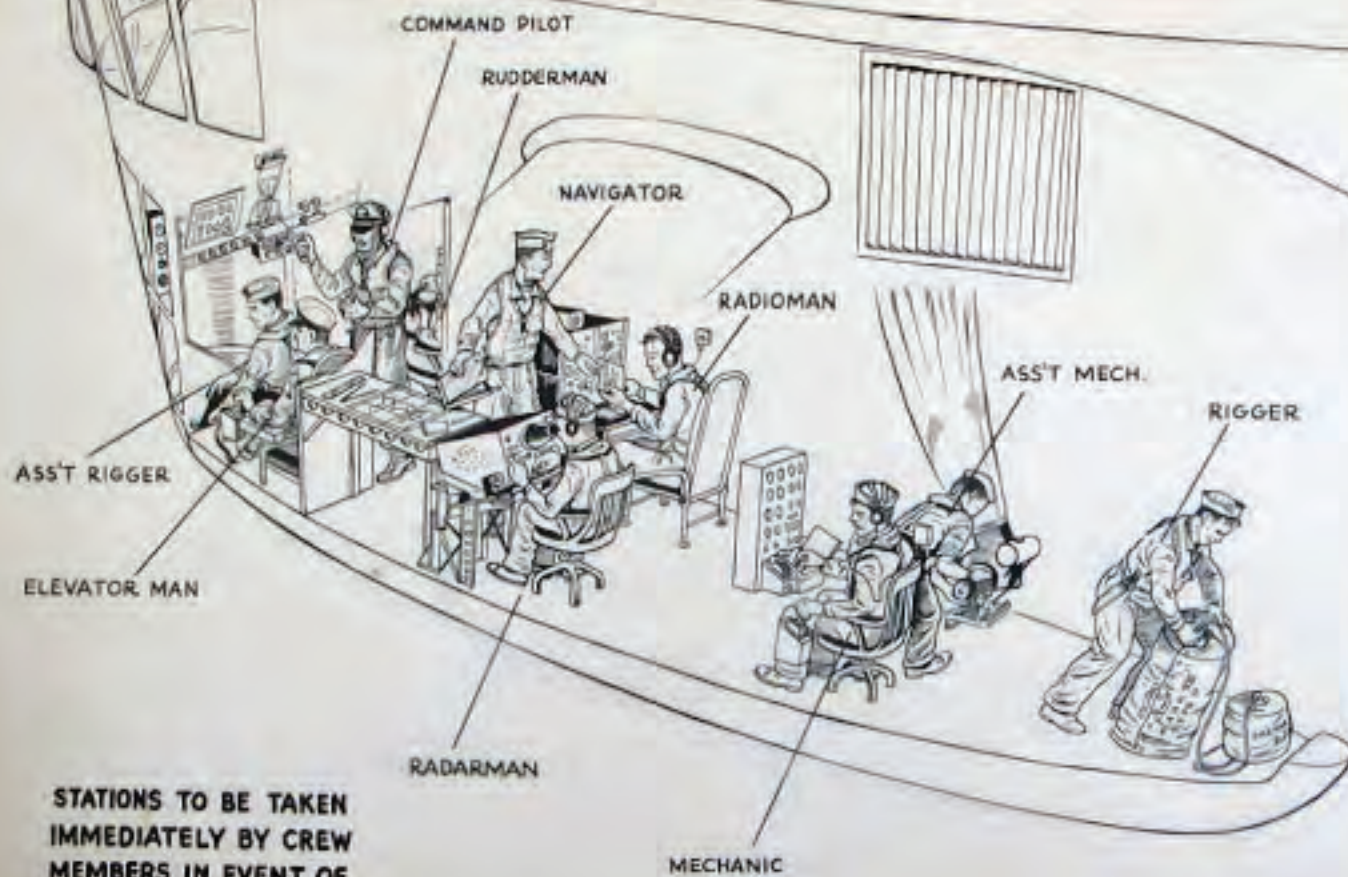


Flight Emergency
BILL

1. ENGINE FAILURE



AIRSHIP FLIGHT EMERGENCY BILL

1. ENGINE FAILURE

A. COMMAND PILOT

JUDGE QUICKLY THE AIRSHIP'S STATIC HEAVINESS AND ORDER THE RELEASE OF BALLAST IN THE FOLLOWING SEQUENCE:

1. BOMBS
2. SLIP TANKS
3. DUMP FUEL

BEWARE OF FIRE! REMEMBER THE AUXILIARY BLOWER IS BEING STARTED.



