* **Airport and Seaplane Base Operations**
  + Communications & Light Signals
    - Do good
  + Traffic Patterns
    - Altitude +-100 feet
    - Airspeed +-10 knots
* **Takeoffs, Landings, and Go-Arounds**
  + Normal Takeoff and Climb
    - Vy +10/-5 knots
  + Normal Approach and Landing
    - 1.3 Vso +10/-5 knots
  + Soft-Field Takeoff and Climb
    - Vx or Vy +10/-5 knots
  + Soft-Field Approach and Landing
    - 1.3 Vso +10/-5 knots
  + Short-Field Takeoff and Max Performance Climb
    - Vx then Vy +10/-5 knots
  + Short-Field Approach and Landing
    - 1.3 Vso +10/-5 knots
    - Touch down -0/+200 feet from point
  + Forward Slip to a Landing
    - Touch down -0/+400 from specified point
  + Go Around
    - Vx or Vy +10/-5 knots
* **Performance and Ground Reference Maneuvers**
  + Steep Turns
    - Altitude +-100 feet
    - Airspeed +-10 knots
    - 45°Bank +-5°
    - Roll out on entry heading +-10°
  + Ground Reference Maneuvers
    - Altitude +-100 feet
    - Airspeed +-10 knots
* **Navigation**
  + Pilotage and Dead Reckoning / Diversion
    - Altitude +-200 feet
    - Heading +-15°
  + Lost Procedures
    - Figure it out
* **Slow Flight and Stalls**
  + Slow Flight
    - Altitude +-100 feet
    - Heading +-10°
    - Airspeed +10/-0 knots
    - Bank +-10°
  + Power-Off Stalls
    - Heading +-10° or Bank <20° +-10°
  + Power-On Stalls
    - Heading +-10° or Bank <20° +-10°
* **Basic Instrument Maneuvers**
  + Straight and Level Flight / Turns to Headings
    - Altitude +-200 feet
    - Heading +-20°
    - Airspeed +-10 knots
  + Constant Airspeed Climbs / Constant Airspeed Descents
    - Altitude +-200 feet
    - Heading +-20°
    - Airspeed +-10 knots
  + Navigation Systems & Radar Services
    - Altitude +-200 feet
    - Heading +-20°
    - Airspeed +-10 knots
  + Recovery from Unusual Flight Attitudes
    - Don’t screw up
* **Emergency Operations**
  + Emergency Descent
    - Bank Angle between 30° and 45°
    - Positive load factors
  + Emergency Approach and Landing
    - Best Glide airspeed +-10 knots

**Slow Flight**

* Pre Maneuver Checklist
* Select visual reference
* Select altitude
* Power 1700 RPM
* Slowly add flaps to 40°
* Adjust power to hold altitude
* Adjust pitch to maintain desired speed
* Slow to stall warning horn – note speed
* Lower pitch to increase speed to turn off horn – note speed.
* Left turn to new heading reference
* Right turn back to original reference
* Climb 100’ – Descend 100’
* Return to cruise
  + Full power
  + Hold altitude and heading
  + Slowly retract flaps, 1 notch at a time

**Power Off Stall**

* Pre Maneuver Checklist
* Select visual reference
* Select altitude to begin
* Power 1700 RPM
* Slowly add flaps to 40°
* Upon reaching 75 MPH, pitch for 75 MPH
* Only now do you not hold altitude
* Select runway altitude (200-300 feet below present)
* 50 feet above target
  + Power to idle
  + Pitch for flare
* Hold flare attiude
* Announce stall warning horn
* Announce actual stall
* Recover
  + Pitch down & full power
  + Raise nose to Vy attitude
  + Slowly retract flaps, 1 notch at a time

**Power On Stall**

* Pre Maneuver Checklist
* Select visual reference
* Select altitude to begin
* Power 1700 RPM
* Upon reaching 65MPH
  + Full power
  + Pitch for nose high attitude
* Hold attitude as airspeed decreases
* Announce stall warning horn
* Announce actual stall
* Recover
  + Pitch down
  + Raise nose to Vy attitude

**Steep Turns**

* Pre Maneuver Checklist
* Select visual reference
* Select altitude
* Select airspeed (suggest 100 MPH)
* Bank 45°
* Add approximately 200 RPM
* Suggest nose up trim – 2 full motions
* Roll out on original heading
* Immediately begin turn in opposite direction
* There should be no pause at wings level
* When rolling from one direction to the other
  + Remember you have lots of trim
  + Push yolk forward to hold altitude
  + You also have extra RPM
    - Reduce RPM in transition
    - Return RPM once established in new direction
* When rolling out after both directions
  + Trim for cruise
  + Adjust power to maintain desired airspeed.