

All Phases

Speed Height Center Nose

PPTRB = Pitch Power Trim Rudder Bank

TWTW = Terrain Weather Traffic Wildlife

CRCLCA = Clear Right Clear Left Clear Avionics

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

Unable Unfamiliar Uncomfortable... Vectors please

Taxi: Climb into wind, dive away from

Takeoff

FPL, Altimeters, Desired Heading, Desired Altitude, **GUMPS**

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

HDG ALT IAS/FLC...AP

Enroute

ATIS/AWOS, Brief

Build = PROC, Twist, Nav Ident, SBAS, Pitot heat, Baro min, VOR Check

Checklist = CDI Source, APR or NAV+ALT, GUMPS, 7 Clicks

Where am I? Where to next? How low can we go? Airspace rules?

Speed Height Heading Modes Talk

Timer

Landing

GUMPS

Consider low approach for wind check/surface check

Do not over speed with flaps

Go Around Ready

Transition eyes expect float...Keep crosswind corrections

Smooth: Centerline slow flight

Short: Pitch nose to aim point then reduce power

When wheels touch, yoke back & flaps up

Go Around: **ALL IN...Flaps** in stages

No brakes till turning

No Radio

7600 (76 radio needs a fix)

Altitude: **Minimum Expected Assigned**

Route: **Assigned Vectored Expected Filed**

Spin Recovery

Power idle **A**ileron neutral **R**udder opposite (one that fights) **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