

#5

Visual Cues of Landing

Lesson flow:

- Approach - “trapezoid”

In the airplane:

- Power idle timing - “uh oh, runway is big!”
- Level off - smooth transition time
- Flare - Pizza pie and the horizon

Sight-picture: “The Trapezoid”

Look at the room around you.

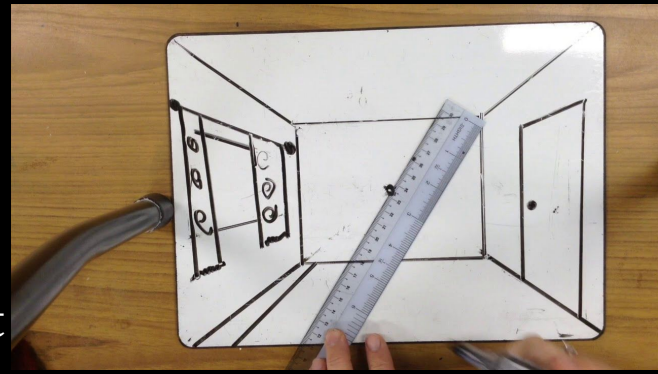
Look straight at a wall.

Notice: with your head facing wall, edges of floor all point towards a point in front of you

This realization creates perspective in paintings and art

More importantly:

This means that a rectangle in front of you (ex the floor) appears like a trapezoid!

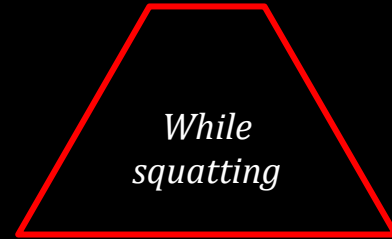
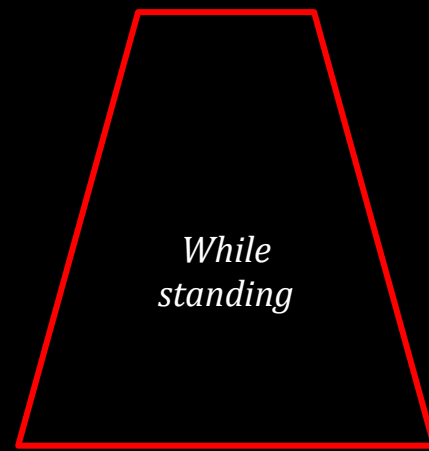


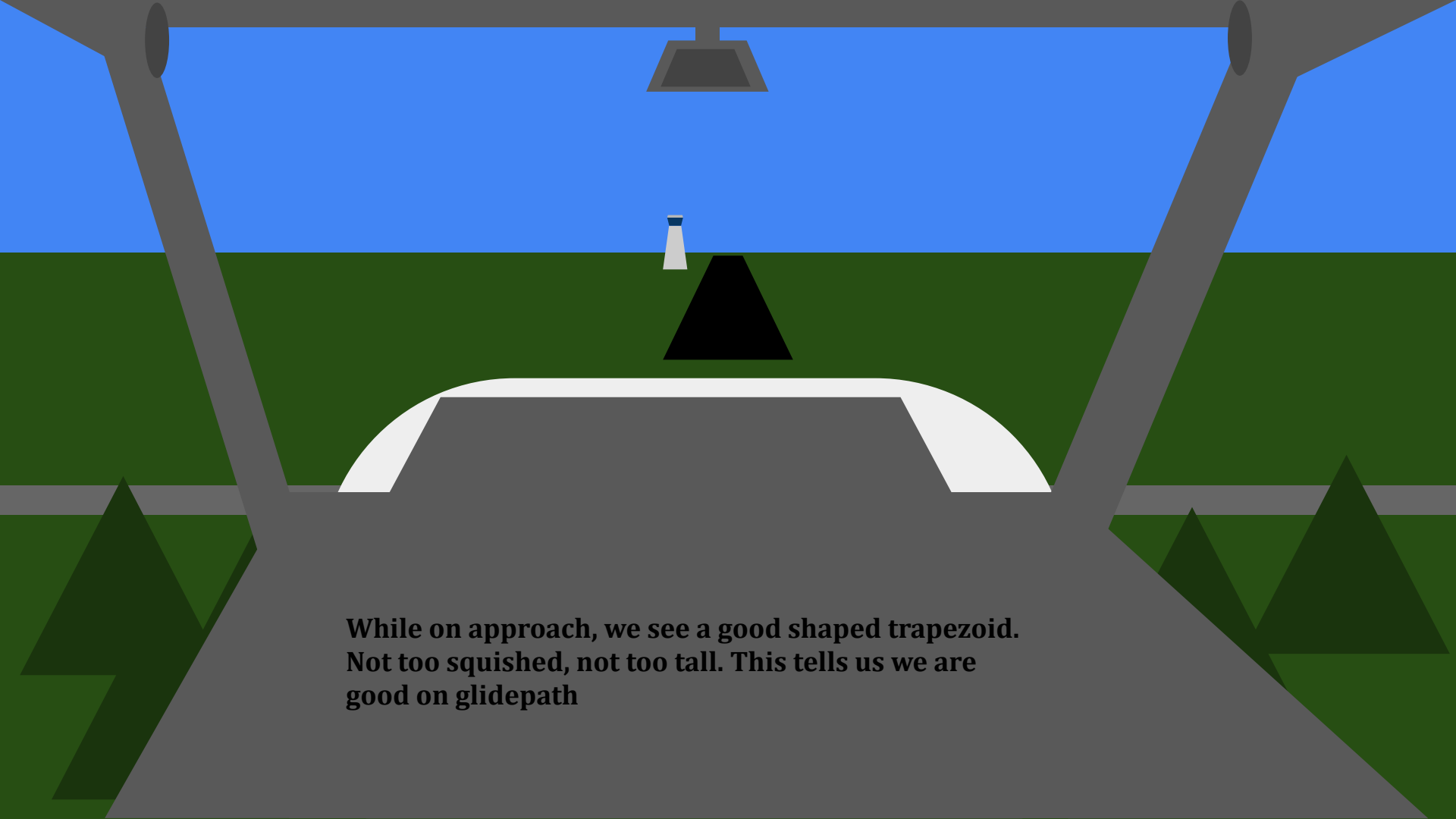
*This shape is
called a trapezoid*

Exercise

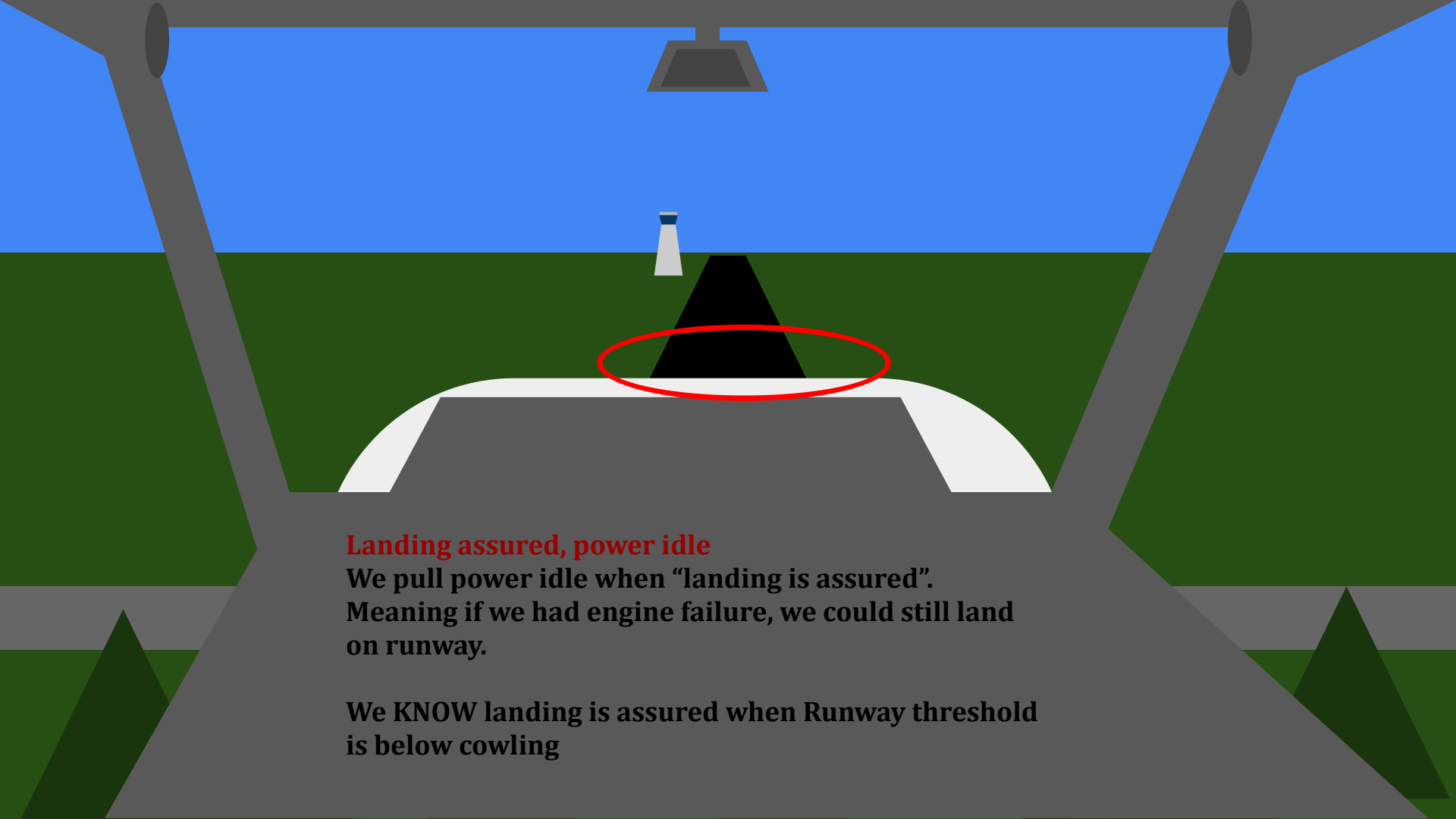
Fold a piece of paper in half to make a runway
Place it on the table in front of you
Squat while looking at your runway

Visual your descent rate as you squat
Identify when to flare when you squat





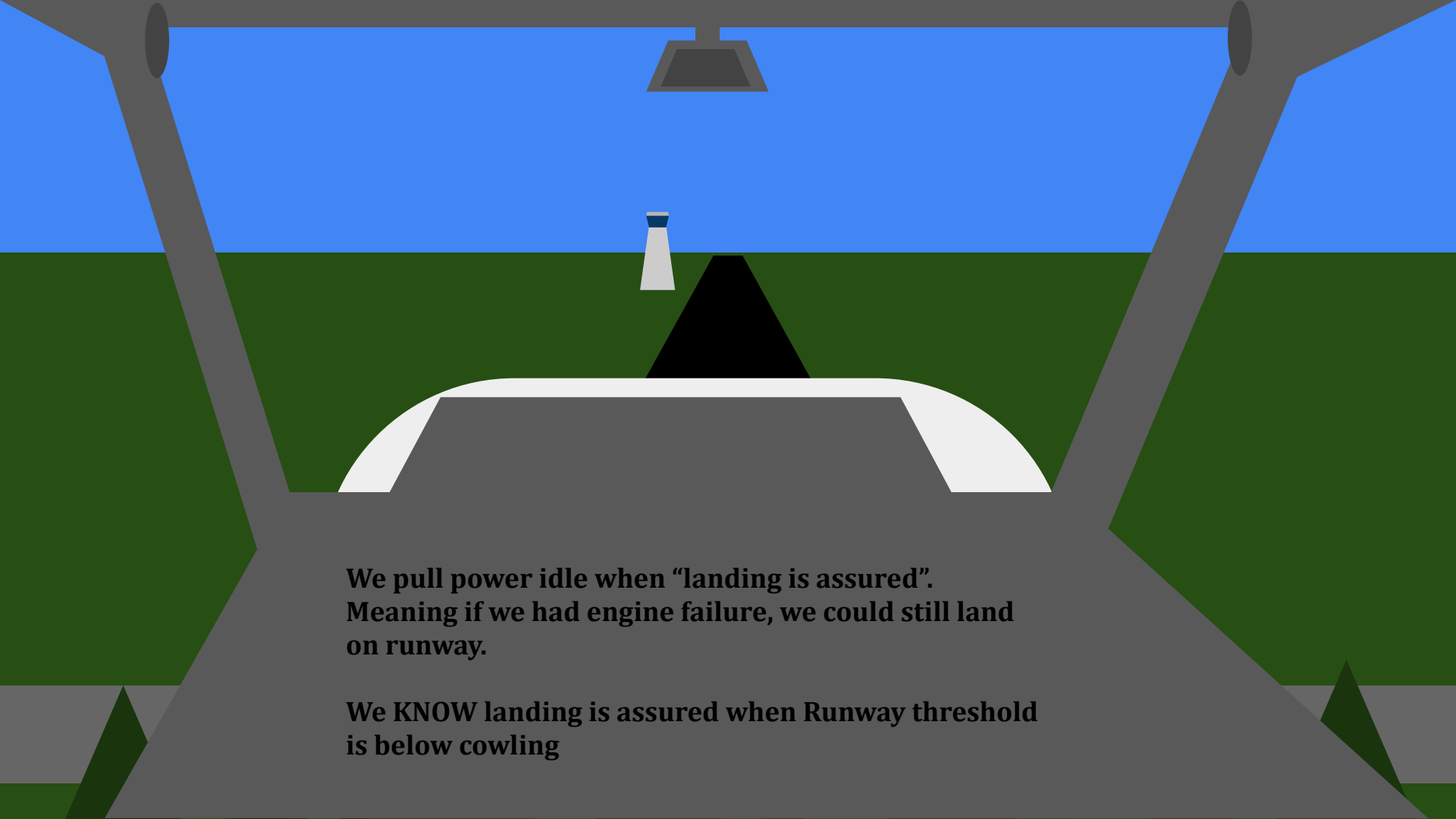
**While on approach, we see a good shaped trapezoid.
Not too squished, not too tall. This tells us we are
good on glidepath**



Landing assured, power idle

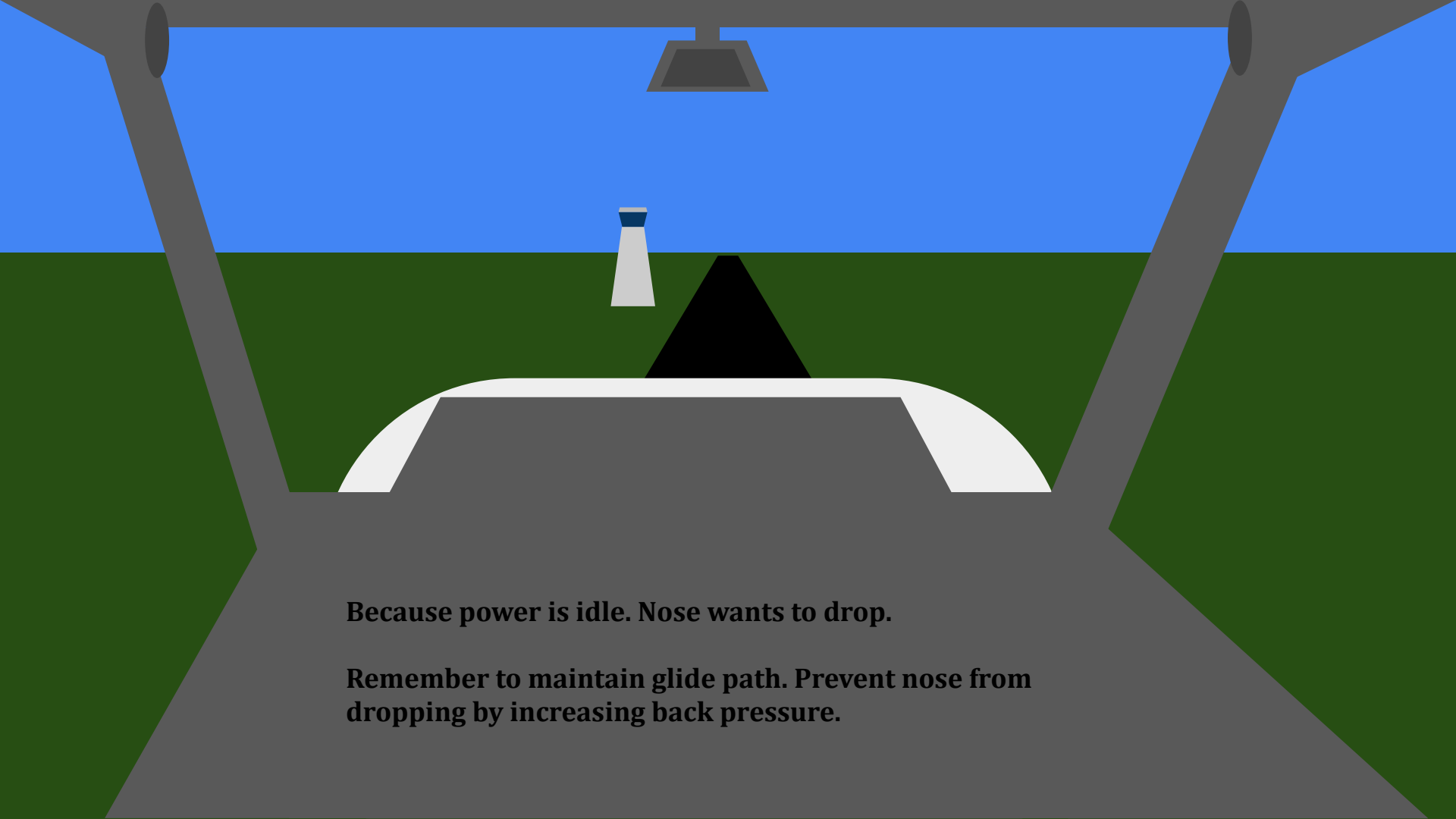
We pull power idle when “landing is assured”.
Meaning if we had engine failure, we could still land
on runway.

