Area of Operation VII - Task F

Normal and Crosswind Approach and Landing

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Key References:

- Airplane Flying Handbook
- Pilot Wind Shear Guide (AC 00-54)
- Procedures during Taxi Operations

1. Introduction

- What: Approach procedure where power is available, final approach has no obstacles and landing surface is firm. Normal approach is expected into the wind. If perpendicular wind, then Crosswind technique is needed.
- Why: Landing is a maneuver present in every flight and must be done properly to ensure safety.

• What we are looking for:

- Landing performance to consider
- Proper procedures during traffic pattern
- Stabilized Approach
- o Smooth and Controlled roundout
- Centerline landing with no side loading
- o Crosswind techniques
- o Impact of Wind Shear and Wake Turbulence
- Usage of Checklist

Standard (ACS):

- PPL: Approach airspeed +10/-5 kts, Touchdown +400/-0 ft
- CPL: Approach airspeed **±5 kts,** Touchdown **+200/-0 ft**



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2. Landing Performance & Limitations

Limitations

• POH Chapter 2

o *Flaps*

Performance

- POH Chapter 5
 - o Ground Roll
 - o Runway required

SECTION 5 PERFORMANCE CESSNA MODEL 172S NAV III GFC 700 AFCS

SHORT FIELD LANDING DISTANCE AT 2550 POUNDS

CONDITIONS:

Flaps FULL Power IDLE Maximum Braking Zero Wind Paved, Level, Dry Runway Speed at 50 ft: 61 KIAS

	0°C		10°C		20°C		30°C		40°C	
Pressure Altitude Feet	Gnd Roll Feet	Total Feet To Clear 50 Foot Obst								
Sea Level	545	1290	565	1320	585	1350	605	1380	625	1415
1000	565	1320	585	1350	605	1385	625	1420	650	1450
2000	585	1355	610	<mark>1385</mark>	630	1420	650	1455	670	1490
3000	610	1385	630	1425	655	1460	675	1495	695	1530
4000	630	1425	655	1460	675	1495	700	1535	725	1570
5000	655	1460	680	1500	705	1535	725	1575	750	1615
6000	680	1500	705	1540	730	1580	755	<mark>1620</mark>	780	1660
7000	705	1545	730	1585	760	1625	785	1665	810	1705
8000	735	1585	760	1630	790	1670	815	1715	840	1755

NOTE

- Short field technique as specified in Section 4.
- Decrease distances 10% for each 9 knots head wind. For operation with tail winds up to 10 knots, increase distances by 10% for each 2 knots.
- For operation on dry grass runway, increase distances by 45% of the "ground roll" figure.
- If landing with flaps up, increase the approach speed by 9 KIAS and allow for 35% longer distances.

SECTION 2 OPERATING LIMITATIONS CESSNA MODEL 172S NAV III GFC 700 AFCS

AIRSPEED LIMITATIONS

Airspeed limitations and their operational significance are shown in Figure 2-1. Maneuvering speeds shown apply to normal category operations. The utility category maneuvering speed is 98 KIAS at 2200 pounds.

AIRSPEED LIMITATIONS

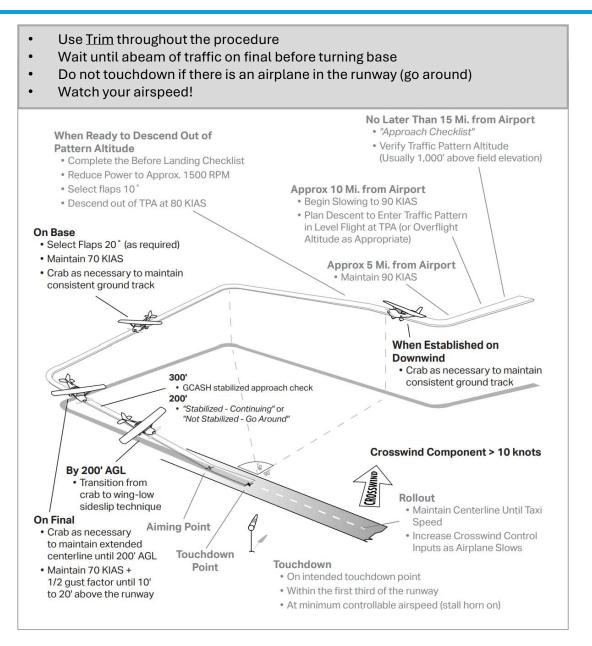
SYMBOL	SPEED	KCAS	KIAS	REMARKS
V _{NE}	Never Exceed Speed	160	163	Do not exceed this speed in any operation.
V _{NO}	Maximum Structural Cruising Speed	126	129	Do not exceed this speed except in smooth air, and then only with caution.
V _A	Maneuvering Speed: 2550 Pounds 2200 Pounds 1900 Pounds	102 95 88	105 98 90	Do not make full or abrup control movements above this speed.
V _{FE}	Maximum Flap Extended Speed: FLAPS 10° FLAPS 10° to FULL	107 85	110 85	Do not exceed this speed with flaps down.
	Maximum Window Open Speed	160	163	Do not exceed this speed with windows open.
	F	igure 2-	1	