B. ELEVATOR MAN

GAIN ALTITUDE IMMEDIATELY BUT STAY BELOW PRESSURE HEIGHT. CHECK TRIM AND PUMP AFT FOR SAFETY MARGIN IN EVENT THAT BOTH ENGINES SHOULD FAIL.



AIRSHIP FLIGHT EMERGENCY BILL

C. NAVIGATOR

GIVE SHIP'S POSITION TO THE RADIOMAN. GATHER ALL CONFIDENTIAL DATA AND PUT IT IN THE CONFIDENTIAL FOLDER. KEEP FOLDER IN YOUR HAND.



E. RADIOMAN

SEND TO BASE AND TO ALL SHIPS ON OPERATIONAL FREQUENCY AND IN PLAIN LANGUAGE:

*"BT ONE (OR BOTH) ENGINES FAILED
KING ___ POSITION ___ N ___ W."*

Part 1. ENGINE FAILURE



D. RADARMAN

PREPARE TO DESTROY SPECIAL EQUIPMENT. CHECK POSITION IF NEAR A TARGET.



AIRSHIP FLIGHT EMERGENCY BILL

Part 1. ENGINE FAILURE



F. MECHANIC

SET MIXTURE CONTROL ON FULL RICH. CHECK FUEL PRESSURE AND OPERATE WOBBLE PUMP IF PRESSURE IS LOW. OPEN FUEL TANK AND CROSSOVER VALVES. PRIME ENGINES. ATTEMPT IMMEDIATELY TO START ENGINES.



G. ASS'T MECHANIC

START AUXILIARY BLOWER. START LAWRENCE AUXILIARY. STAND BY TO AID MECHANIC.



H. RIGGER

SET THE LIFE RAFT AND EMERGENCY KIT ON THE DECK BY AFT DOOR AND SECURE THEM TOGETHER WITH WHITE LINE.

I. ASS'T RIGGER

MAKE SURE THE BOMB RELEASE BARRELS ARE "UNARMED." STAND BY FOR ORDERS FROM COMMAND PILOT TO RELEASE THEM.



AIRSHIP FLIGHT EMERGENCY BILL



2. *PREPARE* for FORCED LANDING

A. COMMAND PILOT

IF BLIMP IS EXCEEDINGLY HEAVY:
*DROP SLIP TANKS IF BLIMP CAN
CLEAR AREA WHERE TANKS WILL
LAND SO THAT NO FIRE HAZARD
WILL RESULT FROM COMBINATION
OF FUEL AND FLARES OR HOT ENGINE.*

B. ELEVATOR MAN

*HOLD SHIP OFF THE WATER
AS LONG AS POSSIBLE. OPEN
FORWARD WINDOW AND REMOVE
THE POST.*



AIRSHIP FLIGHT EMERGENCY BILL

2. PREPARE FOR FORCED LANDING

IN CASE A FORCED LANDING AT SEA APPEARS IMMINENT-WHATEVER THE CAUSE.

All hands - PREPARE FOR A SERIES OF SEVERE SHOCKS. TAKE A BRACED POSITION, HORIZONTAL IF POSSIBLE WITH FEET FORWARD. IF SITTING, BRACE SELF AT SHOULDERS AND BRING HEAD FORWARD SO CHIN RESTS ON CHEST.

COMMAND PILOT:

IF BLIMP IS EXCEEDINGLY HEAVY: DROP SLIP TANKS IF BLIMP CAN CLEAR AREA WHERE TANKS WILL LAND TO AVOID FIRE HAZARD.

RUDDERMAN:

TURN SHIP INTO WIND. OPEN FWD WINDOW AND REMOVE POST.

NAVIGATOR:

QUICKLY GIVE RADIOMAN MOST ACCURATE POSITION OF BLIMP. PUT ALL CONFIDENTIAL DATA IN METAL FOLDER. KEEP FOLDER IN HAND. OPEN NAVIGATOR'S DOOR AND NAVIGATOR'S WINDOW.

