

All Phases

IMSAFE... **U**nable **U**nfamiliar

Six Pack/PFD, Horizon, Wind Direction => PPTRB

PPTRB = Pitch Power Trim Rudder Bank

TWTW = Terrain Weather Traffic Wildlife

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 Undercarriage Mixture Propeller Switches (Flaps)/Seat 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: Turn, Time, Twist (CDI Source), Throttle, Talk

Speed Height Center Nose

Pitot heat in the clouds

§91.119: 500 foot AGL minimum

Landing

Altimeters, HI to compass

GUMPS = Gas Undercarriage Mixture Propeller Switches (Flaps)/Seat belts

Consider low approach for wind check/surface check

Inside white arc for flaps

Speed Height Center Nose

Go Around Ready

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 = Tanks, Pump, Mix, Master, Mags

Declare = Freq you know you can reach someone, **7700** (77 heaven)

Execute = Doors, Spirals, S Turns, Slips, Flaps