All Phases
Speed **H**eight **H**eading/**S**peed **H**eight **C**enter (**N**ose)
Pitch **P**ower **T**rim **R**udder **B**ank
Terrain **W**eather **T**raffic (**C**lear **R**ight **C**lear **L**eft **C**lear **A**vionics) **W**ildlife
GUMPSS = Gas (Tanks & Pump) **U**ndercarriage **M**ix **P**rop **S**witches/**S**ettings (Altimeter)
If a wing drops in rough air, use opposite rudder
Look at frequency before talking…**S**tandby **U**nable **U**nfamiliar **U**ncomfortable
If the engine stops in 10 seconds what is the plan?

Takeoff
Angle plane to see final approach…look & listen
Flight Plan, Altimeters, Bug Heading, Bug Altitude, Check NOTAMs/TFRs
Discuss exchange of controls
Check doors…if a door opens on takeoff it is not a problem
ALL IN, If the engine quits pitch down
Normal: Vy Short: 10 Flaps Brakes Vx -> Vy Soft: 10 Flaps Nose up…ground effect Vx -> Vy
Set HDG, IAS/FLC…enable AP after…NAV mode when intercepting leg
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Enroute
Now and **N**ext: **N**avigate **C**ommunicate = where are we now & next, AP Modes, Talk, Engine
Setup**:** **A**TIS/**A**WOS, **B**rief, Pitot heat, **B**uild = PROC, Twist, Baro min, BRG1, BRG2
        Source Checks = Nav Ident, SBAS, VOR Check
Pre FAF **C**hecklist = CDI Source, Twist, APR/NAV+ALT, GUMPSS, 7 Clicks, Timer ready
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Landing
Go **A**round **R**eady (Plane and Pilot) = Partial flaps, brief GA, GA before too late
Consider low approach for wind & surface check
Nose down in turns
Use an aim point (aim point vs TD point) = move throttle in direction aim point moves
Look towards end of the runway and utilize the side windows
Runway Made: Power down nose down…get into ground effect
Normal/Soft: Centerline slow flight…ease out power
Short: When wheels touch yoke back & flaps up
Go Around: **ALL IN…Flaps in stages**
Touch/Stop and Go: Zero Flaps…ALL IN

No Radio
7600 (76 radio needs a fix)
Altitude: **M**inimum **E**xpected **A**ssigned Route: **A**ssigned **V**ectored **E**xpected **F**iled
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Spin Recovery
Power idle **A**ileron neutral **R**udder opposite (one that fights) **E**levator forward
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Engine Out
Airspeed = pitch to glide speed
Best = flattest, safest
Checklist = **T**anks, **P**ump, **M**ix, **M**aster, **M**ags
Declare = **ATC/Nearest Tower**, **7700** (77 heaven), **911**
Execute = **D**oors, **S**pirals, **S** Turns, **S**lips, **F**laps