RADIOMAN: SEND IN ON OPERATIONAL FREQUENCY IN PLAIN LANGUAGE: "BT KING - FORCED LANDING POSIT N W." TURN IFF SWITCH TO "EMERGENCY" POSITION.

RADIOMAN:

SEND IN ON OPERATIONAL FREQUENCY IN PLAIN LANGUAGE: "BT KING - FORCED LANDING POSIT N W." TURN IFF SWITCH TO "EMERGENCY" POSITION.

ASST MECHANIC:

STAND BY AT MECH'S STATION TO TAKE ORDERS FROM MECH.

RIGGER: TIE RAFT AND EMERGENCY KIT TO SELF BY WHITE LINE IF OVER WATER.

ASST RIGGER:

MAKE SURE THE BOMB RELEASE BARRELS ARE SET ON "UNARMED." STANDBY FOR ORDERS TO RELEASE.

RADARMAN:

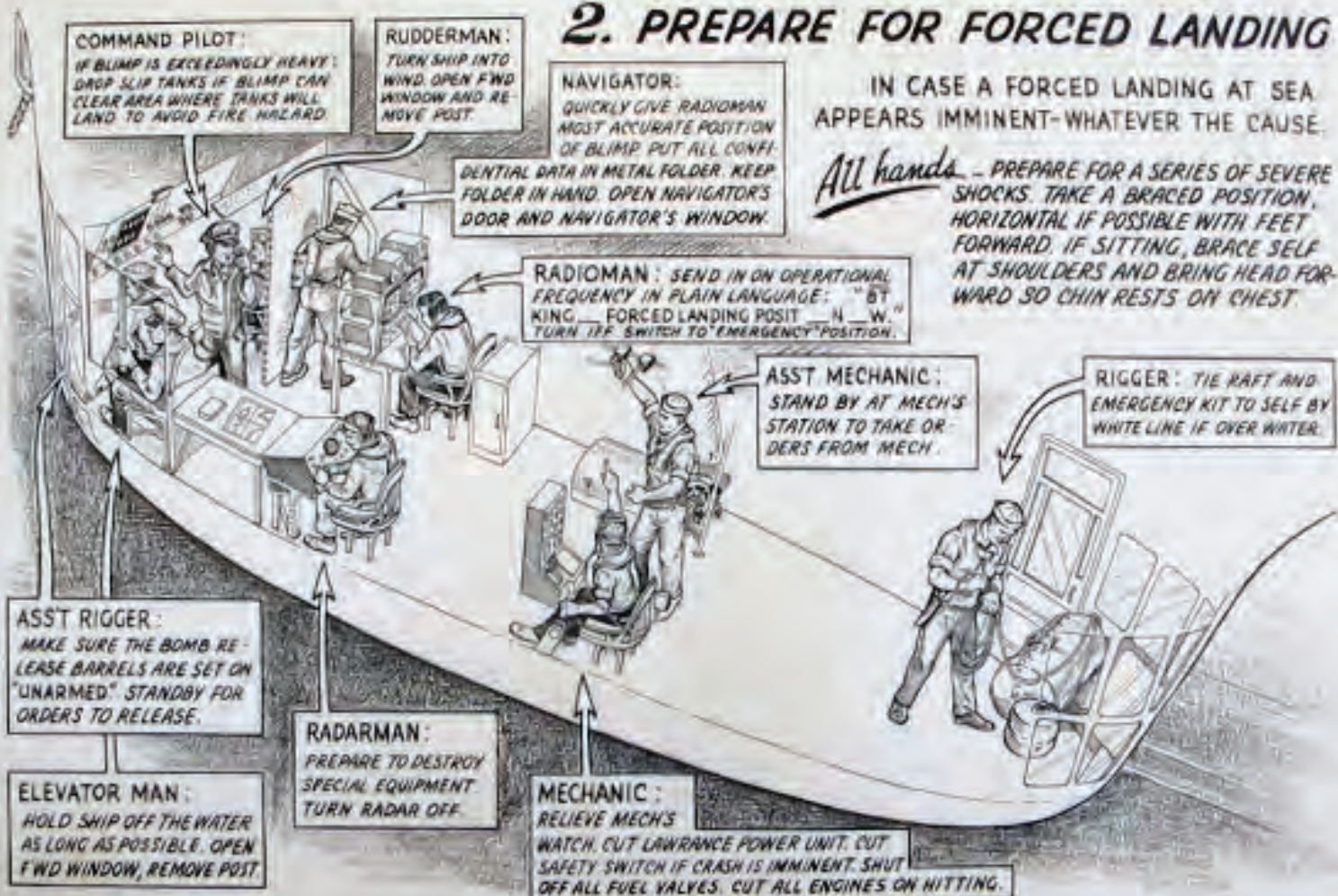
PREPARE TO DESTROY SPECIAL EQUIPMENT. TURN RADAR OFF.

