

VFR NAVIGATION LOG

Aircraft Number N Notes

WEATHER LOG

WEATHER LOG					
Ceiling, Visibility and Precipitation		Forecasts		Position of Fronts, Lows and Highs	
	Reported		Winds Aloft	Icing and Freezing Level	Turbulence and Cloud Tops
Departure					
Enroute					
Destination					
Alternate					

EIGHT PIANO

111

FSS ON ARRIVAL

Position Report						
Act. Inst.	Position	Time	Alt.	IFFR	Est. Nat. Fix	Name
/C-RNAV	transponder with no altitude encoding capability	/W-RNAV	no transponder	/G-Global Positioning System (GPS)/Global Navigation Satellite System (GNSS) equipped aircraft with oceanic, enroute, terminal, and GPS approach capability.	Cloud Tops, Bases, Layers, Visibility, Turbulence, Haze, Ice, Thunderstorms	Following Fix

Abbreviation	Significance	Significance	Step	Description	Step	Description	Calculate CAS (from IAS/TAS)				
TC	True Course	The angle between your course and true north.	Determine cruising altitude	<p>The optimum cruise altitude for any flight depends on a number of factors.</p> <ul style="list-style-type: none"> Obstacle Clearance – Compare the field elevation of your departure airport, destination airport and all terrain and obstructions 10 miles each side of your planned course to determine the height of the tallest obstruction. Add 2000 ft to this altitude. This is your minimum safe altitude that will ensure obstacle clearance, give you a few miles of glide range if the airplane experience engine failure, and will help you see checkpoints and your destination airport. This is a minimum altitude, not the optimum altitude. Winds Aloft – Compare the true course for your flight with the winds aloft. Recall that the winds aloft are aligned with true north. Determine if specific altitudes have a favorable headwind or unfavorable tailwind. Generally, winds will increase as you climb. If flying against a headwind, stay low; if flying with a tailwind, climb and take advantage of the 'free' groundspeed. Fuel Burn vs TAS – Using the Cruise Performance table or chart in Chapter 5 of your airplane's flight manual, determine the optimum altitude by comparing fuel burn to TAS. Generally, cruise power settings are between 65-75% BHP (brake horsepower), TAS increases as altitude increases due to the reduction in drag due to decreasing air density, and normally aspirated airplane engines cannot develop 75% BHP above 8500 ft due to the reduction in air density (and thus oxygen) at altitude. Generally, 8500 is going to be the most efficient altitude for a normally aspirated engine, balancing the highest TAS with least amount of fuel burned per knot of TAS. VFR cruising altitude – 14 CFR 91.1159 requires use of a VFR cruising altitude when 3000 AGL or higher and in cruise flight. Select an even altitude + 500 ft for a magnetic course between 180-359°, and an odd altitude + 500 ft for a magnetic course between 350 and 179°. 	Calculate Top of Descent (ToD)	<p>There are two approaches to planning when to initiate a descent.</p> <p>First, determine the amount of altitude that you'll need to lose to descent from your cruise altitude to your destination's field elevation. Then select one of the two methods below:</p>	Method 1: Variable ROD, approx. 3° Slope	1. Find IAS: Read the airspeed indicator in the cockpit.			
MC	Magnetic Course	The angle between your course and magnetic north.				2. Correct for Instrument Error (to get CAS): <ul style="list-style-type: none"> Refer to your aircraft's Pilot's Operating Handbook (POH) or performance charts for specific corrections at different IAS and flap settings For simple estimates, at lower altitudes and speeds (under 200 knots/10,000 ft), IAS often closely approximates CAS. 	2. Correct for Instrument Error (to get CAS): <ul style="list-style-type: none"> Refer to your aircraft's Pilot's Operating Handbook (POH) or performance charts for specific corrections at different IAS and flap settings For simple estimates, at lower altitudes and speeds (under 200 knots/10,000 ft), IAS often closely approximates CAS. 				
Var	Magnetic Variation	The number of degrees left or right used to correct a true course to a magnetic course.				3. Calculate TAS (from CAS using an E6B/Calculator): <ul style="list-style-type: none"> Set your pressure altitude opposite the outside air temperature (OAT) on the E6B's altitude/temperature computer. Find your CAS on the inner scale; the corresponding speed on the outer scale is approximately your TAS (or vice versa). 	3. Calculate TAS (from CAS using an E6B/Calculator): <ul style="list-style-type: none"> Set your pressure altitude opposite the outside air temperature (OAT) on the E6B's altitude/temperature computer. Find your CAS on the inner scale; the corresponding speed on the outer scale is approximately your TAS (or vice versa). 				
WCA	Wind Correction Angle	The correction applied to a course to correct for wind drift. See Using the E6-B Flight Computer to calculate.				4. Use Rule of Thumb (TAS from CAS): Add 2% to your CAS for every 1,000 feet of altitude (e.g., at 5,000 ft, add 10% to CAS) to get a rough TAS.	4. Use Rule of Thumb (TAS from CAS): Add 2% to your CAS for every 1,000 feet of altitude (e.g., at 5,000 ft, add 10% to CAS) to get a rough TAS.				
Dev	Magnetic Deviation	Each magnetic compass has built-in errors due to magnetic fields in the airplane affecting the compass's accuracy. The compass deviation									
CH	Compass Heading	This is the compass heading you will fly for a specific leg of your flight in your specific airplane.									
ETE	Estimated Time Enroute	You will calculate the amount of time you expect to fly each leg using deduced reckoning.									
