

Figure 13-42. Gear pin ground lock devices.

Landing Gear System Maintenance

The moving parts and dirty environment of the landing gear make this an area of regular maintenance. Because of the stresses and pressures acting on the landing gear, inspection, servicing, and other maintenance becomes a continuous process. The most important job in the maintenance of the aircraft landing gear system is thorough accurate inspections. To properly perform inspections, all surfaces should be cleaned to ensure that no trouble spots are undetected.

Periodically, it is necessary to inspect shock struts, trunnion and brace assemblies and bearings, shimmy dampers, wheels, wheel bearings, tires, and brakes. Landing gear position indicators, lights, and warning horns must also be checked for proper operation. During all inspections and visits to the wheel wells, ensure all ground safety locks are installed.

Other landing gear inspection items include checking emergency control handles and systems for proper position and condition. Inspect landing gear wheels for cleanliness, corrosion, and cracks. Check wheel tie bolts for looseness. Examine anti-skid wiring for deterioration. Check tires for wear, cuts, deterioration, presence of grease or oil, alignment



Figure 13-43. Landing gear selector panels with position indicator lights. The Boeing 737 panel illuminates red lights above the green lights when the gear is in transit.

of slippage marks, and proper inflation. Inspect landing gear mechanism for condition, operation, and proper adjustment. Lubricate the landing gear, including the nose wheel steering. Check steering system cables for wear, broken strands, alignment, and safetying. Inspect landing gear shock struts for such conditions as cracks, corrosion, breaks, and security. Where applicable, check brake clearances and wear.

Various types of lubricant are required to lubricate points of friction and wear on landing gear. Specific products to be used are given by the manufacturer in the maintenance manual. Lubrication may be accomplished by hand or with