We KNOW landing is assured when Runway threshold
is below cowling



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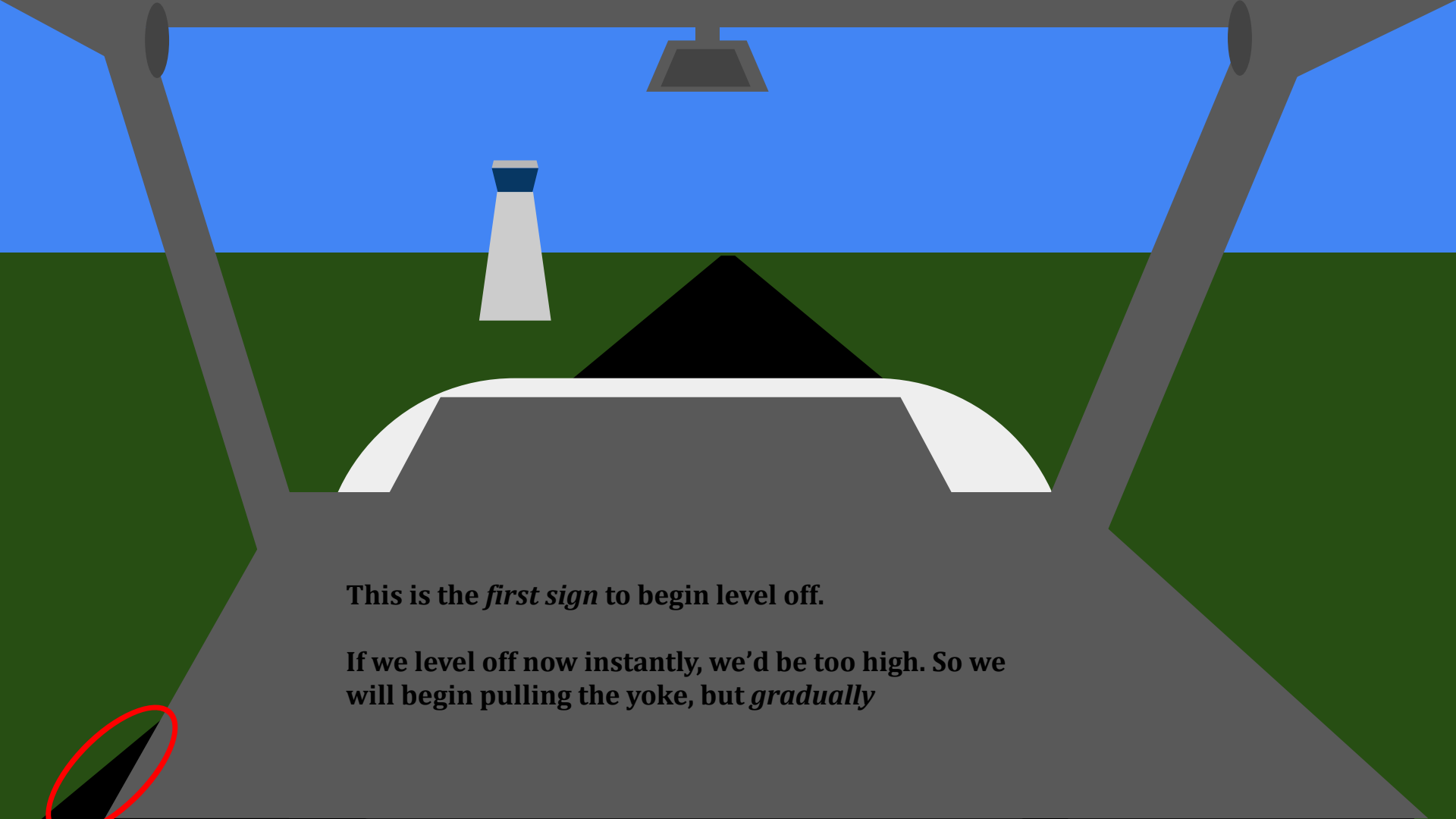
**We KNOW landing is assured when Runway threshold
is below cowling**



Because power is idle. Nose wants to drop.

Remember to maintain glide path. Prevent nose from dropping by increasing back pressure.

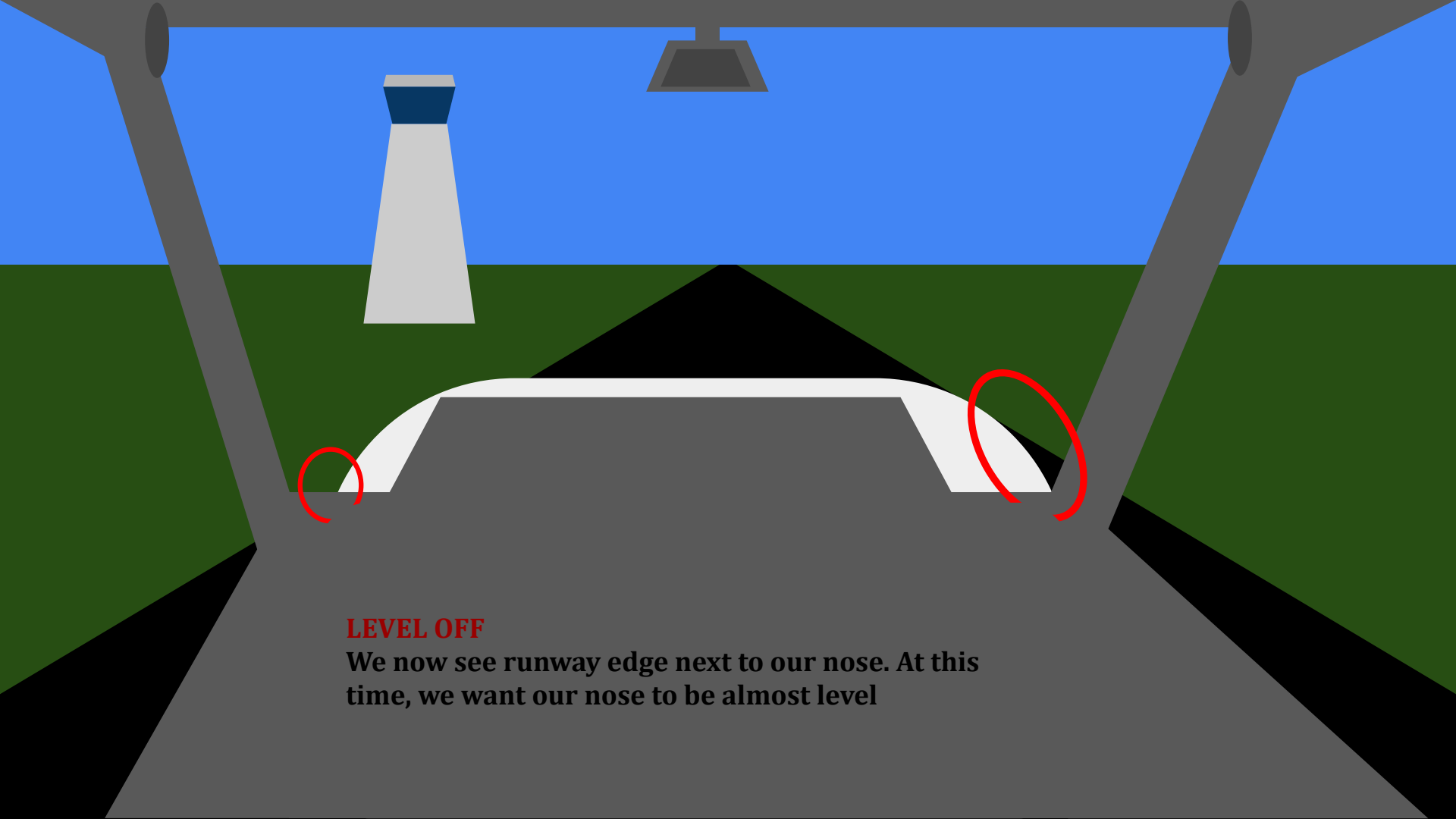




This is the *first sign* to begin level off.

If we level off now instantly, we'd be too high. So we will begin pulling the yoke, but *gradually*





LEVEL OFF

We now see runway edge next to our nose. At this time, we want our nose to be almost level





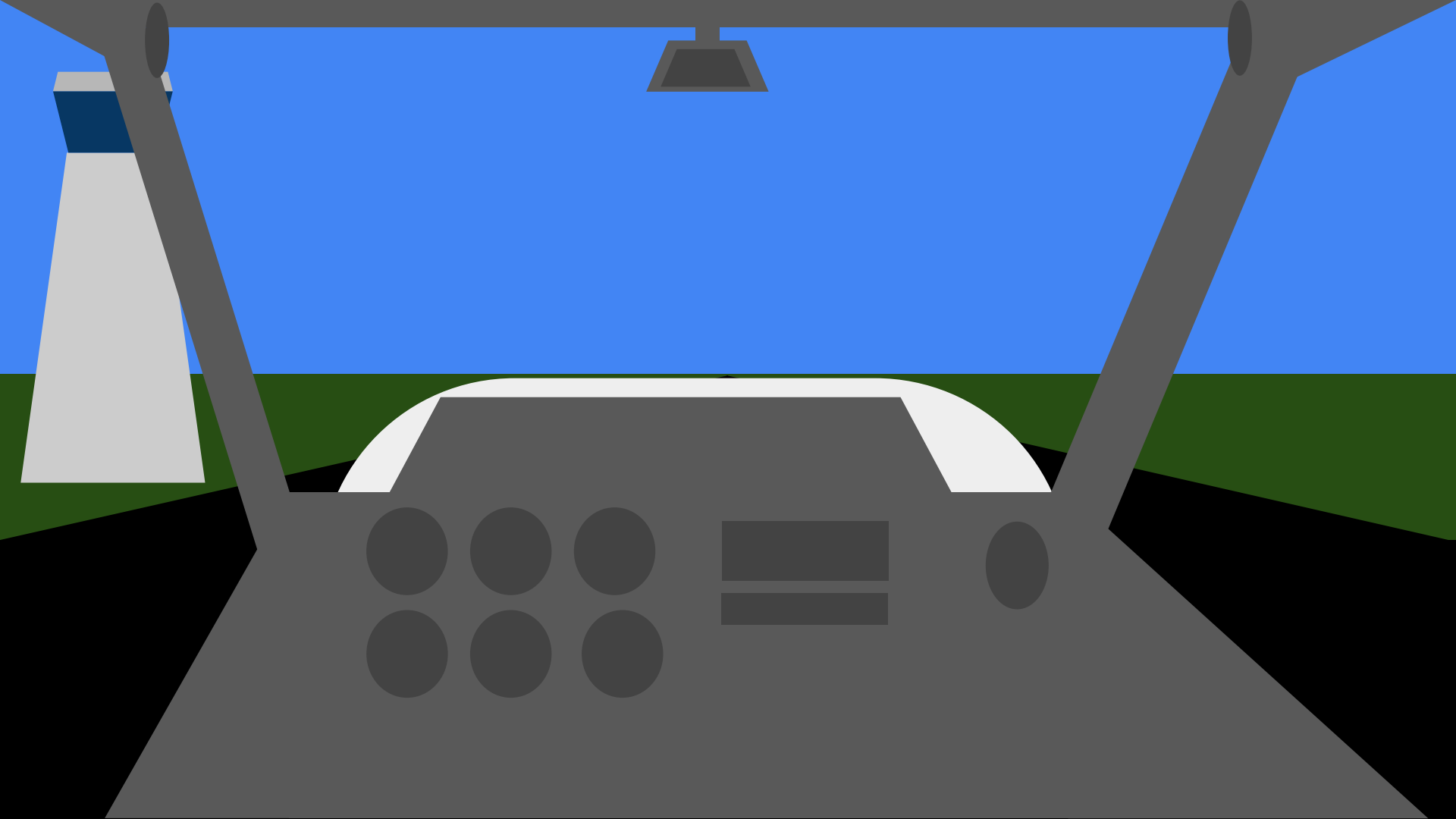
LEVEL OFF
We have levelled off.

