

**Before Entering or Approach**

- 1 Altimetersetting QNH
- 2 Fuel Quantity Check
- 3 Fuel Selector Both
- 4 Magnetos Check
- 5 Mixture Rich
- 6 Safety Belts Fastened
- 7 Directional Gyro Check
- 8 Cowl Flaps as Required Check

**Downwind Checks**

- 1 Brakes Check
- 2 Mixture Rich
- 3 Carburetor Heat if Required On
- 4 Fuel Check
- 5 Flaps 10 Degrees Set
- 6 Cowlflaps Open
- 7 Landing Gear Down

**Base Leg**

- 1 Airspeed 80 Kts.
- 2 Flaps 20 Degrees Set

**Final**

- 1 Airspeed 70 Kts.
- 2 Pitch Fine
- 3 Flaps as Desired Set
- 4 Carburetor Heat On

**After Landing Checks**

- 1 Flaps Up
- 2 Carburetor Heat Cold
- 3 Pitot Heat/Strobe Lights Off
- 4 Friction Nut As Desired
- 5 Navigation Equipment Off
- 6 Cowlflaps Open

**Cutting Engine**

- 1 Parking brake Set
- 2 Avionicsmaster Off

- 4 Mixture Idle Cutoff
- 5 Ignition Switch Off
- 6 Beacon Light Off
- 7 Master Switch Off
- 8 Control Wheel Lock Install

**Before Stall and Maneuvering Checks**

- 1 Trim Set
- 2 Mixture Rich/RPM Set Check
- 3 Primer Locked
- 4 Fuel & Selector Check
- 5 Flaps/Gear as Desired Check
- 6 Instruments in the Green Check
- 7 Seatbelts Fastened
- 8 Loose Equipment Check

**Outside**

- 1 Altitude Check
- 2 Position Check
- 3 Orientation Check
- 4 Sky Clear Check

**After Stall or Maneuvering**

- 1 Orientation Check
- 2 Gyro Instruments Check
- 3 Engine Instruments Check

**General**

- Best Angle of Climb  $V_x$  63 Kts.
- Best Rate of Climb  $V_y$  84 Kts.
- Never Exceed Speed  $V_{ne}$  164 Kts.
- Maneuvering Speed  $V_a$  89-106 Kts.
- Best Glide Speed 75 Kts.
- Max. Flap Extending 100 Kts.
- Max. Take Off Weight 1198 Kg.
- Max. Struc Cruisingspeed  $V_{no}$  145 Kts.

**ALWAYS CHECK A.O.H.**

**EMERGENCIES**

**Engine Trouble Check**

- Best Glide 75 Kts.
- 1 Fuel Selector & Quantity Check
- 2 Mixture Rich
- 3 Carburetor Heat On
- 4 Magnetos Check
- 5 Primer Locked

**Engine Fire**

- 1 Throttle Closed
- 2 Mixture Idle Cut Off
- 3 Fuel Selector Valve Off
- 4 Master Switch Off
- 5 Cabin Heat and Air Off
- 6 Airspeed 105 Kts.

**Electrical Fire**

- 1 Master Switch Off
- 2 Radios & Electr. Switches Off
- 3 Vents/Carb. Heat/Air Closed

**If Fire Appears out:**

- 1 Master Switch On
- 2 Circuitbreakers Check for Faulty
- 3 Radios & Electr. Switches one at a Time On

**Cockpit Fire**

- 1 Vents/Carb. Heat/Air Close
- 2 Fire Extinguisher Activate

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3 Electrical Equipment

Off

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