Drill

Circuits

Right circuits in VH-AFR, runway 28R

- take-off
- set full power
- 55KIAS rotate
 - apply right rudder to keep balance
- 300ft after take-off check
 - flaps up
 - power is full
 - > 2300 rpm
 - landing light [can leave on for circuits]
 - achieve 74KIAS (Vy)
- at 500ft turn onto crosswind
 - lookout [for right turn]: clear left, clear centre, clear above, clear right
 - roll out when heading bug at 90 degrees
 - maximum AoB 15 degrees [in climb]
 - adjust attitude for 74KIAS (Vy)
 - level off at 1000ft
- · at 1nm from runway turn onto downwind
 - lookout [for right turn]: clear left, clear centre, clear above, clear right
 - AoB 30 degrees
 - rollout to straight & level when heading bug at 180 degrees
 - radio ALPHA FOXTROT ROMEO DOWNWIND FOR TOUCH AND GO
 - BUMFISH check
 - * Brakes
 - * Under-carriage
 - * Mixture full rich
 - * Fuel on both and sufficient to go-around
 - * Instruments in green
 - * Switches, landing light ON
 - * Hatches and Harnesses secure
 - hold the heading with visual reference point
 - workflow: Height, Speed, Heading, Spacing
 - abeam runway threshold reduce power to 2000rpm
 - maintain 1000ft
 - at below 110KIAS take [first stage] 10 flap
 - trim for flap
- at 45 degrees from runway threshold turn onto base

- lookout [for right turn]: clear left, clear centre, clear above, clear right
- roll out when heading bug at 270 degrees
- power back to 1500rpm
- maximum AoB 30 degrees [descent]
- at below 85KIAS take [second stage] 20 flap
- trim for flap
- half-sky/half-ground attitude
- aim for 75KIAS in approach descent

turn onto final

- aim for 75KIAS in approach
- tower ALPHA FOXTROT ROMEO RUNWAY TWO EIGHT RIGHT CLEAR TOUCH AND GO
- radio TWO EIGHT RIGHT CLEAR TOUCH AND GO ALPHA FOXTROT ROMEO
- aimpoint (runway numbers), aspect, airspeed (65)
- take [full] 30 flap
- trim for flap
- aim for 65KIAS
- land
 - at just before threshold markers, power to idle
 - flare: straight and level attitude, look to the
 distant runway
 - hold off with nose up, horizon at dash cowling
- after landing
 - flaps up