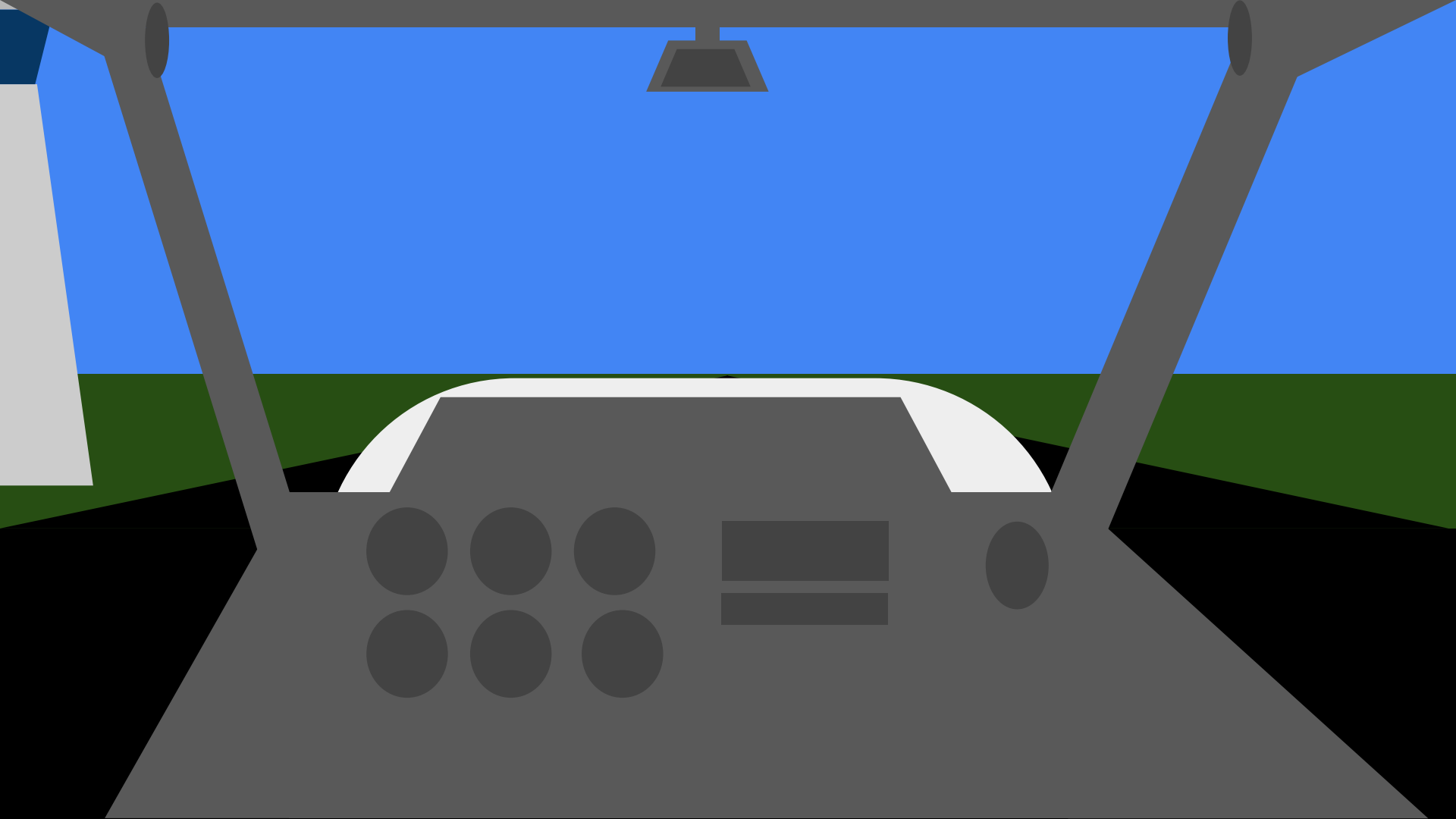


FLARE

We continue gradually pulling back on the yoke until we can just barely see the far end of the runway.

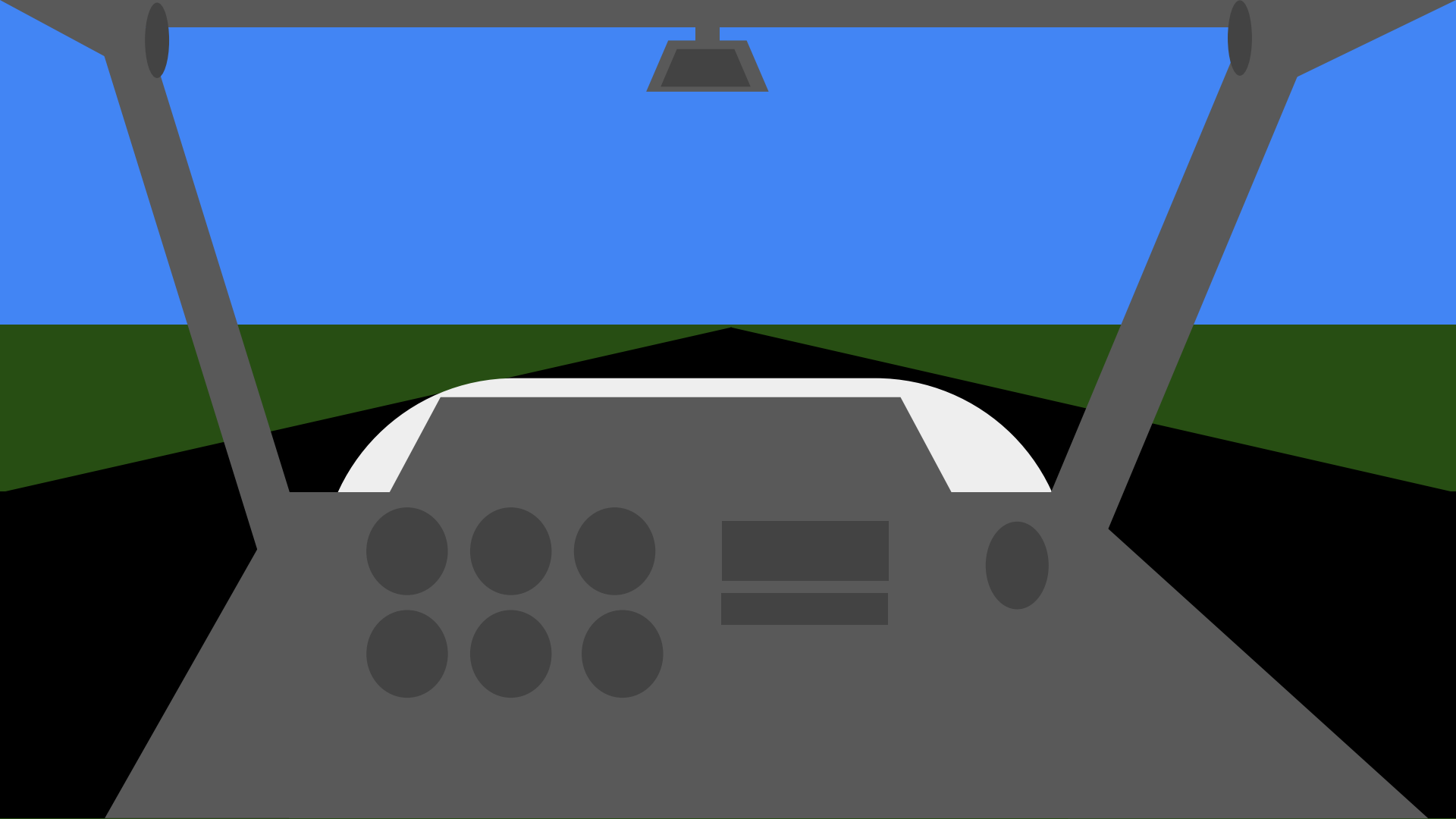
****exact sight-picture depends on seat-height!****







Touchdown



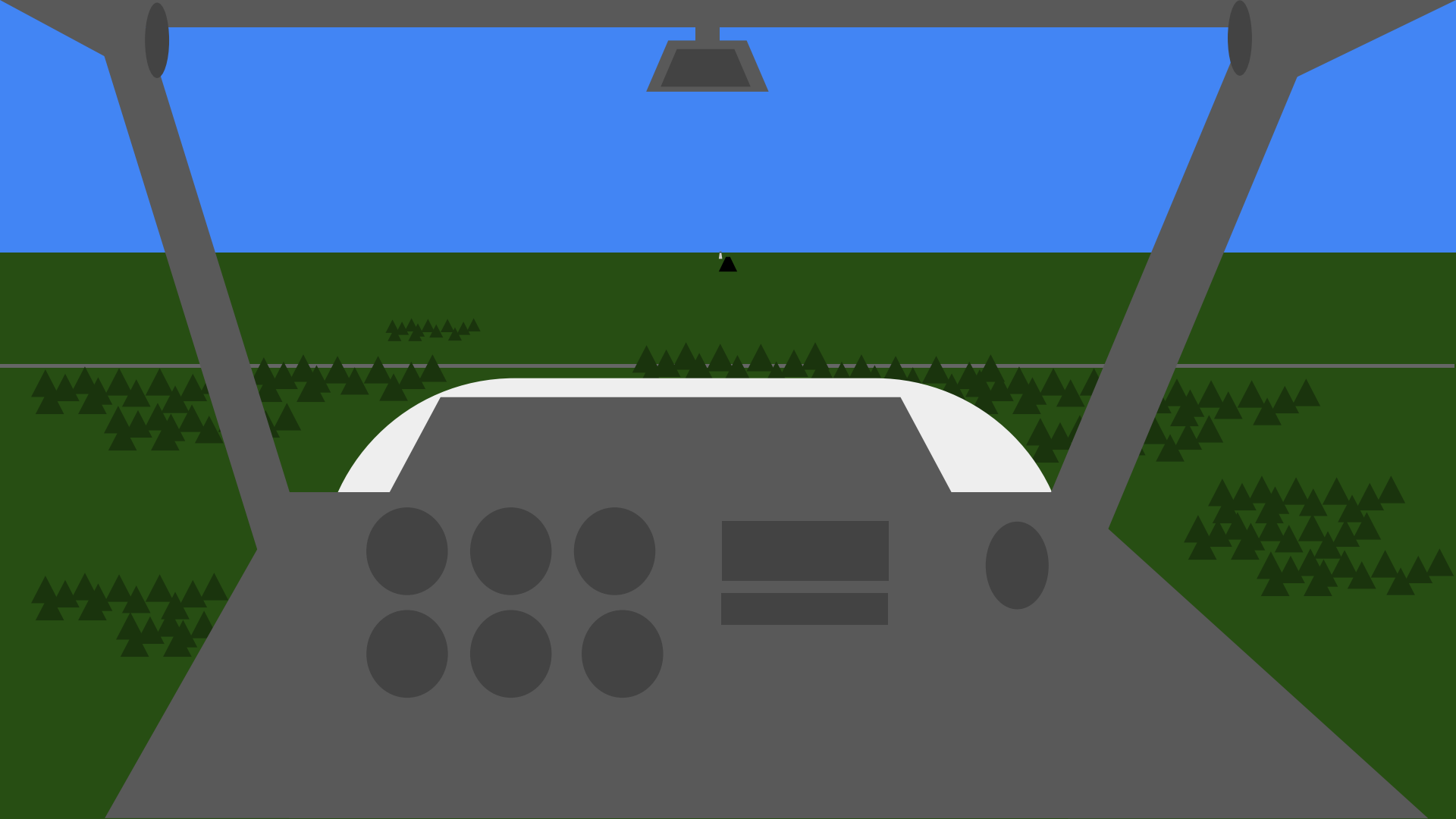
You Try

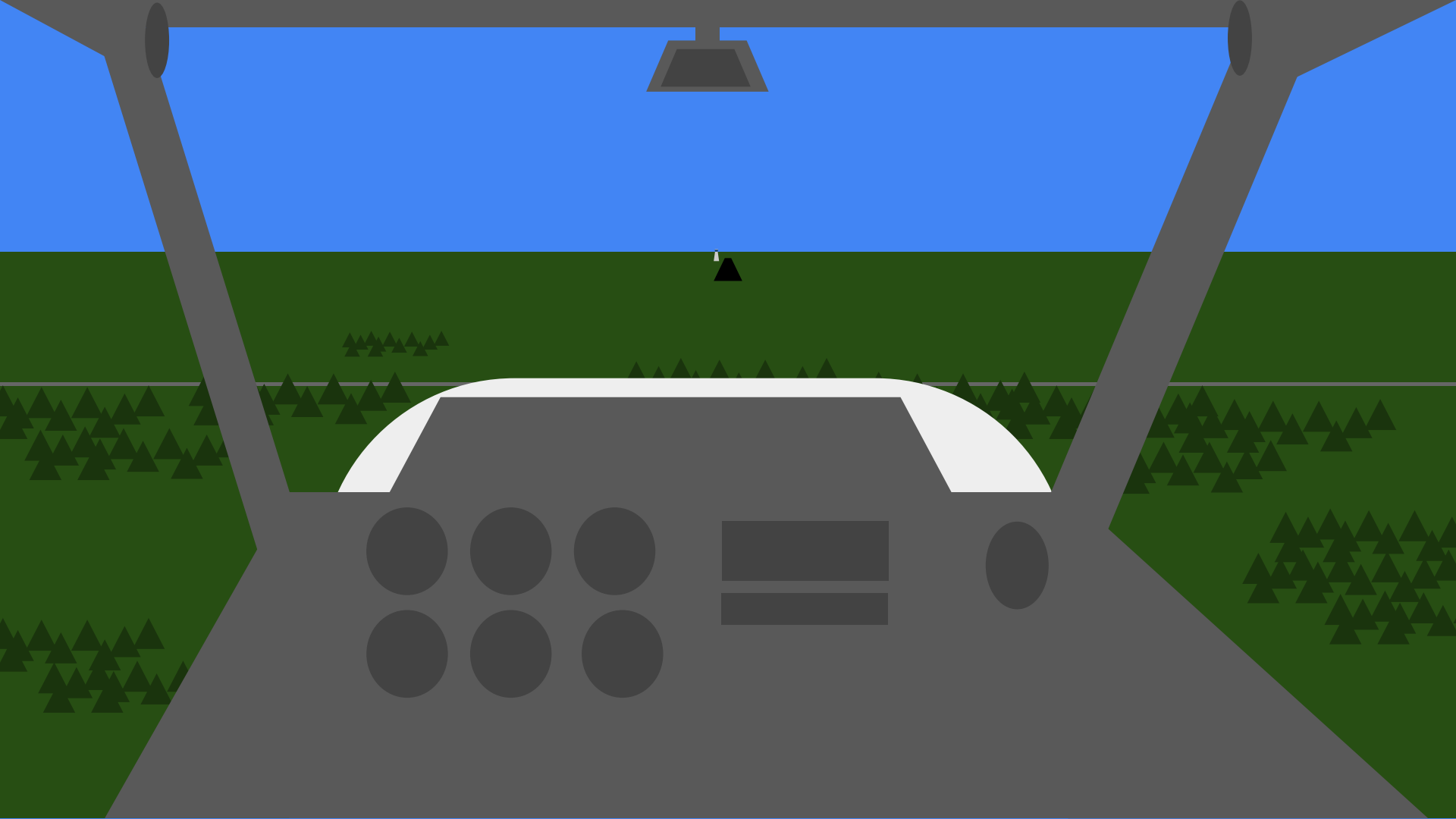
Continue scrolling through the slides, this time identify for yourself:

