* Van damage
  + Pictures showed paint scratches were on the right rear quarter of the van
  + Inspection report listed scapes on the side so we don’t know if that’s different from the scapes initially reported
  + Van definitely did not hit anything while driving so any damage would have happened with it was parked at UMD, at Clear Spring, or at landing location
  + Nobody knew anything about the damage so we will tell MTS that we think it was already like that
  + In the future we could insist that we walk around the vehicle with MTS to make sure all damage is recorded before we leave
* HASP:
  + Need to enforce payload rules
    - No pressure vessels, tie in, etc
    - 9 pm cutoff
      * Couldn’t figure out LVC’s
      * People missing due to other events
      * How should exceptions to 9pm rule be handled?
      * What happens if critical payloads not ready
* Payload Rules:
  + Designers should have freedom to work on payload all night if they want to
  + Or we shift pressure up and don’t allow it to fall to the last minute
  + Use set of rules but leave room for judgement
  + Bring payload to meeting week before launch?
  + Safety is main concern
    - Have mechanical structure done at minimum?
      * Rush building boxes structural components could be dangerous
  + Don’t encourage all niters but don’t stop them
    - Don’t forget safety of people for the next day
  + Helios: didn’t make sure they attached to balloon properly
* Working with people in our program and other groups
  + People shouldn’t be given orders except for safety concerns
  + Bowden makes the final call on any no fly decisions
  + We shouldn’t be giving orders to other groups and schools
    - Should be collaborative environment, same team, same goals, not person A telling person B “you can’t fly”
    - Only person that can say that is Bowden
  + Primarily educational
    - We talk to them and they work on their issues
      * Up to individual payload to decide what they want to do (safety issues excluded)
  + We should be more mellow about things
  + If things aren’t working, it should be taken seriously
  + We have ability to affect people that aren’t related to us (ie. dropped payloads)
  + We should be more respectful to other teams
  + We aren’t experts that tell everyone what to do
  + Concerned about mentorship at Cap Tech
  + Tupperware issue
    - Everyone saw it happen but nobody thought of it being a problem
  + For CapTech they aren’t taking all of our advice
  + Their payload and we only provide launch method
  + If it’s their payload we shouldn’t have complete authority over them (except for safety issues)
    - * Give liaison our payload design guidelines and have them enforce
      * Safety rules that must be met to fly with us
        + Recommended practices that could make payload better
      * Tieing in cap tech:
        + Is it our fault for not tying properly or theirs for not allotting proper tie in attachments
        + They didn’t tell us how they wanted to be tied in
        + They didn’t make changes we suggested
        + Lack of communication
        + Becomes their fault if they don’t tell us to change it until it’s too late
        + Anyone could have come up and fixed it, including cap tech
      * We should communicate better with CTU
      * Flight rule: no more tupperware
      * We will make boxed for them
      * We didn’t know CTU was flying something until they came to Friday meeting with payload
      * We want to collaborate with them, not be their bosses
      * Documents can give them guidelines, payload interface document
* Primary vs secondary tracking
  + Safety issues and competition
  + Approaching landowners
  + Started when secondary didn’t stop at McDonalds
  + 2 Possibilities:
    - 2 equivalent vehicles
      * Fully equipped, experienced crews
      * Go their own ways and run their own predicts and redirects
    - Main tracing take the lead and all follow
  + Vans are too loud, can get chaotic
  + Use zello as primary comms?
  + Ham radios for driver/navcom use
  + Try to have same people in vans over launches
    - Get to reach understanding about how things are done, get good dynamic
  + Should get people that will be here over the summer trained
    - Make sure that happens for NS-64
    - See who will be here over the summer
  + Caravan mentality can be dangerous
* Luke: we broke SFRA
  + Distance was what we decided was acceptable risk at launch meeting
  + “Normalization of deviance”
* Command:
  + Got packets consistently (8, 12)
  + Cell tracker: didn’t send any text messages
    - Not power issue
    - Only started logging after reset
    - Implement automatic reset
* Mini-command
  + Constant gps lock for cell tracker
  + Got packets (13), flight qualified hab
  + Try having 1 van track only mini command, other van tracks main command to give accurate representation
* Want to test antennas more
  + Fly patch and circular patch