

INTRODUCTION

Section 3 provides checklist and amplified procedures for coping with emergencies that may occur. Emergencies caused by airplane or engine malfunctions are extremely rare if proper preflight inspections and maintenance are practiced. Enroute weather emergencies can be minimized or eliminated by careful flight planning and good judgment when unexpected weather is encountered. However, should an emergency arise, the basic guidelines described in this section should be considered and applied as necessary to correct the problem. Emergency procedures associated with ELT and other optional systems can be found in Section 9.

AIRSPEEDS FOR EMERGENCY OPERATION

Engine Failure After Takeoff:	
Wing Flaps Up	70 KIAS
Wing Flaps Down	65 KIAS
Maneuvering Speed:	
3100 Lbs	112 KIAS
2550 Lbs	101 KIAS
2000 Lbs	89 KIAS
Maximum Glide:	
3100 Lbs	80 KIAS
2550 Lbs	72 KIAS
2000 Lbs	64 KIAS
Precautionary Landing With Engine Power	65 KIAS
Landing Without Engine Power:	
Wing Flaps Up	75 KIAS
Wing Flaps Down	65 KIAS

OPERATIONAL CHECKLISTS

ENGINE FAILURES

ENGINE FAILURE DURING TAKEOFF RUN

1. Throttle -- IDLE.
2. Brakes -- APPLY.
3. Wing Flaps -- RETRACT.
4. Mixture -- IDLE CUT-OFF.
5. Ignition Switch -- OFF.
6. Master Switch -- OFF.

ENGINE FAILURE IMMEDIATELY AFTER TAKEOFF

1. Airspeed -- 70 KIAS (flaps UP),
65 KIAS (flaps DOWN).
2. Mixture -- IDLE CUT-OFF.
3. Fuel Selector Valve -- OFF.
4. Ignition Switch -- OFF.
5. Wing Flaps -- AS REQUIRED (40° recommended).
6. Master Switch -- OFF.

ENGINE FAILURE DURING FLIGHT

1. Airspeed -- 80 KIAS.
2. Carburetor Heat -- ON.
3. Fuel Selector Valve -- BOTH
4. Mixture -- RICH.
5. Ignition Switch -- BOTH (or START if propeller is stopped).
6. Primer -- IN and LOCKED.

FORCED LANDINGS

EMERGENCY LANDING WITHOUT ENGINE POWER

1. Airspeed -- 70 KIAS (flaps UP),
65 KIAS (flaps DOWN).
2. Mixture -- IDLE CUT-OFF.
3. Fuel Selector Valve -- OFF.
4. Ignition Switch -- OFF.
5. Landing Gear -- DOWN (UP if terrain is rough or soft).
6. Wing Flaps -- AS REQUIRED (40° recommended).
7. Doors -- UNLATCH PRIOR TO TOUCHDOWN.
8. Master Switch -- OFF when landing is assured.
9. Touchdown -- SLIGHTLY TAIL LOW.
10. Brakes -- APPLY HEAVILY.

PRECAUTIONARY LANDING WITH ENGINE POWER

1. Airspeed -- 65 KIAS.
2. Wing Flaps -- 20°.
3. Selected Field -- FLY OVER, noting terrain and obstructions, then retract flaps upon reaching a safe altitude and airspeed.
4. Electrical Switches -- OFF.
5. Landing Gear -- DOWN (UP if terrain is rough or soft).
6. Wing Flaps -- 40° (on final approach).
7. Airspeed -- 65 KIAS.

8. Doors -- UNLATCH PRIOR TO TOUCHDOWN.
9. Avionics Power and Master Switches -- OFF.
10. Touchdown -- SLIGHTLY TAIL LOW.
11. Ignition Switch -- OFF.
12. Brakes -- APPLY HEAVILY.

DITCHING

1. Radio -- TRANSMIT MAYDAY on 121.5 MHz, giving location and intentions.
2. Heavy Objects (in baggage area) -- SECURE OR JETTISON.
3. Landing Gear -- UP.
4. Flaps -- 20° - 40°.
5. Power -- ESTABLISH 300 FT/MIN DESCENT at 60 KIAS.
6. Approach -- High Winds, Heavy Seas -- INTO THE WIND.
Light Winds, Heavy Swells -- PARALLEL TO SWELLS.