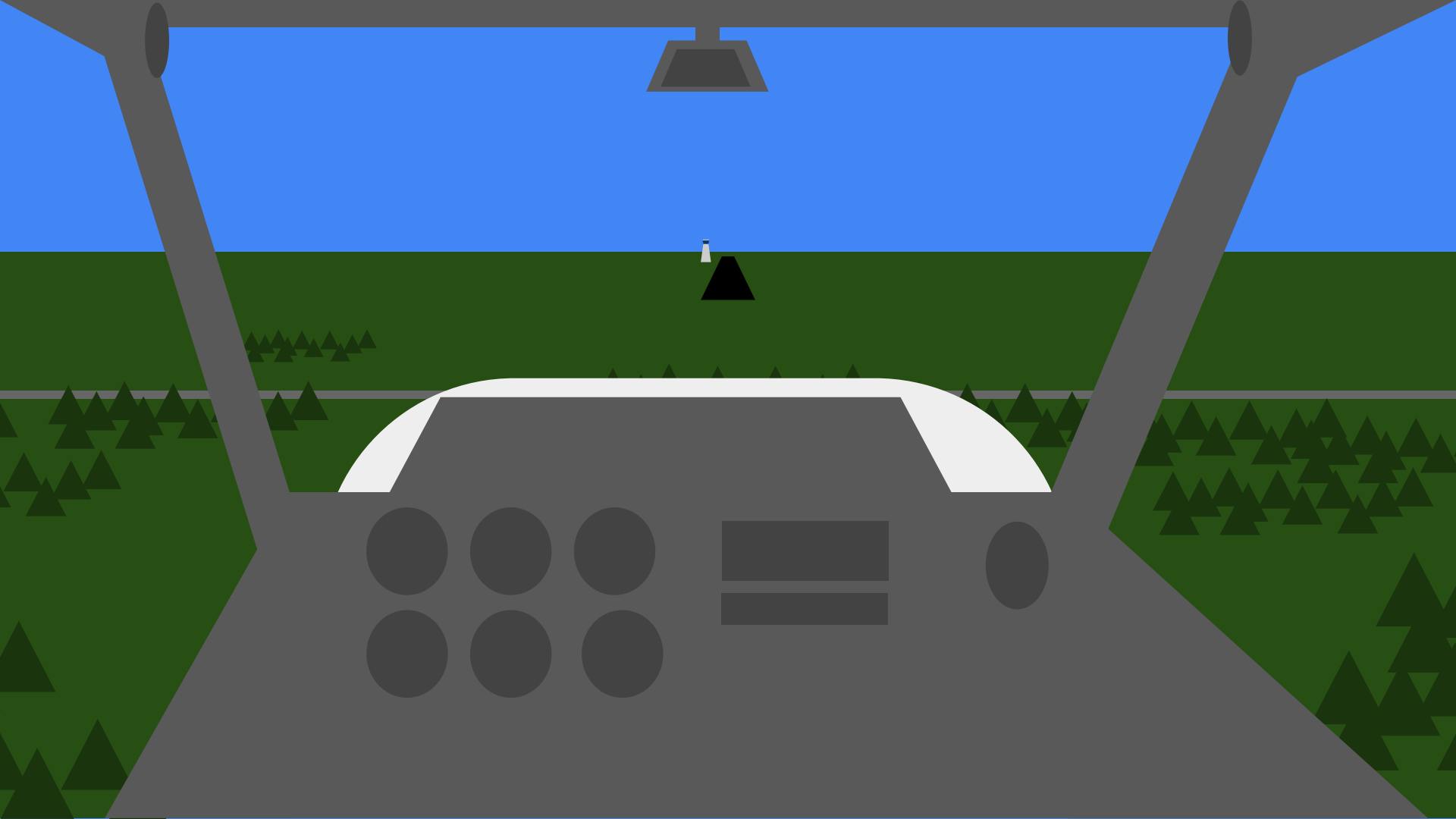
Identify the time to pull power idle

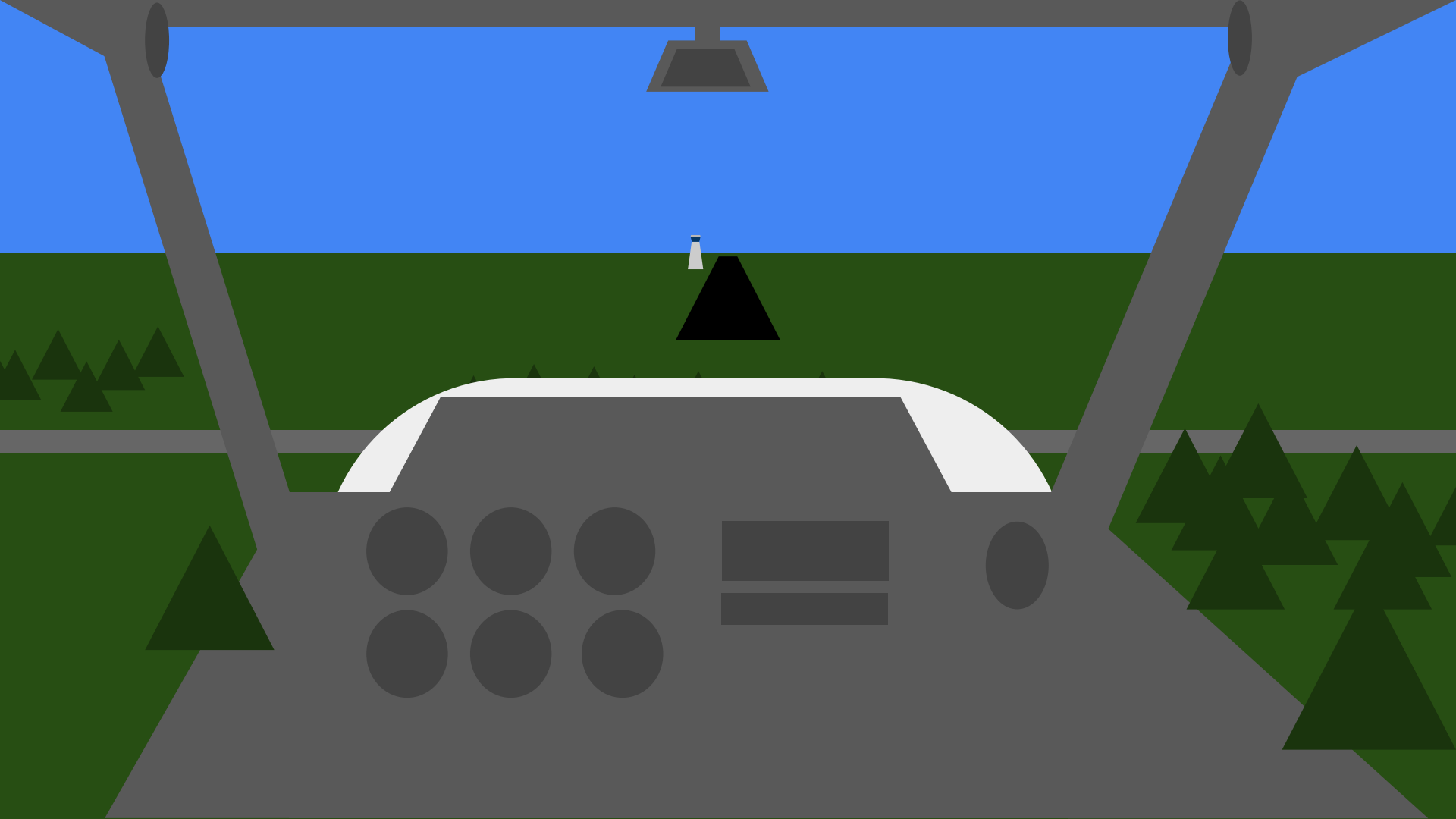
Identify the time to level off

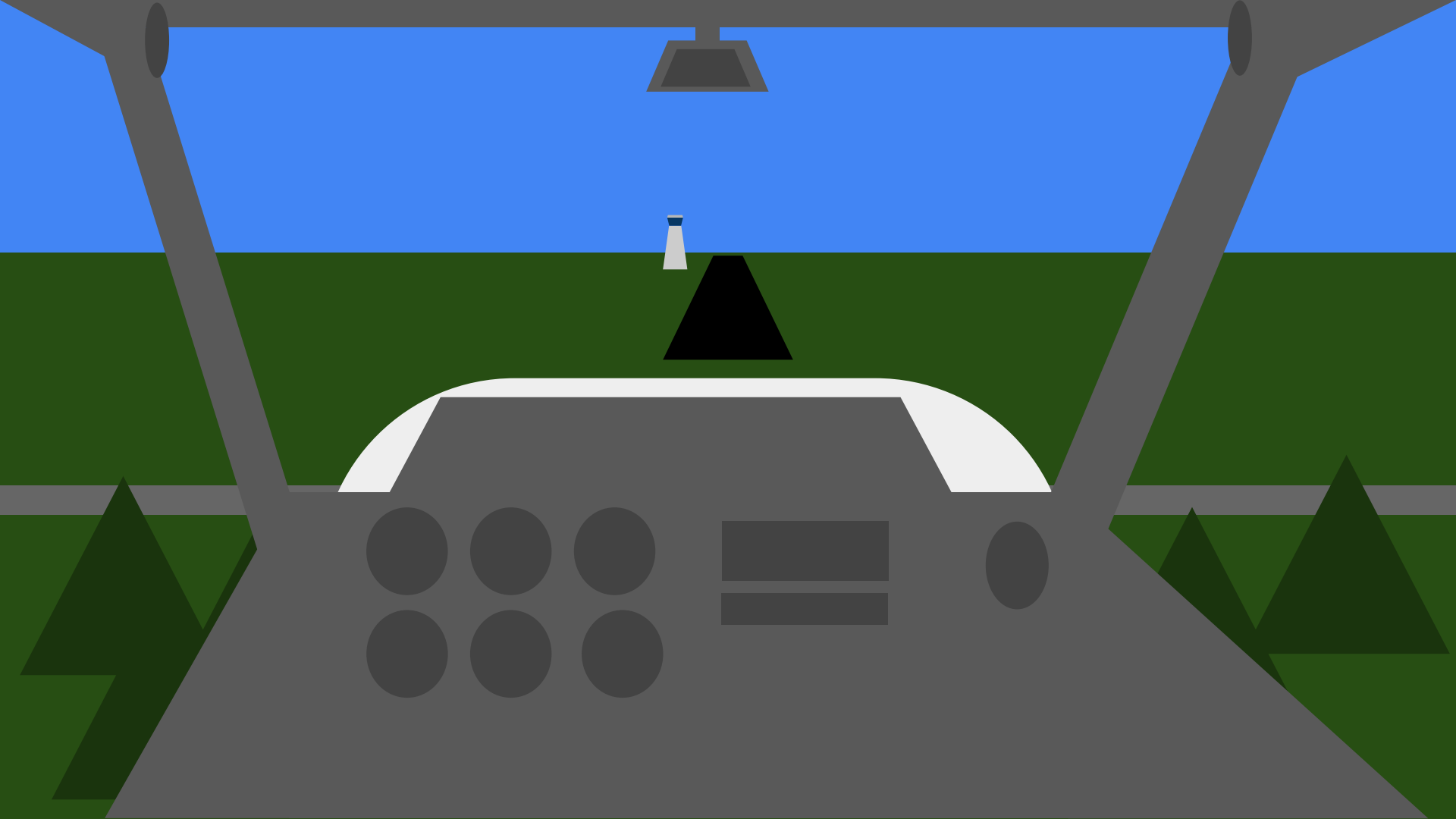
Identify the time to flare

