

# Space Simulator Observations (Common Issues)

## General Observations

1. Use data points that are known to each other, if you aren't sure where a data point is, ask your team-mate for its screen location
2. Don't be repetitive on the telemetry data points checked, use many different ones
3. Use the correct data point and switch terms (example: CIRC is circulation, not circular)
4. Don't check non-existent data points (example: don't check SRB fuel status after SRB separation)
5. Some levity and humor is acceptable, but do not go overboard - be "professional"
6. After resolving an emergency, discuss whether to abort/not abort and include rationale for decision
7. Always speak-up if you recognize an error or missing information (don't be tentative)
8. Understand the range of values for systems so if a data point is not nominal, you will know if it is still within an acceptable range

## Flight Simulator team

1. Getting ahead of the block or time
2. Uncertain about switch location
3. Did not follow Flight Engineer commands
4. Missed Radar start at T-4:00 minutes
5. Missed Launch command execute at T-00:04
6. Missed T+9:00-11:00 Time gauntlet
7. Missed manual prograde (not at 0,0,0) - Commanders, make sure you know what the zero-up position looks like (see the Landing Manual on the website)
8. Failed to follow De-orbit burn procedure
9. Hard landing
10. Not hitting runway
11. Not ending on the runway
12. One-sided telemetry checking (not verifying telemetry with MC)

## Mission Control team

1. Inconsistent on calling T-minus minute marks
2. Missed T-10 second countdown

3. Missed T-4 second Execute confirmation
4. Did not start Mission Elapsed Time clock
5. Getting ahead of the block or time
6. Calling events before they occur
7. Did not confirm "Zero Up" (manual prograde) or called when did not occur
8. Failed to follow De-orbit burn process
9. Failed to call altitude and ground speed on landing
10. "Dead" air
11. Inconsistent communication format
12. Failing to recognize screen prompts
13. Failed to monitor fuel status
14. Verify telemetry data points by pointing them out to other controller