NOTE

Maximum demonstrated crosswind velocity is 15 knots (not a limitation).

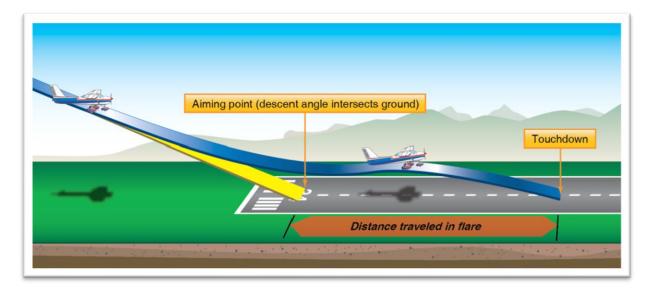
3. Traffic Pattern

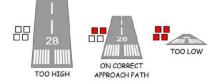
- Enter Downwind at TPA (Traffic Pattern Altitude) at 45°
- Downwind Leg → 90kts (2100 RPM)
 - **1,000ft AGL**, parallel to the runway
 - Complete "Before Landing" checklist at the midpoint
 - Abeam the landing threshold: <u>Reduce power</u> (1600RPM),
 <u>1st notch of flaps</u> (below 110kts), descent speed 80kts
 - Generally, <u>45^o angle</u> from the threshold, turn to base
- Base Leg → 70kts, 1500 RPM
 - Crab into the wind (do it square)
 - <u>2nd notch of flaps</u> (below 85kts)
 - Check final is clear and turn to final
- Final Leg → 65kts
 - No more than 30^o of bank in the pattern
 - Align with the centerline, correct for wind, do not overshoot
 - o <u>3rd notch of flaps</u> (as needed), *Gear*, <u>approach speed</u>



4. Final Approach

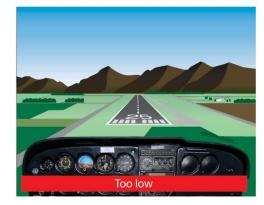
- Stable Approach <u>Constant glidepath</u> (3⁰) to a selected point on the runway
 - A stable approach is a safe approach → Avoid step-downs
 - Pitch for airspeed & Power for altitude to maintain a stable approach / glide path
 - A descent rate of 500 FPM is at 65kts is appropriate
- Aim Point
 - Select an aim point in-front of the desired touchdown point to allow for flare and float
 - \circ Keep the aim point steady on the windscreen \rightarrow Use small proactive corrections
 - Roundout at the aim point to drain airspeed and flare for touchdown











5. Roundout and Touchdown

- Start the Roundout approximately 10-20' above the ground → Reduce power and gently increase pitch
- Decreasing lift, Increasing pitch
 - As airspeed decreases, AOA is increased to allow the airplane to gently settle on the runway
 - If AOA is increased too rapidly \rightarrow balloon // expect high sink hold attitude + add a little power, or go around
 - o If AOA is increased too slowly → <u>land flat</u> // it is unsafe (<u>also NEVER land Nose First</u>)
 - If airplane is too fast \rightarrow expect <u>Float</u>
- Touchdown
 - Hold the wheels a few inches off the ground as long as possible → Look towards the end of the runway
 - o Increase back pressure to gently allow the main wheel to touchdown, followed by the nose wheel
 - NO side loads! Aileron keeps the airplane on centerline. Rudder keeps the longitudinal axis aligned to the centerline

After Touchdown

- o Maintain some back elevator
- Apply brakes as needed
- o Steer with rudder and differential brake



6. Crosswind Landing

Crab Method

- Crab into the wind so the ground track remains aligned with the runway
- Maintain it until just prior to touchdown
- Align the longitudinal axis with the runway
- Less "stabilized" when rounding out