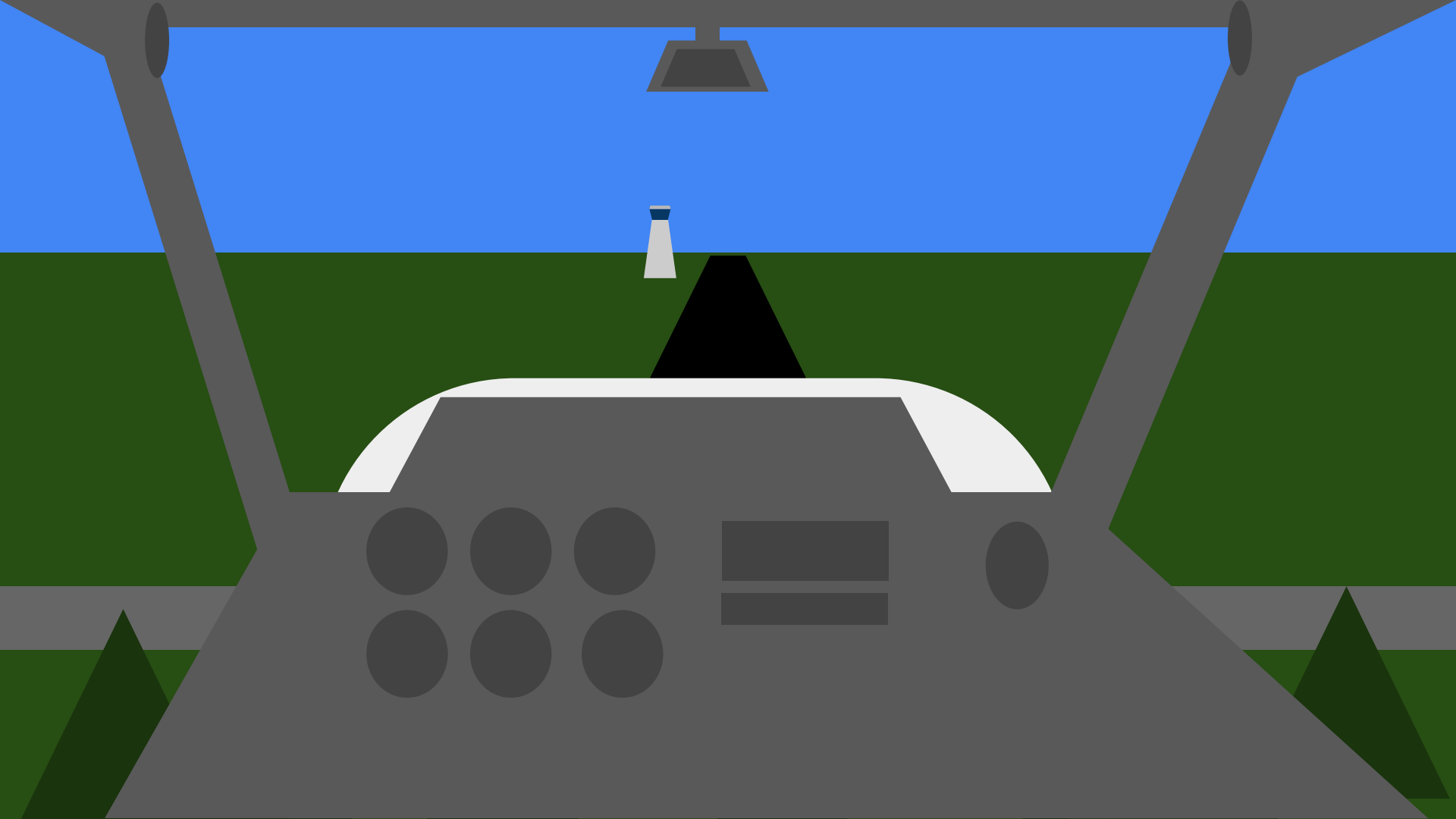


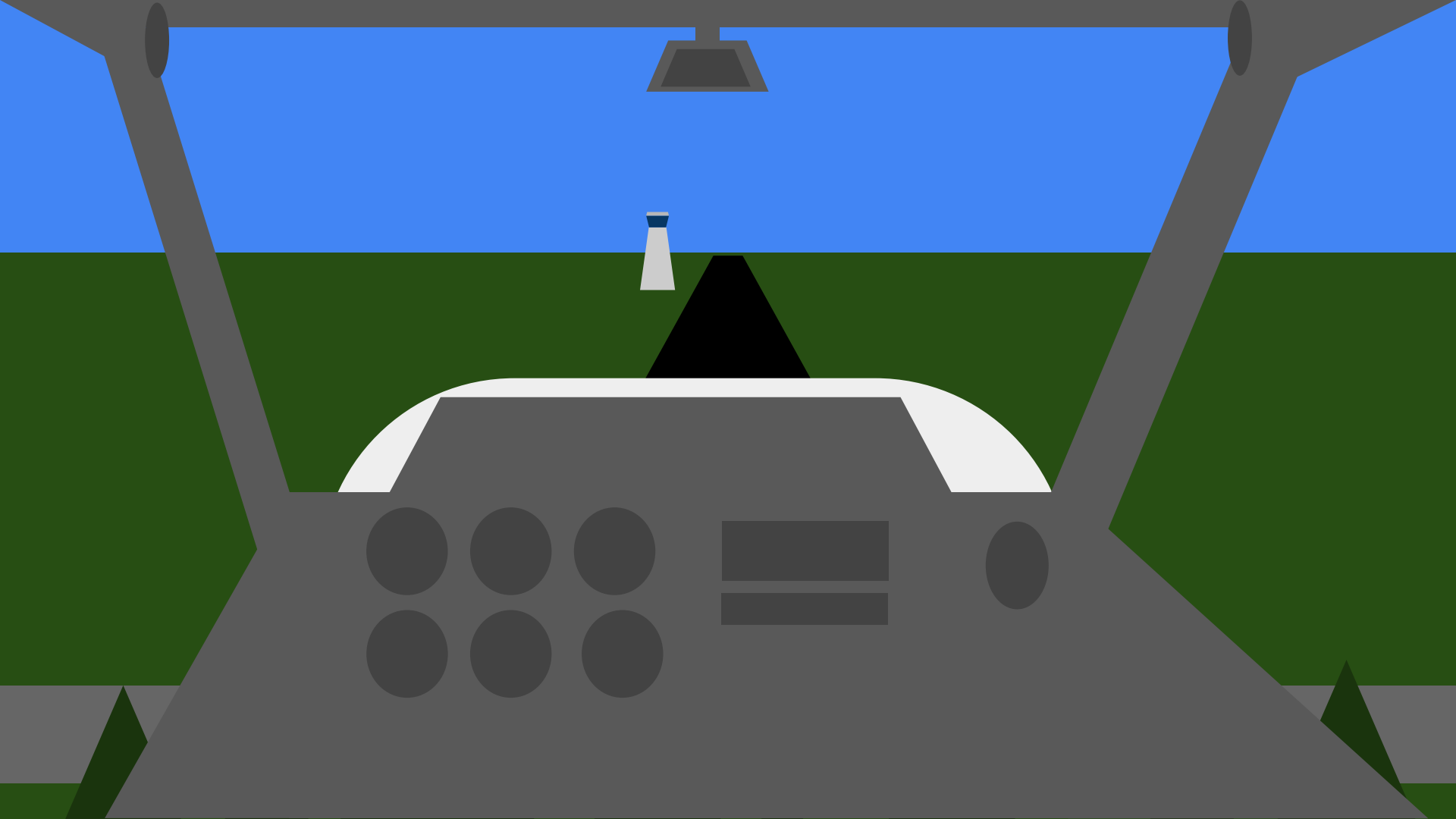












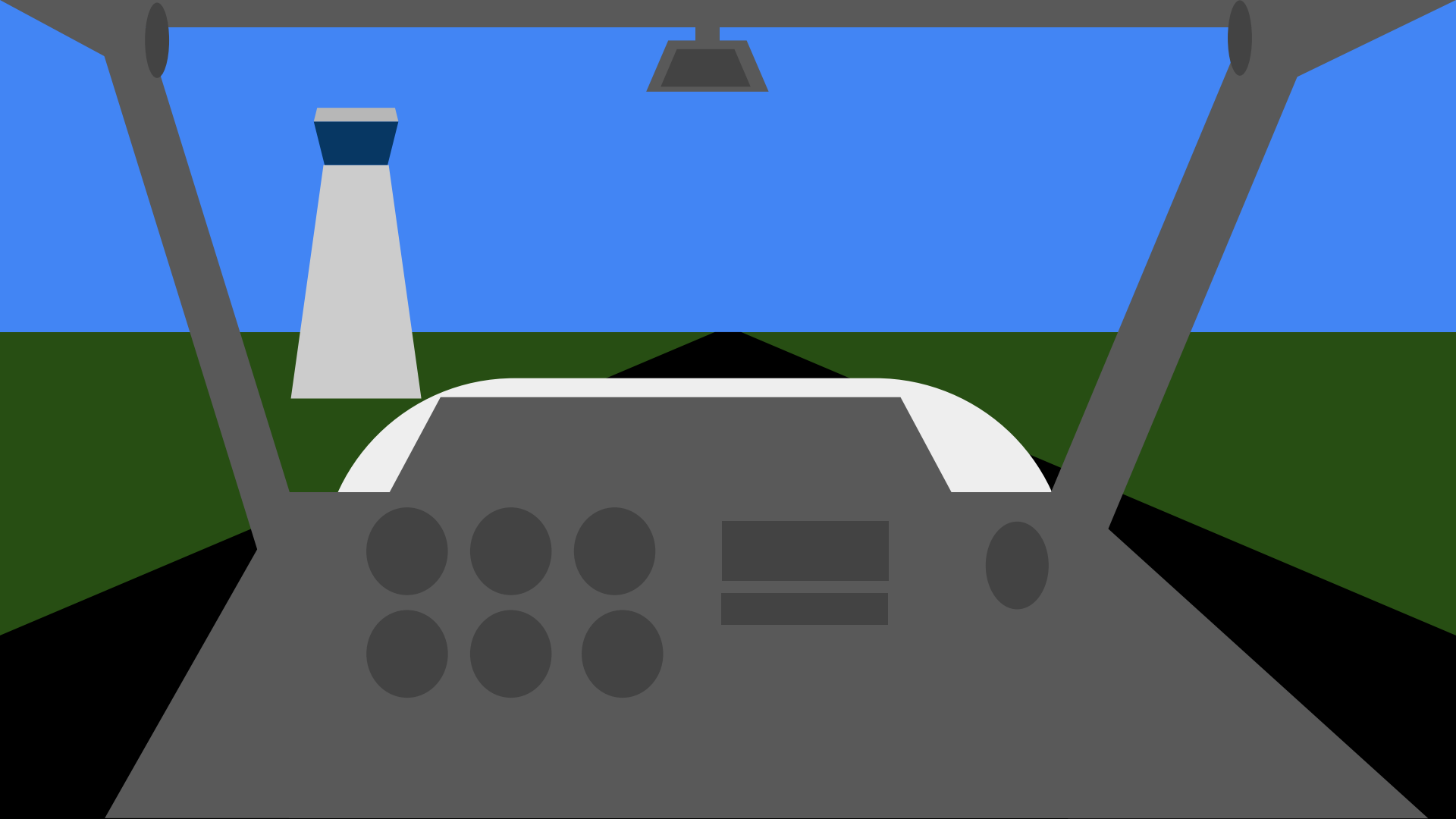


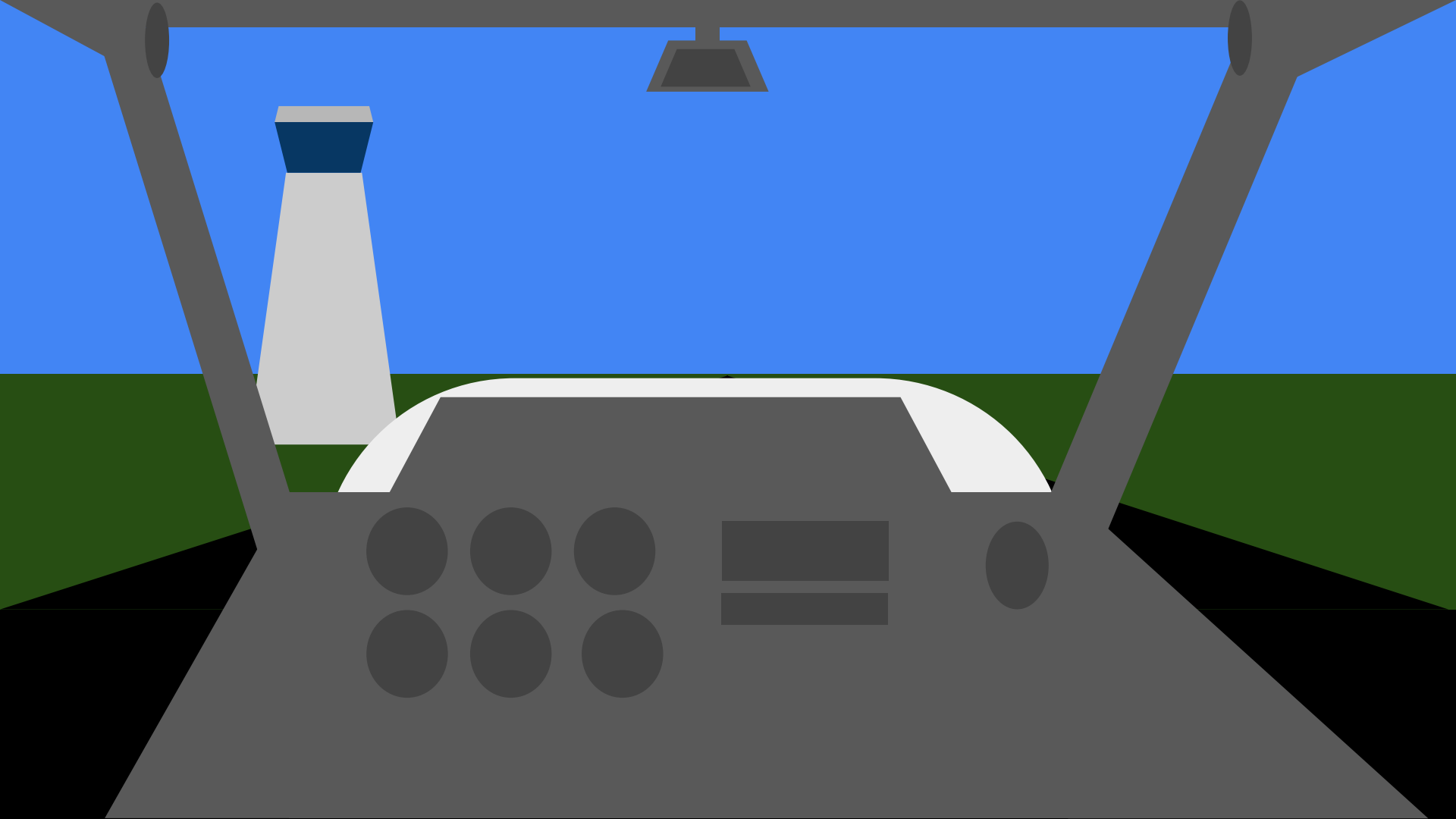


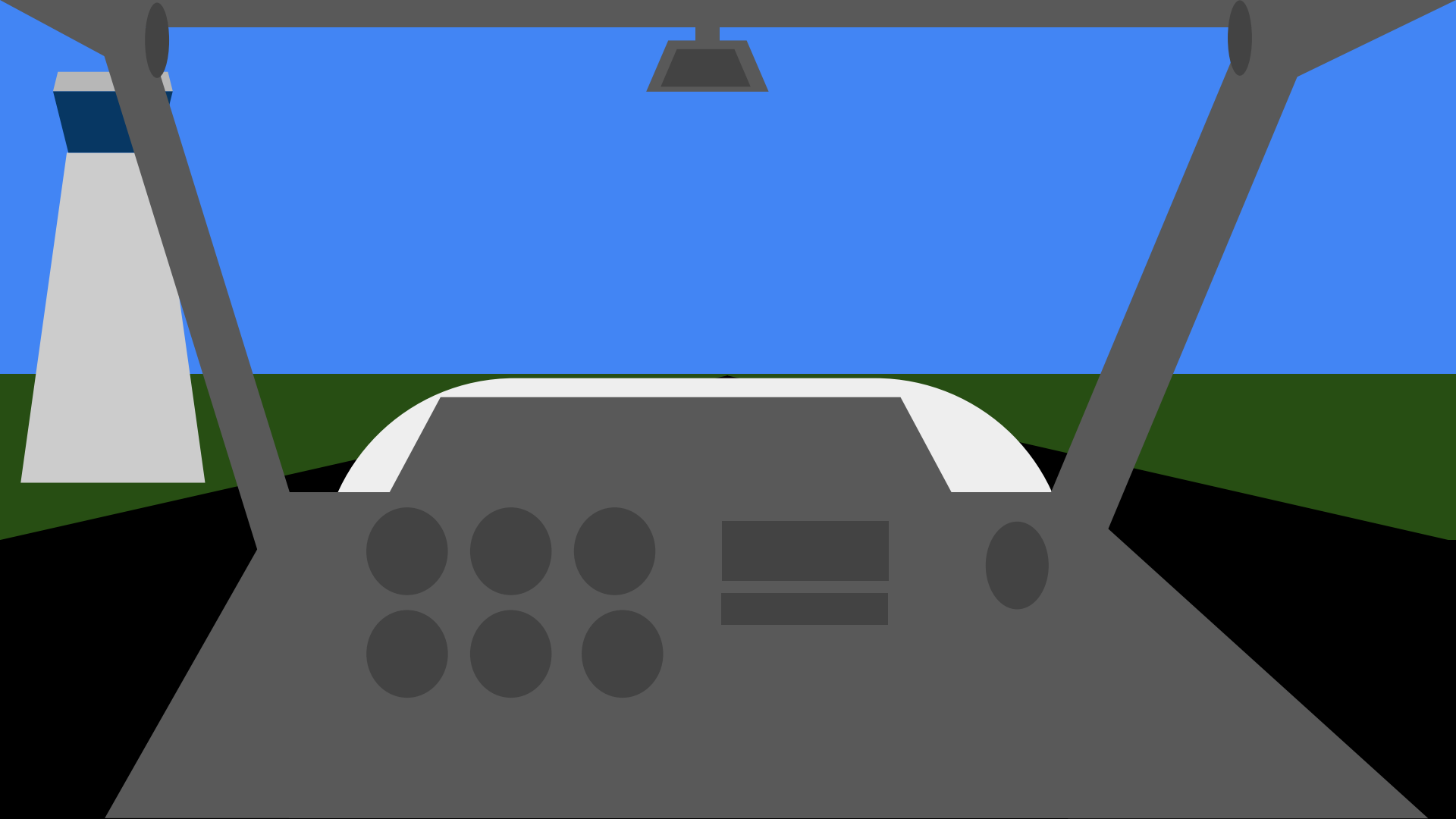