ELEVATOR MAN:

HOLD SHIP OFF THE WATER AS LONG AS POSSIBLE. OPEN FWD WINDOW, REMOVE POST.

MECHANIC:

RELIEVE MECH'S WATCH. CUT LAWRANCE POWER UNIT. CUT SAFETY SWITCH IF CRASH IS IMMINENT. SHUT OFF ALL FUEL VALVES. CUT ALL ENGINES ON HITTING.

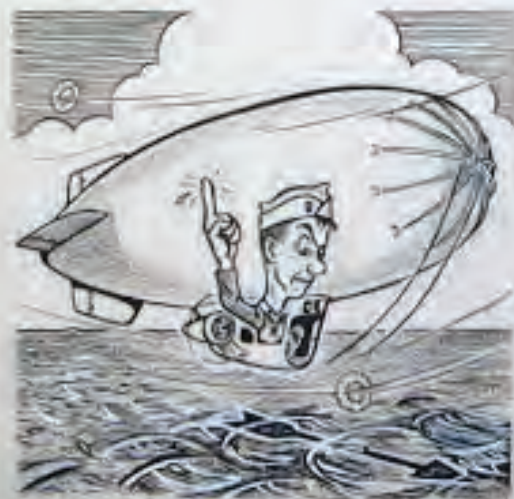


AIRSHIP FLIGHT EMERGENCY BILL

Part 2. PREPARE FOR FORCED LANDING

C. NAVIGATOR

QUICKLY GIVE THE RADIOMAN MOST ACCURATE POSITION OF BLIMP. PUT ALL CONFIDENTIAL DATA IN METAL FOLDER AND KEEP FOLDER IN HAND. OPEN NAVIGATOR'S DOOR AND NAVIGATOR'S WINDOW.



D. RUDDERMAN

TURN SHIP INTO WIND. OPEN FORW'D WINDOW AND REMOVE POST.

E. RADARMAN

PREPARE TO DESTROY ALL SPECIAL EQUIPMENT. TURN RADAR OFF.



AIRSHIP FLIGHT EMERGENCY BILL

Part 2. PREPARE FOR FORCED LANDING

F. RADIOMAN

*SEND IN ON OPERATIONAL FREQUENCY
IN PLAIN LANGUAGE BT KING__FORCED LAND-
ING POSITION__N__W. CONTINUE REPORTING
DEVELOPEMENTS. IF POWER FAILS SWITCH TO
GF TRANSMITTER AND CONTINUE REPORTS ON
SCENE OF ACTION FREQ. USING BATTERY POWER.
Important: TURN IFF TO "EMERGENCY" POSITION.*



G. MECHANIC

*RELIEVE MECHANIC WATCH. CUT OFF
LAWRANCE AUXILIARY POWER UNIT. CUT SAFE-
TY SWITCH IF CRASH IS IMMINENT. SHUT OFF
ALL FUEL VALVES. CUT ALL ENGINE SWITCHES
ON HITTING.*



AIRSHIP FLIGHT EMERGENCY BILL

H. ASS'T. MECHANIC

STAND BY AT MECH'S STATION TO TAKE ORDERS FROM MECHANIC.



