

Airspace	Flight visibility	Distance from Clouds	notes of why
Class A	N/A	N/A	IFR ONLY ALLOWED
Class B	3 SM	Clear of clouds	No touching clouds/ you will be talking to ATC for traffic notifications
Class C	3 SM	500 below 1000 above 2000 horizontal	Should be talking to ATC, at 3 SM you see just past wing so traffic and obstacles and landmarks could be hard to see.
Class D and E (less than 10,000 msl)	3 SM	500 below 1000 above 2000 horizontal	May or may not be talking to ATC, again 3 sm visibility is not far past wings so again harder to see traffic and obstacles and landmarks
Class E (at or above 10,000 msl)	5 SM	1000 ft below 1000 ft above 1000 ft horizontal	Most aircraft above 10,000 msl or more will often be faster so need more distance for the time to see around clouds
Class G DAY (1200 ft or less AGL (regardless of MSL)	1 SM	Clear of clouds	Pattern altitude flying. (will just see the runway from a normal downwind, go wide might lose sight of airport with 1 mile visibility)
Class G Night	3 SM	500 below 1000 above 2000 horizontal	Night needs more visibility, because harder to see plus most will seem farther than actual is
Class G Day (more than 1200 ft AGL but less than 10,000 msl)	1 SM	500 below 1000 above 2000 horizontal	In your averageing crusing altitudes or at least above most pattern altitudes.
Class G Night (more than 1200 ft agl but less than 10,000 msl)	3 SM	500 below 1000 above 2000 horizontal	Above pattern altitudes. night just needs more forward visibility for seeing
Class G (more than 1200 ft agl and at or above 10,000 msl)	5 SM	1000 ft below 1000 ft above 1000 ft horizontal	Flying around mountains!. They are not lighted.

Couple of notes: 1 mile is probably close to wing tip or slight closer, 3 miles is just slightly past wingtip can least see past nose, but barely. You will generally be looking more down to find landmarks etc. Closer you get to the clouds visibilty will diminish more when staying below and clear of the clouds. night time you will not see the cloud in front of you or beside you.