NOTE

If no power is available, approach at 70 KIAS with flaps up or at 65 KIAS with 10° flaps.

7. Cabin Doors -- UNLATCH.
8. Touchdown -- LEVEL ATTITUDE AT ESTABLISHED DESCENT.
9. Face -- CUSHION at touchdown with folded coat.
10. Airplane -- EVACUATE through cabin doors. If necessary, open windows and flood cabin to equalize pressure so doors can be opened.
11. Life Vests and Raft -- INFLATE.

FIRES

DURING START ON GROUND

1. Cranking -- CONTINUE, to get a start which would suck the flames and accumulated fuel through the carburetor and into the engine.

If engine starts:

2. Power -- 1700 RPM for a few minutes.
3. Engine -- SHUTDOWN and inspect for damage.

If engine fails to start:

4. Throttle -- FULL OPEN.

5. Mixture -- IDLE CUT-OFF.
6. Cranking -- CONTINUE.
7. Fire Extinguisher -- OBTAIN (have ground attendants obtain if not installed).
8. Engine -- SECURE.
 - a. Master Switch -- OFF.
 - b. Ignition Switch -- OFF.
 - c. Fuel Selector Valve -- OFF.
9. Fire -- EXTINGUISH using fire extinguisher, wool blanket, or dirt.
10. Fire Damage -- INSPECT, repair damage or replace damaged components or wiring before conducting another flight.

ENGINE FIRE IN FLIGHT

1. Mixture -- IDLE CUT-OFF.
2. Fuel Selector Valve -- OFF.
3. Master Switch -- OFF.
4. Cabin Heat and Air -- OFF (except overhead vents).
5. Airspeed -- 100 KIAS (If fire is not extinguished, increase glide speed to find an airspeed which will provide an incombustible mixture).
6. Forced Landing -- EXECUTE (as described in Emergency Landing Without Engine Power).

ELECTRICAL FIRE IN FLIGHT

1. Master Switch -- OFF.
2. Avionics Power Switch -- OFF.
3. All Other Switches (except ignition switch) -- OFF.
4. Vents/Cabin Air/Heat -- CLOSED.
5. Fire Extinguisher -- ACTIVATE (if available).

WARNING

After discharging an extinguisher within a closed cabin, ventilate the cabin.

If fire appears out and electrical power is necessary for continuance of flight:

6. Master Switch -- ON.
7. Circuit Breakers -- CHECK for faulty circuit, do not reset.
8. Radio Switches -- OFF.
9. Avionics Power Switch -- ON.
10. Radio/Electrical Switches -- ON one at a time, with delay after each until short circuit is localized.

- 11. Vents/Cabin Air/Heat -- OPEN when it is ascertained that fire is completely extinguished.

CABIN FIRE

- 1. Master Switch -- OFF.
- 2. Vents/Cabin Air/Heat -- CLOSED (to avoid drafts).
- 3. Fire Extinguisher -- ACTIVATE (if available).

WARNING

After discharging an extinguisher within a closed cabin, ventilate the cabin.

- 4. Land the airplane as soon as possible to inspect for damage.

WING FIRE

- 1. Navigation Light Switch -- OFF.
- 2. Strobe Light Switch (if installed) -- OFF.
- 3. Pitot Heat Switch (if installed) -- OFF.

NOTE

Perform a sideslip to keep the flames away from the fuel tank and cabin, and land as soon as possible using flaps only as required for final approach and touchdown.

ICING

INADVERTENT ICING ENCOUNTER

- 1. Turn pitot heat switch ON (if installed).
- 2. Turn back or change altitude to obtain an outside air temperature that is less conducive to icing.
- 3. Pull cabin heat control full out and rotate defroster control clockwise to obtain maximum defroster airflow.
- 4. Increase engine speed to minimize ice build-up on propeller blades.
- 5. Watch for signs of carburetor air filter ice and apply carburetor heat as required. An unexplained loss in manifold pressure could be caused by carburetor ice or air intake filter ice. Lean the mixture if carburetor heat is used continuously.

6. Plan a landing at the nearest airport. With an extremely rapid ice build-up, select a suitable "off airport" landing site.
7. With an ice accumulation of 1/4 inch or more on the wing leading edges, be prepared for significantly higher stall speed.
8. Leave wing flaps retracted. With a severe ice build-up on the horizontal tail, the change in wing wake airflow direction caused by wing flap extension could result in a loss of elevator effectiveness.
9. Open the window and, if practical, scrape ice from a portion of the windshield for visibility in the landing approach.
10. Perform a landing approach using a forward slip, if necessary, for improved visibility.
11. Approach at 85 to 95 KIAS, depending upon the amount of ice accumulation.
12. Perform a landing in level attitude.

