All Phases
IMSAFE…**U**nable **U**nfamiliar
Six Pack/PFD, Horizon, Wind Direction => PPTRB
PPTRB = Pitch **P**ower **T**rim **R**udder **B**ank

TWTW = Terrain **W**eather **T**raffic **W**ildlife
Traffic: **C**lear **R**ight **C**lear **L**eft, **C**lear on Avionics
('No Planes No Planes')

Takeoff
FPL, Altimeters, HI to compass, Desired Heading, Desired Altitude
GUMPS = Gas **U**ndercarriage **M**ixture **P**ropeller **S**witches (Flaps)/**S**eat belts
ALL IN, If the engine quits pitch down

Smooth: Vr Vy
Short: Brakes Vr Vx Vy
Soft: Keep moving, ASAP to ground effect Vx Vy

Enroute
5Ts: **T**urn, **T**ime, **T**wist (CDI Source), **T**hrottle, **T**alk
Speed **H**eight **C**enter **N**ose
Pitot heat in the clouds
§91.119: 500 foot AGL minimum

Landing
Altimeters, HI to compass
GUMPS = Gas **U**ndercarriage **M**ixture **P**ropeller **S**witches (Flaps)/**S**eat belts
Consider low approach for wind check/surface check
Inside white arc for flaps
Speed **H**eight **C**enter **N**ose

Go **A**round **R**eady
Transition eyes expect float
§91.175(c)(3) 100 feet above TDZ if approach lights in sight

Smooth: Use ground effect for centerline slow flight
Short: Pitch nose to aim point then reduce power
            When wheels touch, yoke back & flaps up

If Go Around needed: **ALL IN**…**Flaps** in stages

No Radio
7600 (76 radio needs a fix)

Spin Recovery
Power idle **A**ileron neutral **R**udder opposite **E**levator forward

Engine Out
Airspeed = pitch up to glide speed
Best = flattest, safest
Checklist = **T**anks, **P**ump, **M**ix, **M**aster, **M**ags
Declare = Freq you know you can reach someone, **7700** (77 heaven)

Execute = **D**oors, **S**pirals, **S** Turns, **S**lips, **F**laps