ATE	Actual Time Enroute	You will record the actual amount of time each leg took to fly. You'll use a timer in the airplane to measure this.									
Step	Description	Step	Description	Description	Step	Description	Description				
Plot Your Course	Using your plotter, draw a course line on your sectional chart. Use a pencil or better yet, an erasable highlighter so that its easier to view your course line. Note that you don't always go directly from your departure to your destination airport. You may need to fly around terrain or airspace, navigate using radio navigation radials, or choose a route that is over airports. After drawing your course, examine the terrain and airspace along your route. You may find that you need to alter the course. Also, this examination is the first step in developing situational awareness about your flight. Are there airports along your route of flight that are suitable for diversion? Are there any types of special use airspace, MTRs, parachute operations, wilderness areas, obstructions, or other unique features?	Convert True Course to Magnetic Course	Calculate Wind Correction Angle (WCA) and Groundspeed (GS)	<p>Basic Formulas ($D = R \times T$)</p> <ul style="list-style-type: none"> Distance: Speed (Rate) \times Time (e.g., 300 miles = 60 mph \times 5 hours). Time: Distance \div Speed (e.g., 100 miles / 50 mph = 2 hours). Speed: Distance \div Time (e.g., 300 miles / 5 hours = 60 mph). <p>Fuel Calculations (Fuel Efficiency)</p> <ul style="list-style-type: none"> Fuel Consumption (e.g., MPG): Total Distance \div Total Fuel Used (e.g., 300 miles / 10 gallons = 30 MPG). Fuel Burn (e.g., Gallons per Hour - GPH): For aircraft, this is often a rate. If a plane burns 8 GPH: <ul style="list-style-type: none"> Fuel for a trip: GPH \times Time (e.g., 8 GPH \times 2.5 hours = 20 gallons). Time at a certain burn: Fuel available \div GPH. <p>Pressure Altitude = (Standard Pressure - Current Pressure)1000 + Field Elevation Standard Pressure = 29.92</p> <p>Density Altitude = (OAT - ISAT)120 + Pressure Altitude ISAT = 15°</p> <p>Calculate estimated time enroute (ETE)</p> <ul style="list-style-type: none"> Time (hours) = Distance (NM) \div Speed (Kts) Multiply the time by 60 to get time in minutes <p>Calculate and record top of descent (ToD)</p> <ul style="list-style-type: none"> Distance (NM) = Altitude loss \div Rate of Descent \times speed \div 60 	Calculate Fuel Burn	Total Distance, Time and Fuel Columns	<p>Basic Formulas ($D = R \times T$)</p> <ul style="list-style-type: none"> Distance: Speed (Rate) \times Time (e.g., 300 miles = 60 mph \times 5 hours). Time: Distance \div Speed (e.g., 100 miles / 50 mph = 2 hours). Speed: Distance \div Time (e.g., 300 miles / 5 hours = 60 mph). <p>Fuel Calculations (Fuel Efficiency)</p> <ul style="list-style-type: none"> Fuel Consumption (e.g., MPG): Total Distance \div Total Fuel Used (e.g., 300 miles / 10 gallons = 30 MPG). Fuel Burn (e.g., Gallons per Hour - GPH): For aircraft, this is often a rate. If a plane burns 8 GPH: <ul style="list-style-type: none"> Fuel for a trip: GPH \times Time (e.g., 8 GPH \times 2.5 hours = 20 gallons). Time at a certain burn: Fuel available \div GPH. <p>Pressure Altitude = (Standard Pressure - Current Pressure)1000 + Field Elevation Standard Pressure = 29.92</p> <p>Density Altitude = (OAT - ISAT)120 + Pressure Altitude ISAT = 15°</p> <p>Calculate estimated time enroute (ETE)</p> <ul style="list-style-type: none"> Time (hours) = Distance (NM) \div Speed (Kts) Multiply the time by 60 to get time in minutes <p>Calculate and record top of descent (ToD)</p> <ul style="list-style-type: none"> Distance (NM) = Altitude loss \div Rate of Descent \times speed \div 60 	<p>For Ground Speed and True Heading:</p> <ol style="list-style-type: none"> Set Wind Direction under True Index Mark Wind Velocity up from center point Set True Course under Dev Index Slide Wind Velocity index to True Air Speed Ground Speed reads under center Wind Correction Angle reads between center line and Wind Velocity mark <p>TC -/+ Variation = MC TC -/+ WCA = True Heading (TH) TH -/+ Var = Magnetic Heading (MH) MH -/+ Dev = Compass Heading (CH)</p>			
	Checkpoints should be clearly identifiable landmarks along your route of flight, spaced every 10-20 miles. Try to pick checkpoints that you'll be able to see from your previous checkpoint, as this will give you an object to point the airplane towards in-flight. Airports can also make great checkpoints because they'll help you learn how to spot airports in flight, and they help you maintain situational awareness of your closest alternate airport. As you approach your destination airport, you should identify a 10 NM and 5 NM checkpoint to aid you in identifying the airport. They will also serve as triggers for making radio announcements at a uncontrolled field, or establishing contact with the tower at a tower controlled field.										
Measure Distances and True Course	Using your navigation plotter, determine the true course along your course line, and measure the distances between checkpoints. Enter these values in the navigation log, and total the distances.	Correct for Magnetic Deviation	Calculate Estimated Time Enroute (ETE)								
Obtain winds aloft	You can obtain a weather briefing from LMFS/DUAT/DUATS or look up just the Winds & Temps Aloft for the Pacific Coast. Find the reporting stations along your route of flight. If you unfamiliar with the station identifiers, searching for the identifier using flight planning website such as AirNav .										