STATIC SOURCE BLOCKAGE (Erroneous Instrument Reading Suspected)

1. Alternate Static Source Valve -- PULL ON.
2. Airspeed -- Consult appropriate table in Section 5.
3. Altitude -- Cruise 50 feet higher and approach 30 feet higher than normal.

LANDING GEAR MALFUNCTION PROCEDURES

LANDING GEAR FAILS TO RETRACT

1. Master Switch -- ON.
2. Landing Gear Lever -- CHECK (lever full up).
3. Landing Gear and Gear Pump Circuit Breakers -- IN.
4. Gear Up Light -- CHECK.
5. Landing Gear Lever -- RECYCLE.
6. Gear Motor -- CHECK operation (ammeter and noise).

LANDING GEAR FAILS TO EXTEND

1. Landing Gear Lever -- DOWN.
2. Emergency Hand Pump -- EXTEND HANDLE, and PUMP (perpendicular to handle until resistance becomes heavy -- about 20 cycles).
3. Gear Down Light -- ON.
4. Pump Handle -- STOW.

GEAR UP LANDING

1. Landing Gear Lever -- UP.
2. Landing Gear and Gear Pump Circuit Breakers -- IN.
3. Runway -- SELECT longest hard surface or smooth sod runway available.
4. Wing Flaps -- 40° (on final approach).
5. Airspeed -- 65 KIAS.
6. Doors -- UNLATCH PRIOR TO TOUCHDOWN.
7. Avionics Power and Master Switches -- OFF when landing is assured.
8. Touchdown -- SLIGHTLY TAIL LOW.
9. Mixture -- IDLE CUT-OFF.
10. Ignition Switch -- OFF.
11. Fuel Selector Valve -- OFF.
12. Airplane -- EVACUATE.

LANDING WITHOUT POSITIVE INDICATION OF GEAR LOCKING

1. Before Landing Check -- COMPLETE.
2. Approach -- NORMAL (full flap).
3. Landing Gear and Gear Pump Circuit Breakers -- IN.
4. Landing -- TAIL LOW as smoothly as possible.
5. Braking -- MINIMUM necessary.
6. Taxi -- SLOWLY.
7. Engine -- SHUTDOWN before inspecting gear.

LANDING WITH A DEFECTIVE NOSE GEAR (Or Flat Nose Tire)

1. Movable Load -- TRANSFER to baggage area.
2. Passenger -- MOVE to rear seat.
3. Before Landing Checklist -- COMPLETE.
4. Runway -- HARD SURFACE or SMOOTH SOD.
5. Wing Flaps -- 40°
6. Cabin Doors -- UNLATCH PRIOR TO TOUCHDOWN.
7. Avionics Power and Master Switches -- OFF when landing is assured.
8. Land -- SLIGHTLY TAIL LOW.
9. Mixture -- IDLE CUT-OFF.
10. Ignition Switch -- OFF.
11. Fuel Selector Valve -- OFF.
12. Elevator Control -- HOLD NOSE OFF GROUND as long as possible.
13. Airplane -- EVACUATE as soon as it stops.

LANDING WITH A FLAT MAIN TIRE

1. Approach -- NORMAL (full flap).
2. Touchdown -- GOOD TIRE FIRST, hold airplane off flat tire as long as possible with aileron control.
3. Directional Control -- MAINTAIN using brake on good wheel as required.

ELECTRICAL POWER SUPPLY SYSTEM MALFUNCTIONS

OVER-VOLTAGE LIGHT ILLUMINATES

1. Avionics Power Switch -- OFF.
2. Master Switch -- OFF (both sides).
3. Master Switch -- ON.
4. Over-Voltage Light -- OFF.
5. Avionics Power Switch -- ON.

If over-voltage light illuminates again:

6. Flight -- TERMINATE as soon as practical.

AMMETER SHOWS DISCHARGE

1. Alternator -- OFF.
2. Nonessential Radio/Electrical Equipment -- OFF.
3. Flight -- TERMINATE as soon as practical.