

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 ($\leq 15^\circ$ 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: <Va
- ▶ 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 air-
speed permits
- ▶ Pitch for Vg (68-70kts)
(call out)
- ▶ Pitch (slowly) to an at-
titude 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 at-
titude that induces a
stall (call out) and
wait
- ▶ Recover:
 - Reduce AOA.
 - Full power

Emergency Descent

- ▶ "TTTCC"
 - Trim for Vg (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 through-
out the maneuver
- ▶ Make a 360° circle and
focus on outside