J. ASS'T. RIGGER

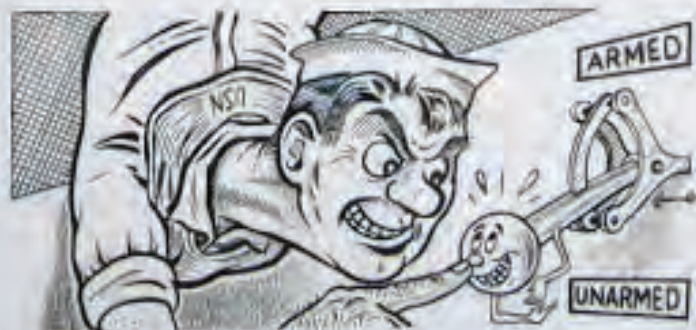
MAKE SURE BOMB RELEASE BARRELS ARE SET ON "UNARMED." STANDBY FOR ORDERS FROM THE COMMAND PILOT. TO RELEASE BOMBS.

Part 2. PREPARE FOR FORCED LANDING



I. RIGGER

TIE RAFT AND EMERGENCY KIT TO SELF BY WHITE LINE IF OVER WATER.



AIRSHIP FLIGHT EMERGENCY BILL

3. STANDBY TO ABANDON SHIP...

AS SOON AS THE INITIAL SHOCKS OF A FORCED LANDING AT SEA HAVE PASSED.

RIGGER
PREPARE LIFE RAFT
FOR LAUNCHING

ASST. RIGGER
GET SIGNAL PISTOL AND
ALUMINUM CARTRIDGES.
STUFF THEM IN SHIRT.

COMMAND PILOT CHECK TO SEE
THAT PROPELLORS HAVE STOPPED TURN-
ING. CHECK TO SEE THAT ALL ASSIG-
NMENTS ARE BEING CARRIED OUT QUICK-
LY AND QUIETLY. SECURE PISTOL AND
BELT IT ON. PULL HELIUM CLOSE TOG-
GLES FULL OUT AND TIE THEM.

RADIOMAN CON-
TINUE TO SEND RE-
PORTS ON SHIP'S CON-
DITION ON OPERATION
OR SCENE OF ACTION
FREQUENCY. DESTROY
SPECIAL EQUIPMENT.

ASST. MECHANIC
STANDBY WITH CO,
EXTINGUISHER. OPEN
BOTH CATWALK DOORS.

RUDDERMAN
KEEP SHIP HEAD-
ED INTO WIND.