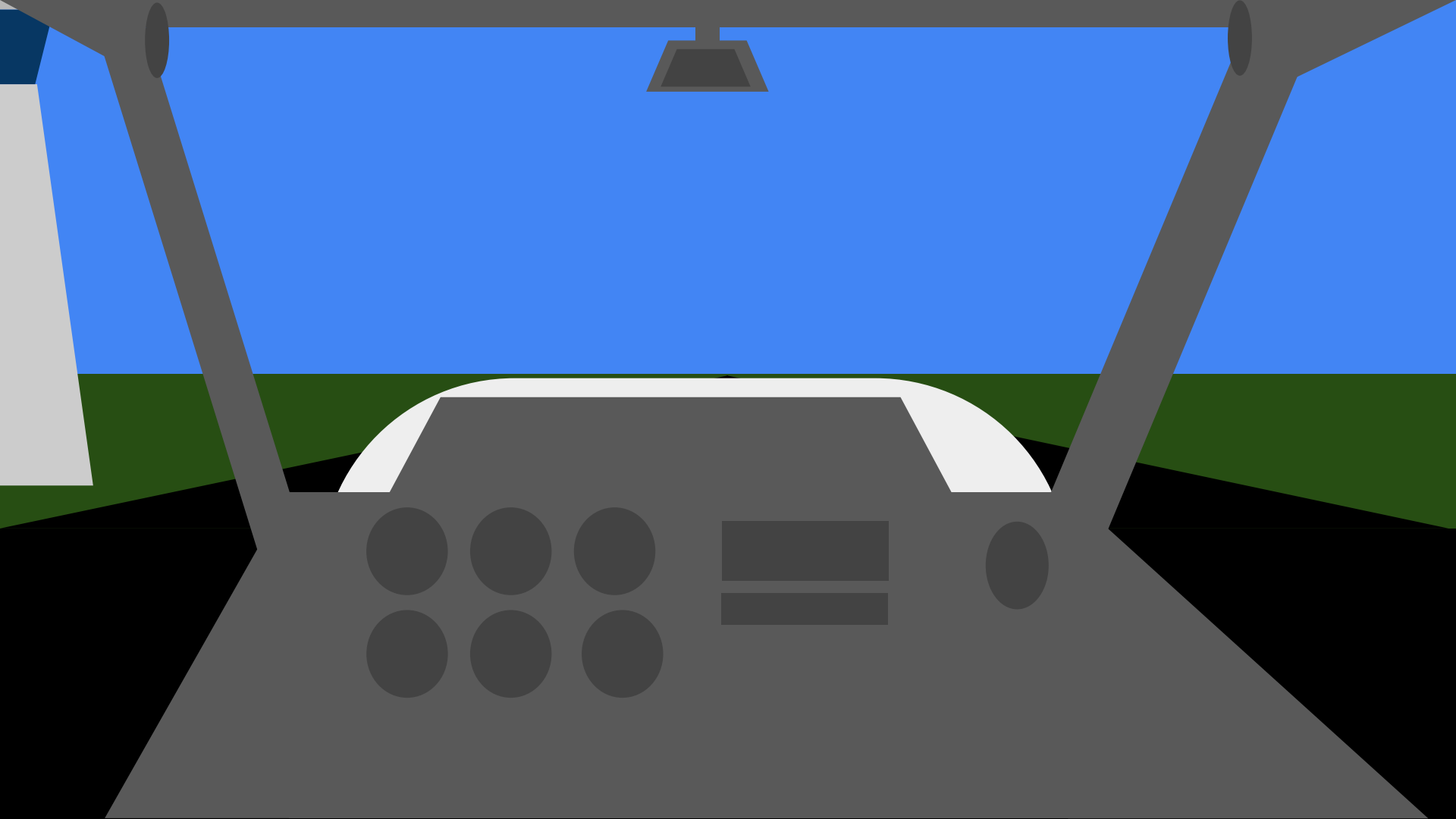


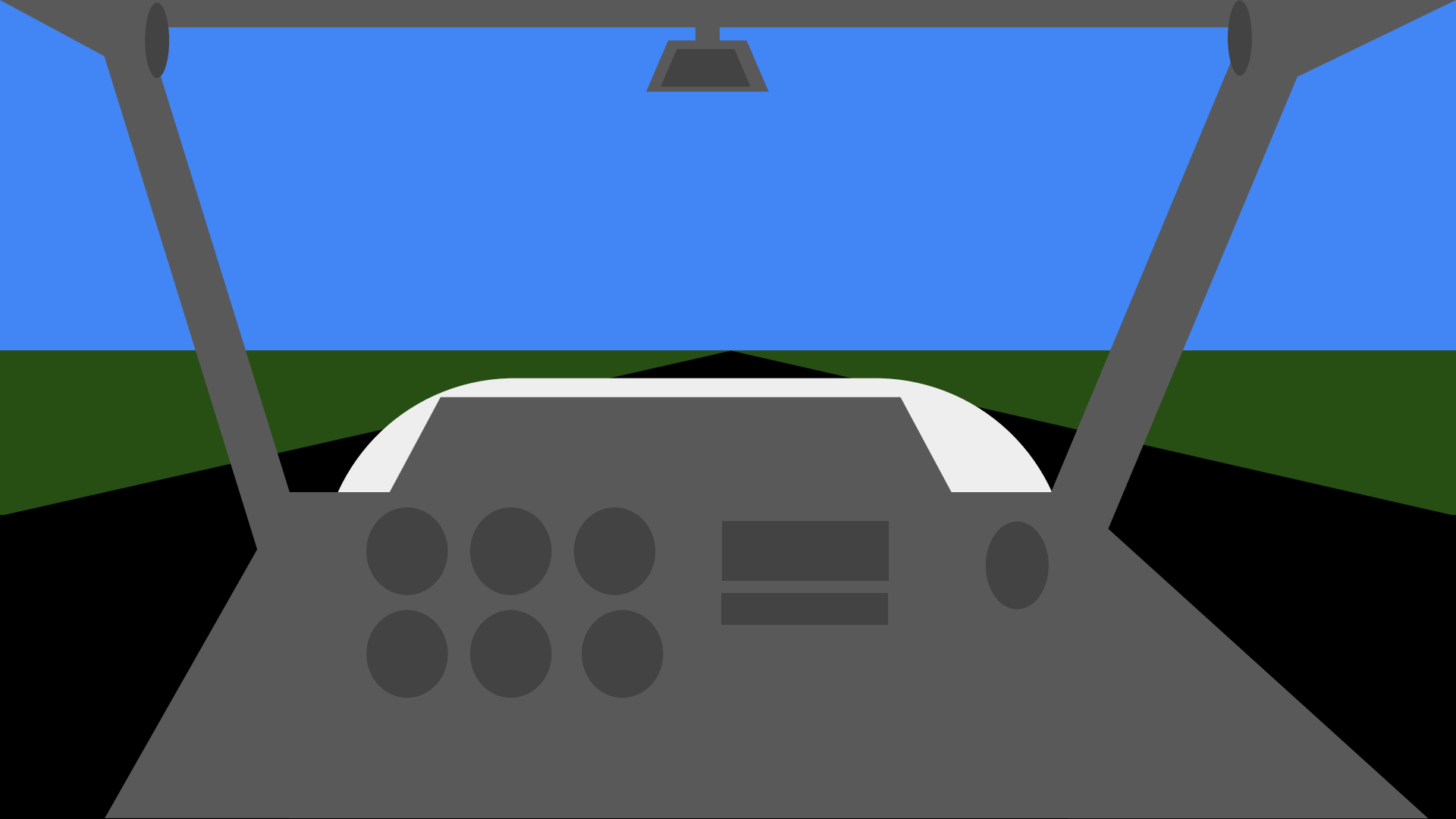


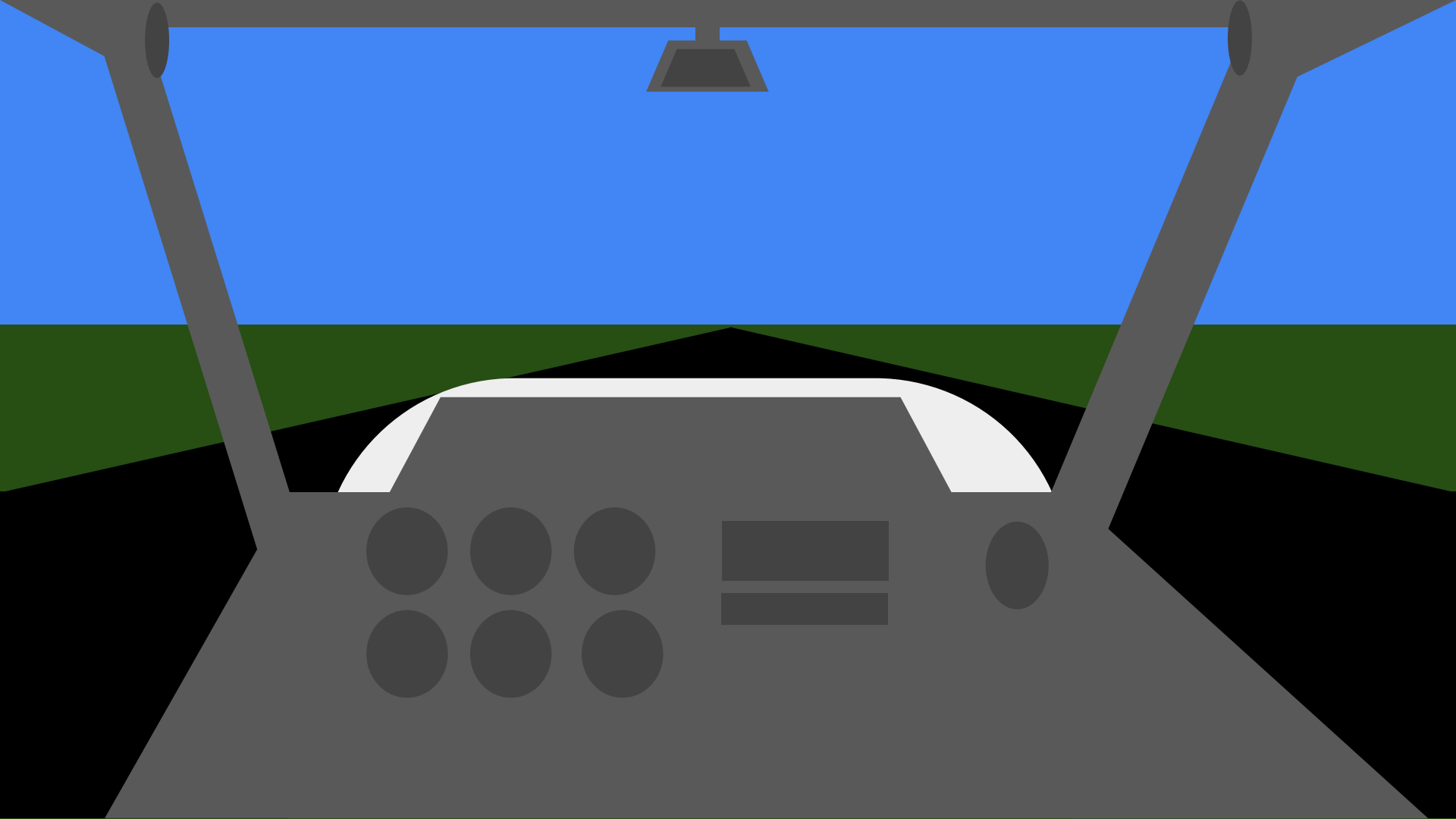


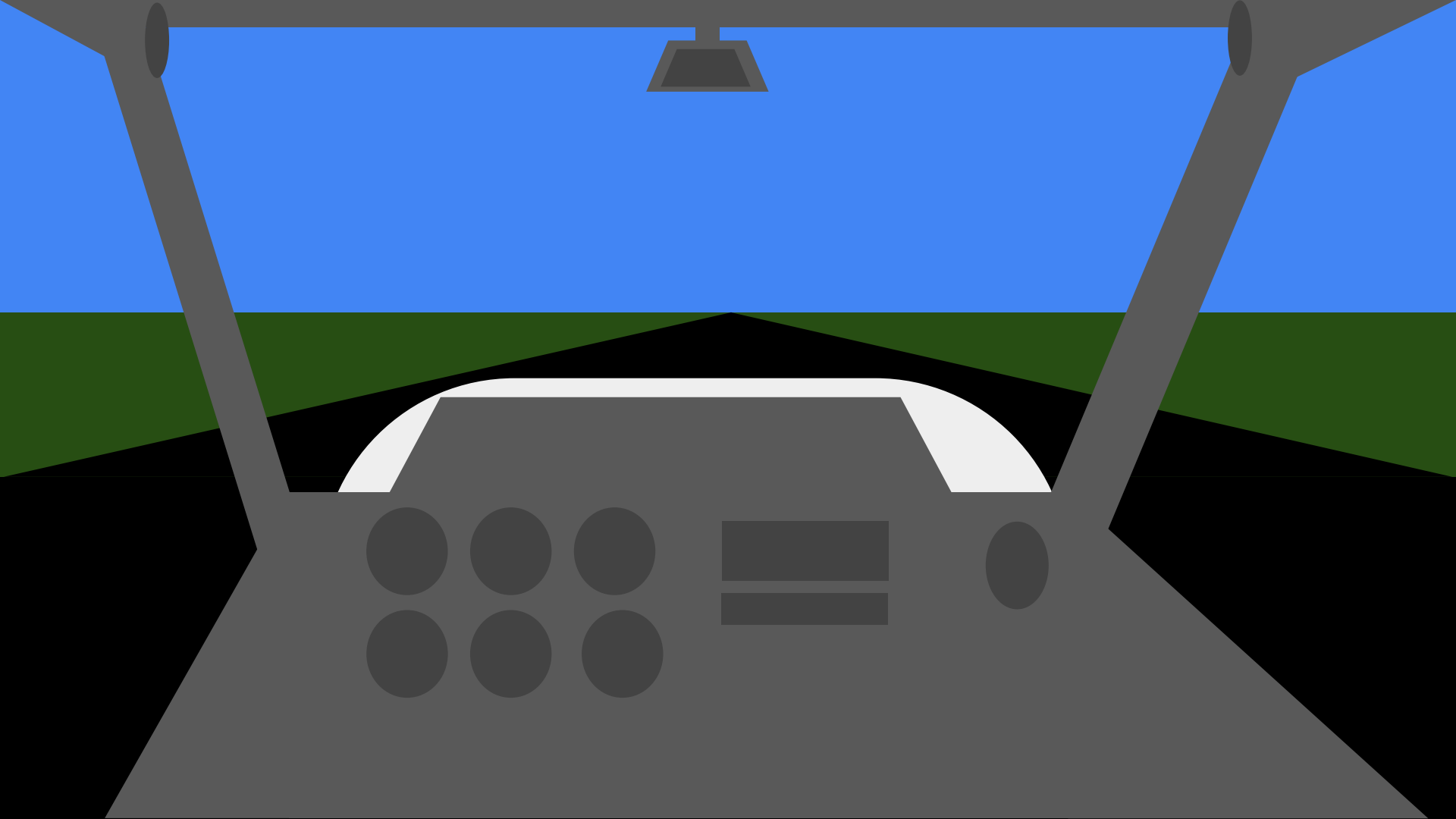


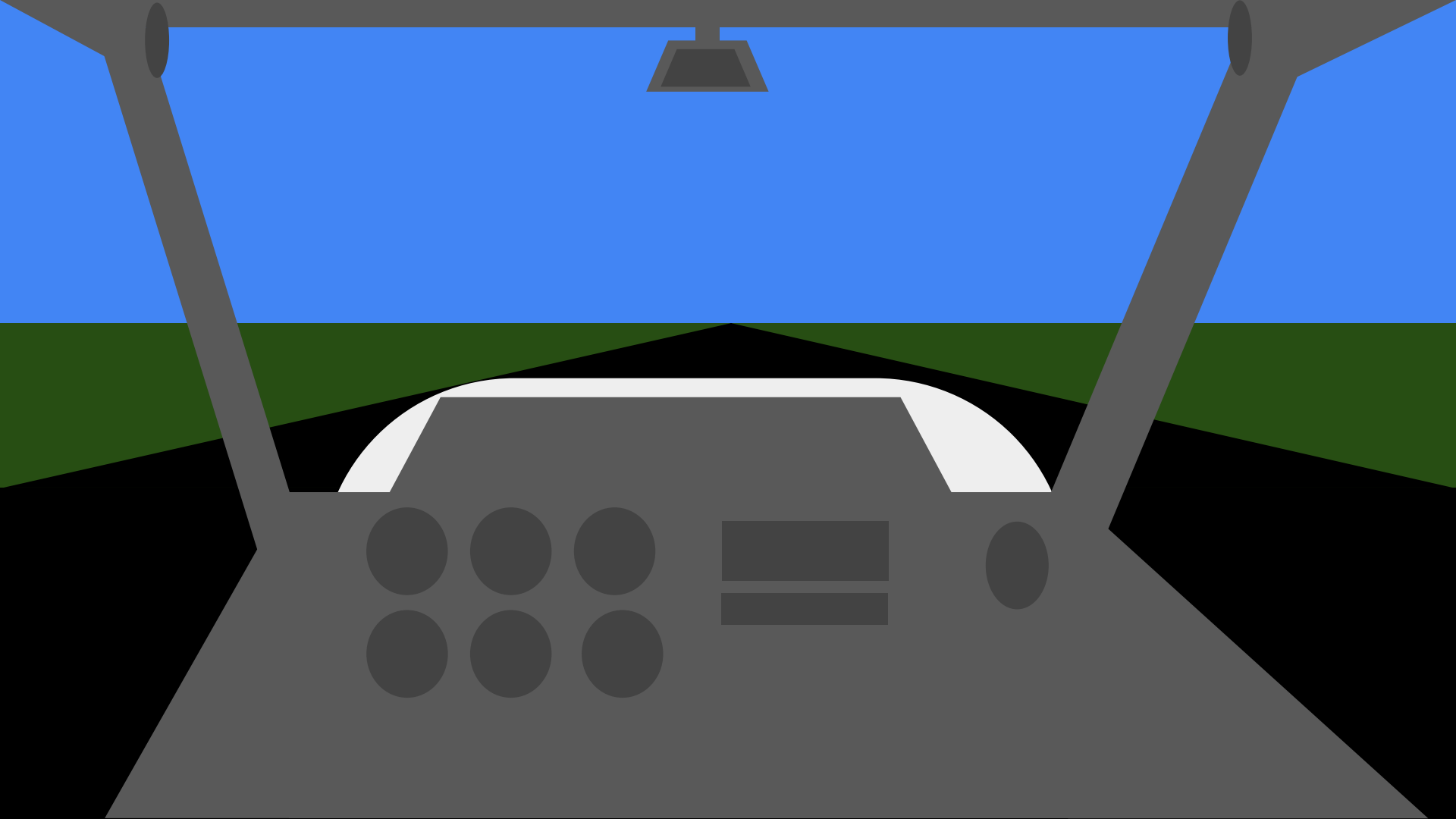


