



AW-005d High Performance Checkout

1 Lesson1: High Performance Distinctives

1.1 Ground (1 hour):

1. Overview: challenge of staying ahead of aircraft
2. Discuss Function and use of Propeller control
3. Discuss Retractable Landing Gear Operations (as appropriate)
4. (At Aircraft) Preflight operations
5. Introduction to aircraft systems

1.2 Flight (1 hour)

1. Use of Checklist
2. Startup & taxi
3. Runup
4. Takeoff/Climbout: prop and gear (25 Square)
5. Transition to Cruise
6. General aircraft familiarity (Basic 4, slowly, stalls)
7. Approach and landing. **GUMPS**

2 Lesson 2: Aircraft-Specific (POH/AFM)

2.1 Ground (2 hours)

1. Aircraft Systems
2. Normal Operations
3. Emergency Operations
4. Aircraft-specific Landing Gear Operations (as appropriate)
5. Performance Charts
6. Weight and Balance

2.2 Flight (1 hour)

1. Use of Checklist
2. Startup & taxi
3. Runup
4. Takeoff/Climbout: Prop and Gear (25 Square)
5. Transition to Cruise
6. Speed Changes
7. Approach and Landing **GUMPS**

3 Lesson 3: Review, Emphasize Airwork

3.1 Ground (1 hour)

1. Review Propeller Control
2. Review Landing Gear Operation (as appropriate)

3.2 Flight (1 hour)

1. Use of Checklist
2. Startup & taxi
3. Runup
4. Takeoff/Climbout: Prop and Gear (25 Square)
5. Transition to Cruise
6. Speed Changes to MCA with and without flaps/gear.
7. Approach and Landing **GUMPS**

4 Lesson 4: Review; Introduce Emergencies

4.1 Ground (1 hour)

1. Emergency Landing Gear Extension (as appropriate)
2. Electrical failures
3. Comm Failures
4. Engine failure
5. Fire in flight
6. Door open

4.2 Flight (1 hour)

1. Use of Checklist
2. Startup & taxi
3. Runup
4. Takeoff/Climbout: Prop and Gear
5. Transition to Cruise
6. Emergency Landing Gear Extension
7. Simulate e/o from altitude
8. Review Speed Changes
9. Stalls and Stall Recovery
10. Approach and Landing **GUMPS**

5 Lesson 5: Continue Emergencies; Pattern Work

5.1 Ground (as Needed)

5.2 Flight: (1 Hour)

1. Use of Checklist
2. Startup & taxi
3. Runup
4. Takeoff/Climbout: simulate e/o on t/o
5. Normal landing and t/o
6. Engine Out from downwind: Simulate deadstick landing.
7. Go-Around from Final

6 Lesson 6: Short XC

6.1 Ground (1 Hour)

1. Plan trip: 3 legs
2. Discuss staying ahead at faster speeds.

6.2 Flight (1 – 2 hours)

1. Takeoff and Landing at each airport
2. Plan climbout / approach appropriate to each airport consistent with performance of aircraft.

3. Use of available nav aids
 - a. VOR
 - b. NDB
 - c. GPS
4. Use of Autopilot

7 Lesson 7: More Pattern Work, Emergencies

7.1 Ground (as needed)

7.2 Flight (1 Hour)

1. Sim e/o on Climbout
2. Accuracy Landing
3. Sim g/a from flare
4. At least one trip around pattern without 6-pack.

8 Lesson 8 (Instrument Rated Pilots Only)

8.1 Ground (~1 hour)

1. Review pilot's recency of IR experience.
2. Consistent with experience, review IFR regs and charts/plates
3. Plan flight consistent with pilot's experience level

8.2 Flight (Consistent with Pilot's experience)

8.2.1 Flight Fundamentals IR

1. Basic 4
2. Steep turns
3. Speed changes and Slow Flight
4. Stalls and stall recovery.

8.2.2 Navigation IR

1. Identifying and tracking to and from VOR
2. VOR Hold
3. (If equipped) Identifying and tracking NDB
4. (if equipped) GPS Operation and navigation
5. Approaches suitable to equipment on aircraft.

9 Lessons 9ff, build skills as necessary.