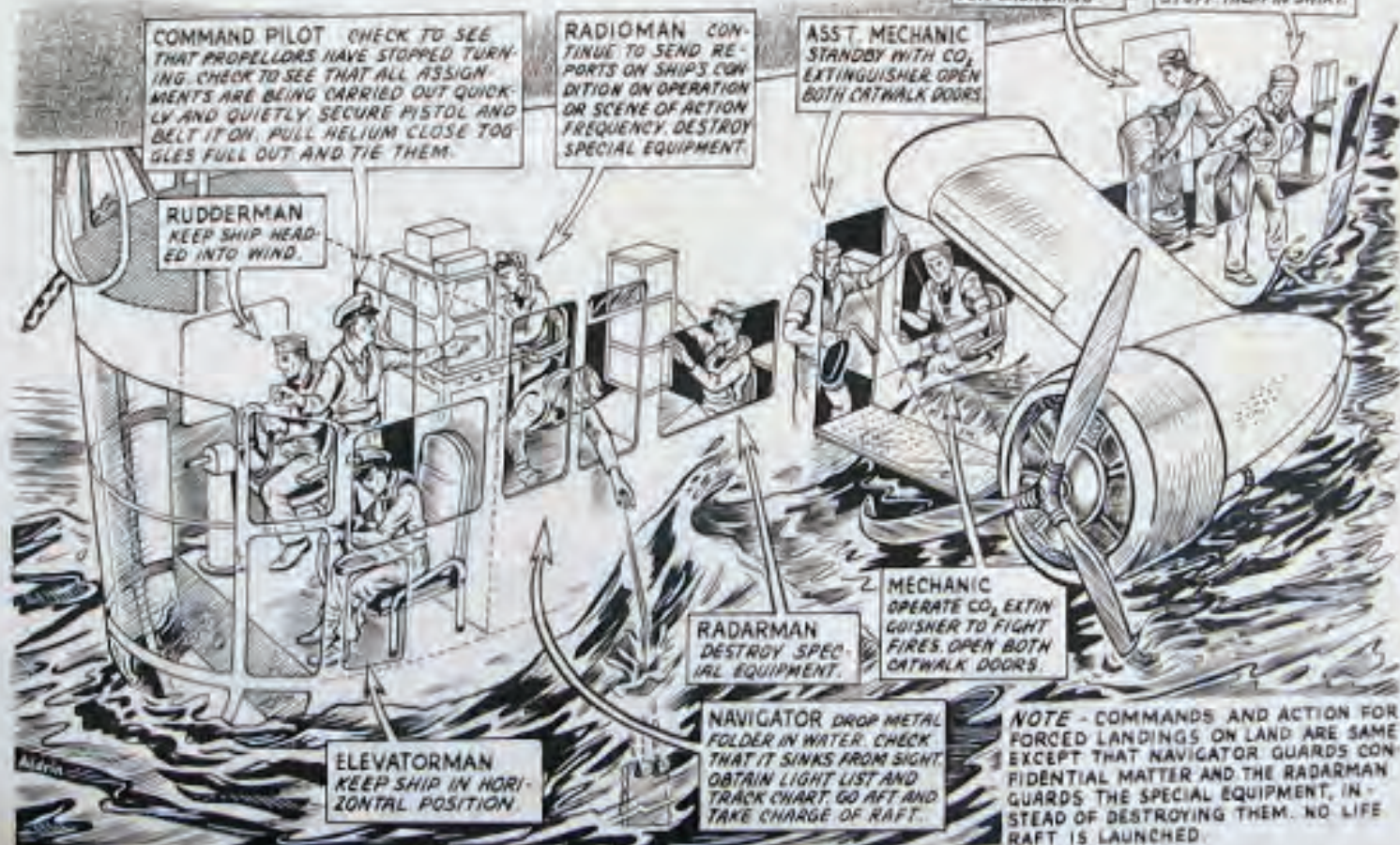
MECHANIC
OPERATE CO, EXTN
GUISHNER TO FIGHT
FIRES. OPEN BOTH
CATWALK DOORS.

RADARMAN
DESTROY SPEC-
IAL EQUIPMENT.

NAVIGATOR DROP METAL
FOLDER IN WATER. CHECK
THAT IT SINKS FROM SIGHT.
OBTAIN LIGHT LIST AND
TRACK CHART. GO AFT AND
TAKE CHARGE OF RAFT.

ELEVATORMAN
KEEP SHIP IN HORI-
ZONTAL POSITION.

NOTE - COMMANDS AND ACTION FOR
FORCED LANDINGS ON LAND ARE SAME
EXCEPT THAT NAVIGATOR GUARDS CON-
FIDENTIAL MATTER AND THE RADARMAN
GUARDS THE SPECIAL EQUIPMENT, IN-
STEAD OF DESTROYING THEM. NO LIFE
RAFT IS LAUNCHED.



AIRSHIP FLIGHT EMERGENCY BILL

3. *STANDBY to ABANDON SHIP*

A. COMMAND PILOT

CHECK TO SEE THAT PROPELLORS HAVE STOPPED TURNING. ALSO SEE THAT ALL ASSIGNMENTS ARE BEING CARRIED OUT QUIETLY AND WITHOUT CONFUSION. IF POSSIBLE HAVE PISTOL BELTED ON BEFORE HITTING WATER. PULL HELIUM CLOSE TOGGLES FULL OUT AND TIE THEM IF IT IS NO LONGER NECESSARY TO VALVE HELIUM TO KEEP SHIP ON WATER.



B. ELEVATOR MAN

CHECK THE INCLINOMETER AND KEEP SHIP IN A HORIZONTAL POSITION!



AIRSHIP FLIGHT EMERGENCY BILL

Part 3. STAND BY TO ABANDON SHIP

C. NAVIGATOR

DROP METAL FOLDER IN WATER AND CHECK THAT IT SINKS FROM SIGHT. OBTAIN LIGHT LIST AND TRACK CHART SHOWING SHIP'S POSITION. GO AFT AND TAKE CHARGE OF LAUNCHING OF THE LIFE RAFT.