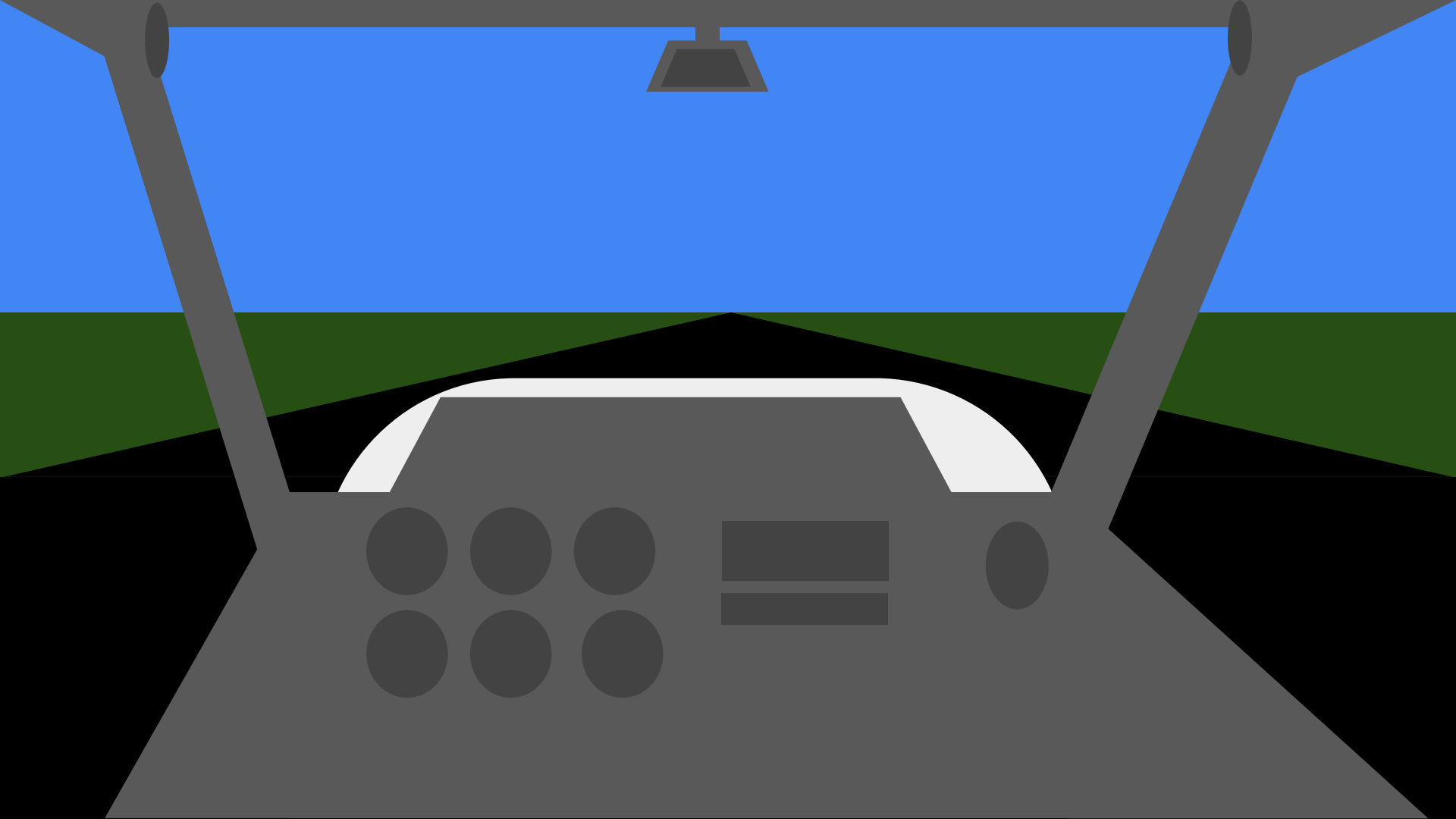


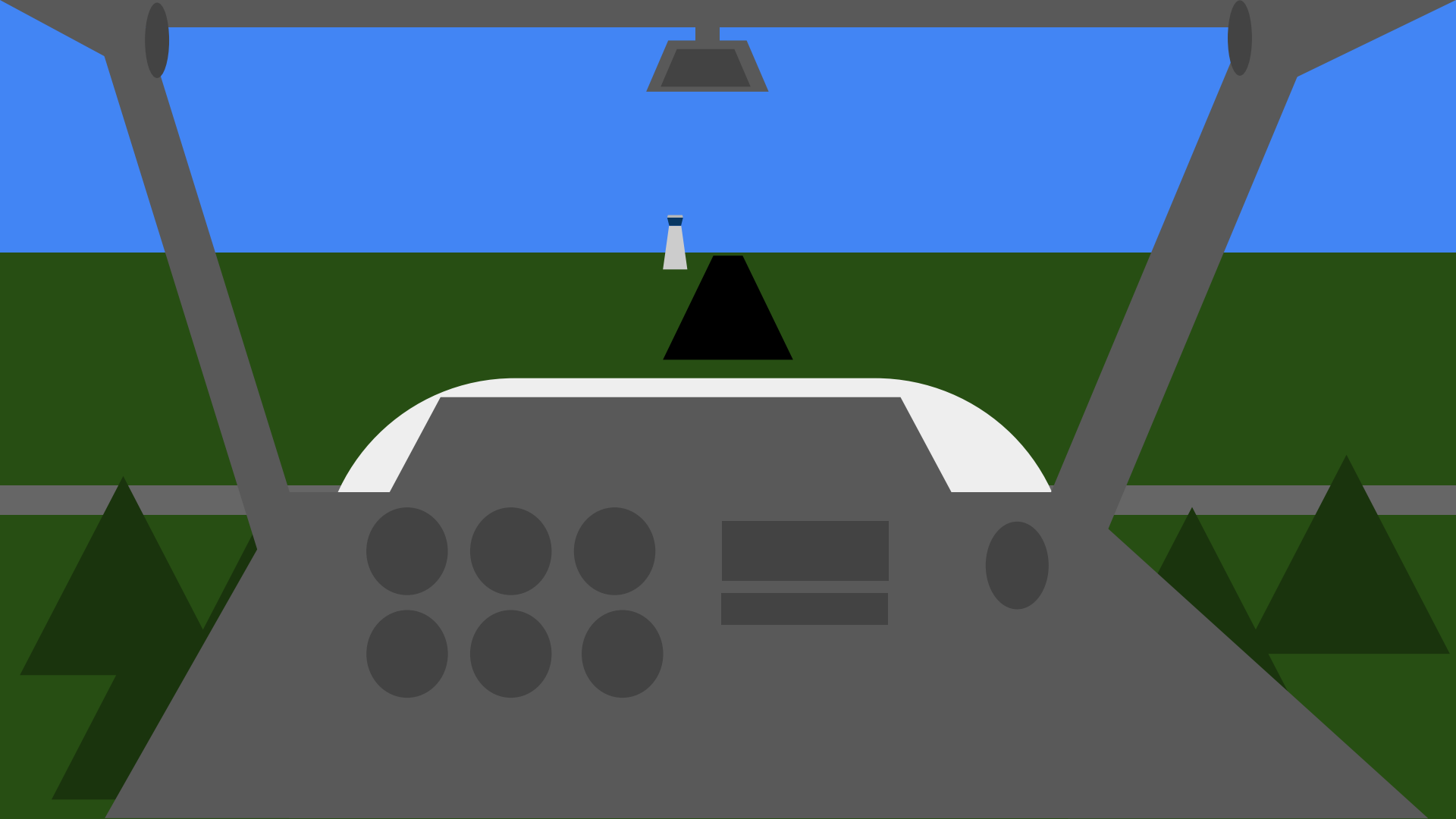


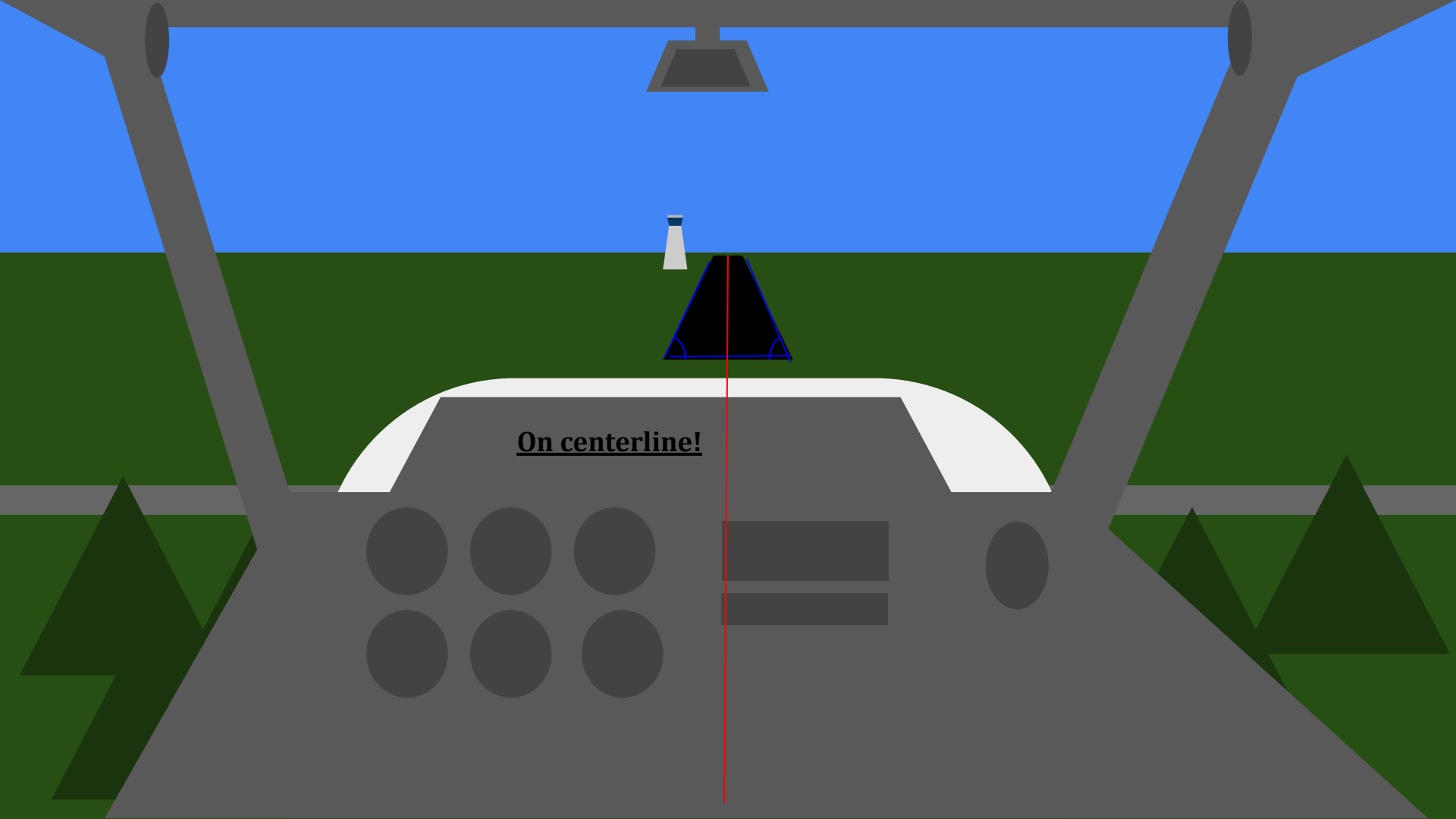




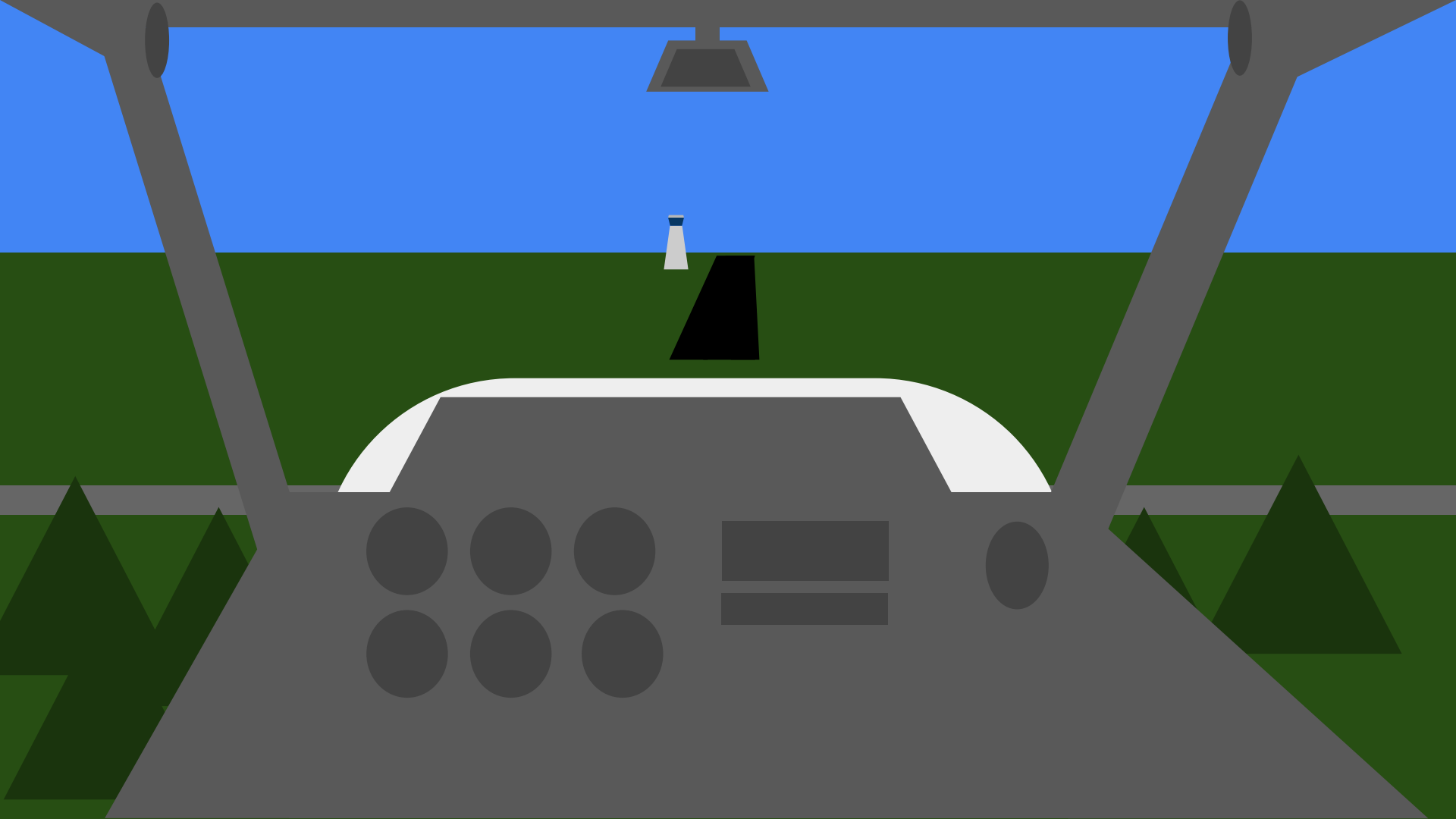


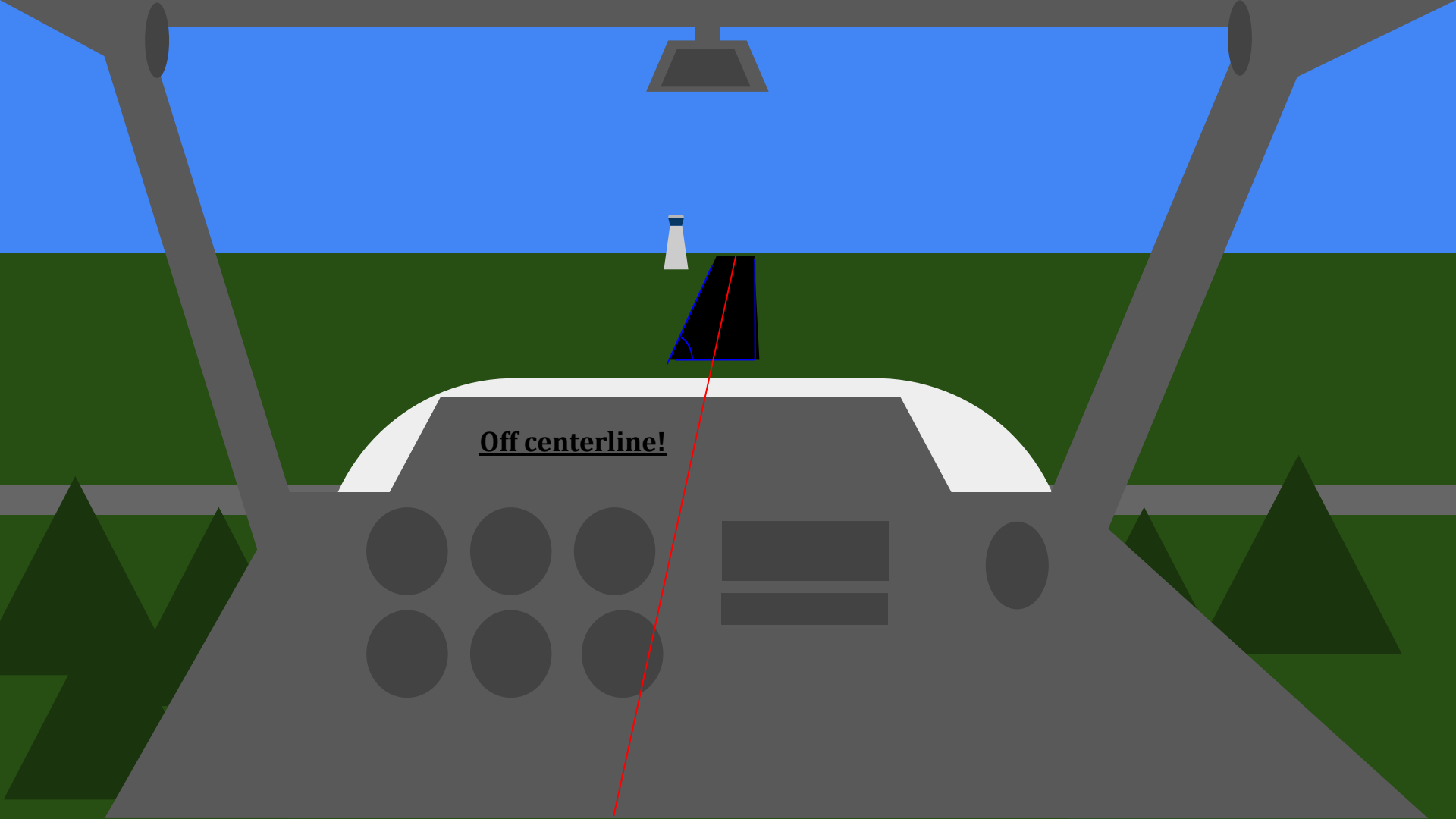




