

Maneuver Memory Items

"APAMCO"

- ▶ Altitude
- ▶ Power
- ▶ Airspeed
- ▶ Mixture
- ▶ Clearing Turns: two 90° turns (left & right)
- ▶ Outside Reference

Slow Flight

- ▶ A: completed >1500 AGL
- ▶ P: bottom of the green
- ▶ A: normal
- ▶ M: full rich
- ▶ C & 0
- ▶ Landing config flow
- ▶ Pitch & trim for 55-60kts
- ▶ Add power when roll in
- ▶ Turns gently (≤15° bank)
- ▶ Recover ("go-round"):
 - Full power & flaps 20°
 - Pos. rate & 60kts
 - Flaps 10° (clear from obstacle)
 - Flaps up (safe altitude & 65kts)

Steep Turns

- ▶ A: completed >1500 AGL
- ▶ P: bottom of the green; as required for target airspeed
- ▶ A: <V_a
- ▶ M: no change
- ▶ C & 0
- ▶ Establish 45° bank
- ▶ Add power when roll in
- ▶ Use horizon to maintain VS, check and maintain altitude and airspeed
- ▶ Roll out in advance to avoid overshooting

Stall: Power Off

- ▶ A: completed >1500 AGL
- ▶ P: no change
- ▶ A: normal
- ▶ M: full rich
- ▶ C & 0
- ▶ Power to idle (≥1000 RPM for safety)
- ▶ Dump all flaps when airspeed permits

- ▶ Pitch for V_g (68-70kts) (call out)
- ▶ Pitch (slowly) to an attitude that induces a stall (call out) and wait
- ▶ Recover
 - Reduce AOA.
 - Full power and slow-flight recovery

Stall: Power On

- ▶ A: completed >1500 AGL
- ▶ P: bottom of the green; as required for target airspeed
- ▶ A: 60kts
- ▶ M: full rich
- ▶ C & 0
- ▶ Simultaneously increase pitch (slowly) and apply 65-100% power
- ▶ Stay coordinated with rudder to avoid spin
- ▶ Pitch (slowly) to an attitude that induces a stall (call out) and wait
- ▶ Recover:
 - Reduce AOA.
 - Full power

Emergency Descent

- ▶ "TTTCC"
 - Trim for V_g (68-70kts)
 - Turn (make necessary shallow/steep turns to stay over the chosen area)
 - Troubleshoot (checklist)
 - Communicate
 - Commit to landing
- ▶ Glide to the chosen area
- ▶ First circle:
 - establish visual/sink rate reference for later turns
 - finalize the descent strategy
- ▶ Stay above the chosen area by circling
- ▶ Aim for 1000AGL on the final downwind
- ▶ Land on the "runway"

Ground Reference Maneuver

Turn Around a Point

- ▶ Find a reliable point
- ▶ Start from the downwind
- ▶ Use a shallower/steeper bank angle to correct for the drift
- ▶ Stay coordinated throughout the maneuver
- ▶ Make a 360° circle and focus on outside