D. RUDDERMAN

KEEP SHIP HEADED INTO WIND.



E. RADARMAN

DESTROY SPECIAL EQUIPMENT.



AIRSHIP FLIGHT EMERGENCY BILL

Part 3. STAND BY TO ABANDON SHIP.

F. RADIOMAN

CONTINUE TO SEND REPORTS ON SHIP'S POSITION AND CONDITION ON OPERATIONAL OR SCENE OF ACTION FREQUENCY.

DESTROY SPECIAL EQUIPMENT (IFF)!

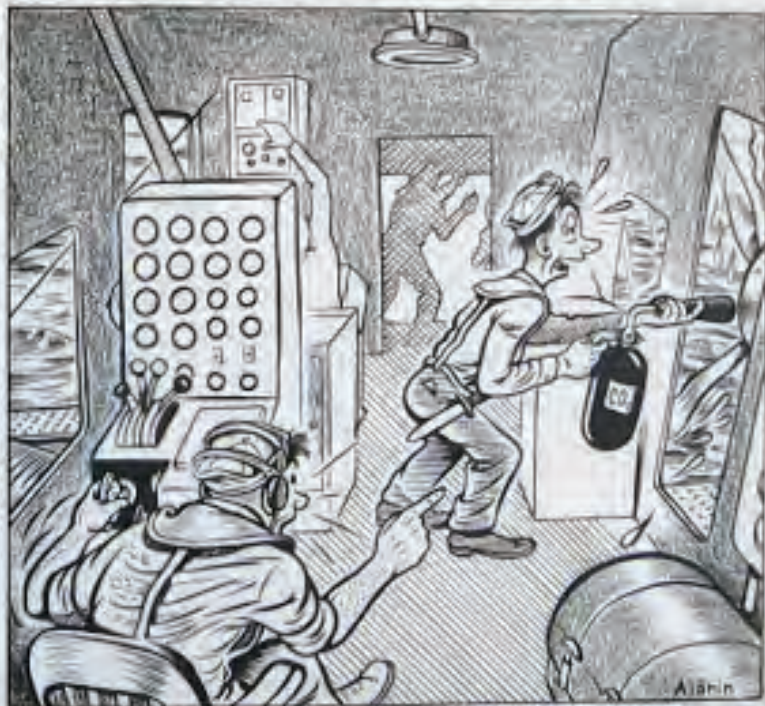


G. MECHANIC

OPERATE CO₂ EXTINGUISHER TO FIGHT FIRE. OPEN DOORS TO BOTH PORT AND STARBOARD CATWALKS.

H. ASS'T. MECHANIC

STAND BY WITH PORTABLE CO₂ EXTINGUISHER. OPEN CATWALK DOORS.



AIRSHIP FLIGHT EMERGENCY BILL

Part 3. STAND BY TO ABANDON SHIP

I. RIGGER

PREPARE LIFE RAFT FOR LAUNCHING.



J. ASS'T. RIGGER

GET SIGNAL PISTOL AND CARTRIDGES¹ AND STUFF THEM IN SHIRT.



Special Notes:

LOWER LANDING WHEEL TO GET EXTRA BOUYANCY IN WATER. EMPTY SLIP TANKS SHOULD NOT BE DROPPED AS THEY OFFER GOOD BOUYANCY AND THE EFFECT ON THE STATIC CONDITION OF THE AIRSHIP BY DROPPING THEM EMPTY WOULD BE VERY SMALL. ¹GET THE ALUMINUM SIGNAL SHELLS.

AIRSHIP FLIGHT EMERGENCY BILL

4. ABANDON SHIP!

AS SOON AS THE PROPELLERS HAVE STOPPED TURNING AND PREPARATIONS HAVE BEEN MADE TO ABANDON SHIP, THE *COMMAND PILOT* WILL SHOUT, "ABANDON SHIP!" ALL HANDS WILL LEAVE THE SHIP AT THAT INSTANT AND SWIM TO A PREDETERMINED SPOT. THE DIAGRAM SHOWS THE EXIT TO BE TAKEN BY EACH CREW MEMBER UPON LEAVING THE AIRSHIP. *COMMAND PILOT* IS THE LAST MAN TO LEAVE THE SHIP.