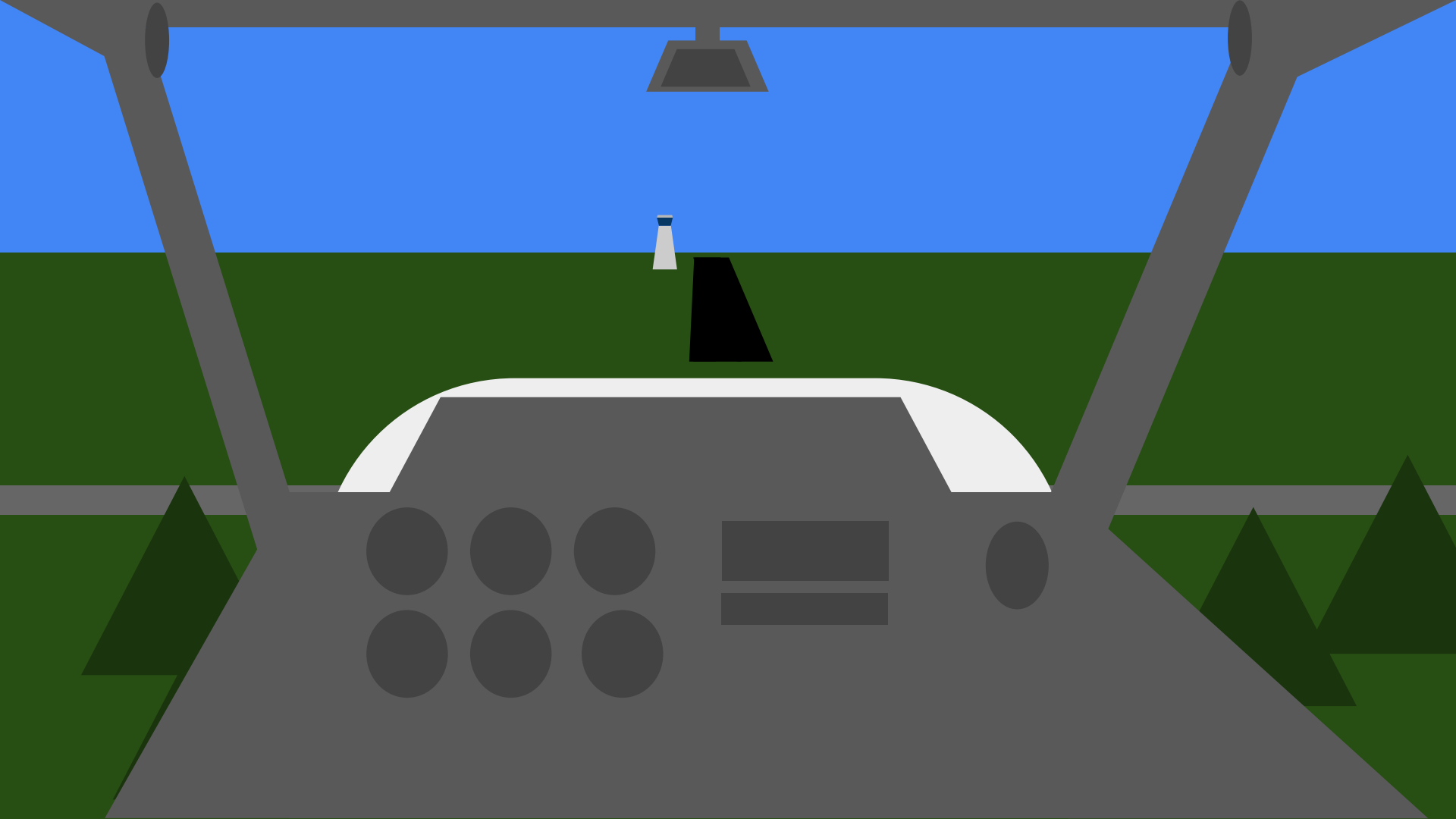


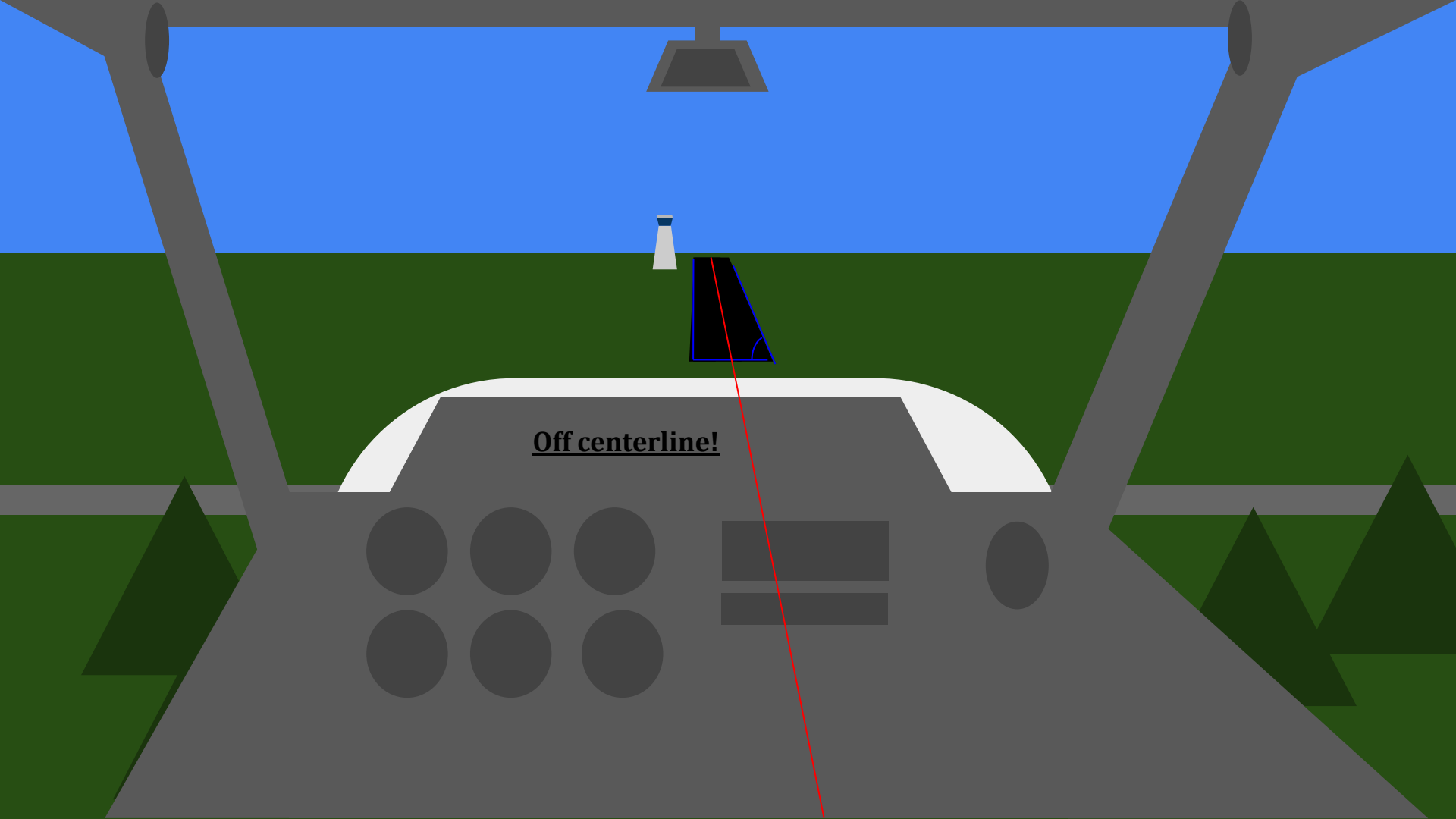
On centerline!



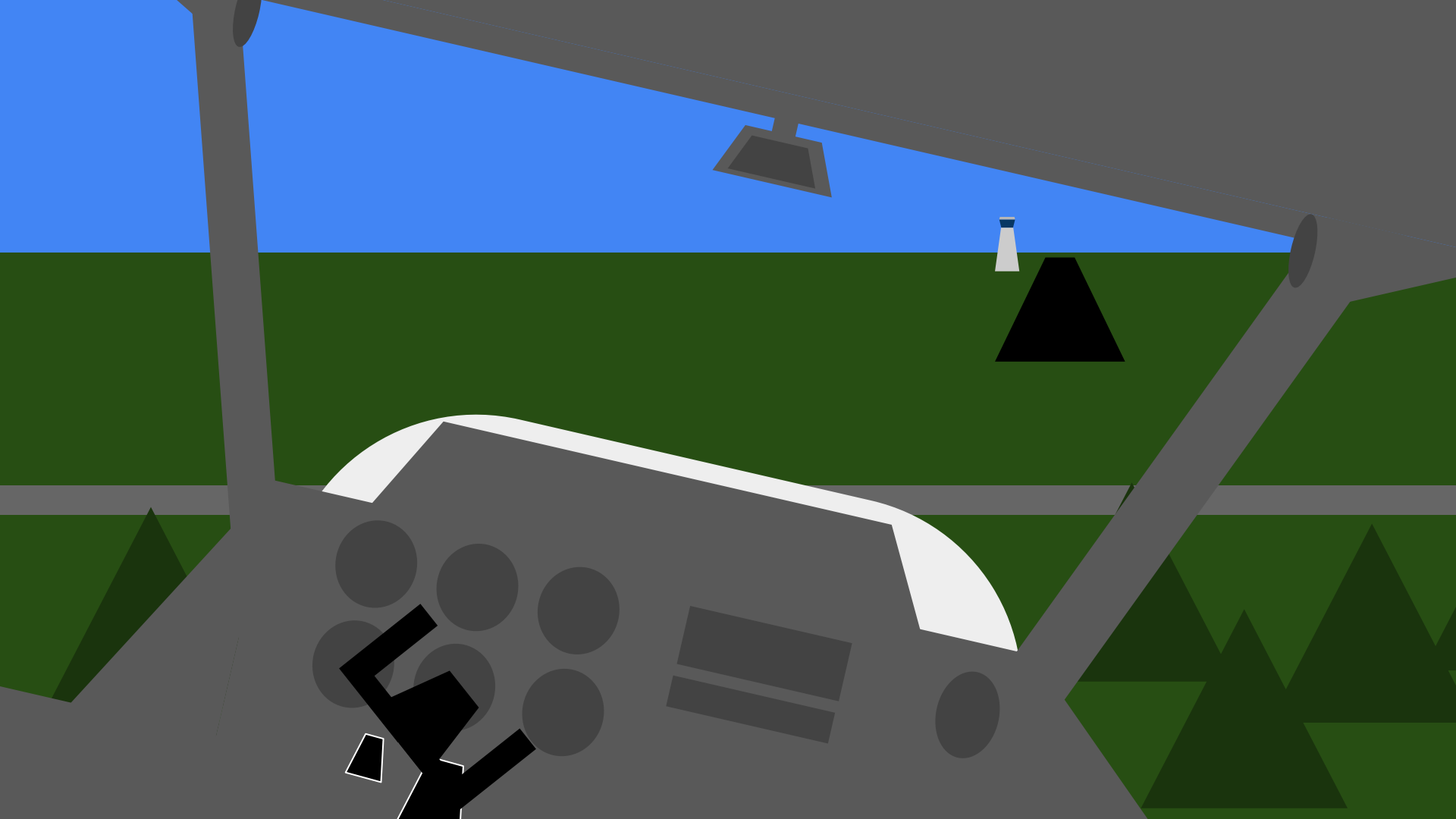


Off centerline!





Off centerline!





Slipping, but on centerline!