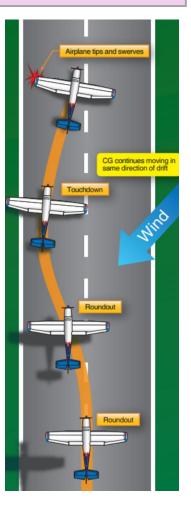


Sideslip Method

- Align the airplane with Rudder
- Bank the aircraft to keep it on centerline
- Increased drag, a little bit more power
- On Touchdown: upwind wheel touches first



Ground loop Sideloads and/or improper wind correction may cause lose of control



7. Obstructions and Hazards

- Strong, Gusty Winds
 - Increase speed on final approach per the manufacturer's guidelines → Usually + half of the gust factor
 - Example: Winds 8 gusting 20 knots \rightarrow Gust factor = 12 \rightarrow Approach airspeed 65 + 12/2 = 71 kts
 - Use flaps as recommended in the POH \rightarrow Often best to lands with low flaps (10^o or 20^o)
- Obstacles
 - o <u>Powerlines</u>, Trees, towers, construction equipment, <u>birds</u>, animals in the runway, etc.
 - Be aware of potentially hazardous obstructions and ensure airplane performance
- Traffic
 - Near airports is where most mid-air collisions happen
 - Be aware of traffic \rightarrow Particularly in uncontrolled fields
 - Is there an airplane extending upwind or downwind?
 - Any airplane on final? (e.g. in an instrument approach)
 - $\circ~$ An aircraft joining the patterns?
 - $\circ~$ Is there a helicopter in the pattern?
 - Use radio calls and any other available tools to build a mental picture of traffic





8. Windshear

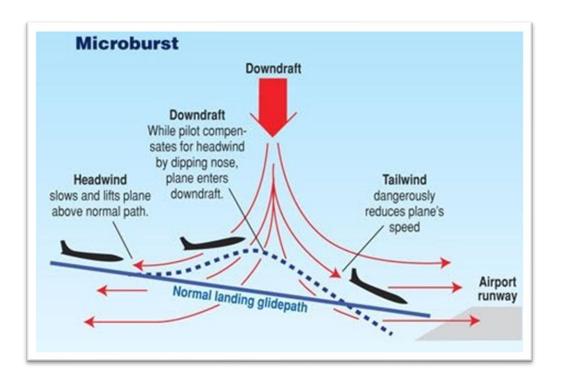
• Windshear: Sudden, drastic change in wind speed and / or direction over a very small area

• Why is it Dangerous?

- Violent updrafts and downdrafts (up to 6,000 fpm)
- o Rapid changes in performance
- Microbursts Most severe type of windshear
 - o 1-2 miles across, strong downdrafts
 - $\circ~$ Gains / losses of 30 90 knots
 - Signs: virga at cloud base, blowing dust, PIREPs

Handling Windshear

- o If possible, avoid it
- General techniques include:
 - Higher power and faster approach; Stay as high as feasible until necessary to descend
 - o Go-around at the first sign of windshear Full power and establish a maximum performance climb



9. Wake Turbulence Avoidance

Wake Turbulence

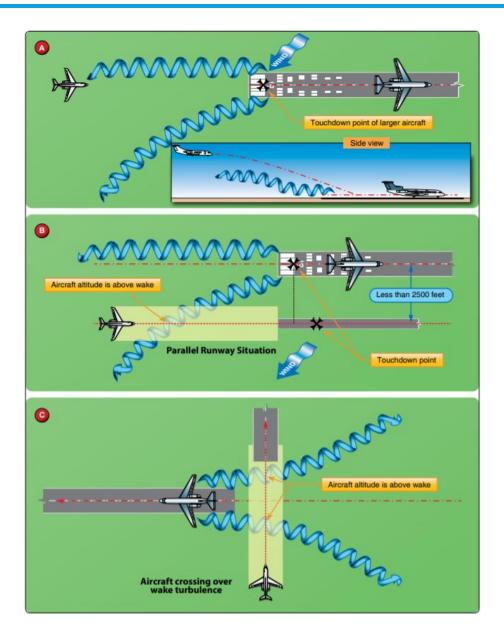
- Caused by wing vortices (worse in heavy, clean, slow aircraft)
- o Rolling moments can exceed control authority of the aircraft

• Approach

- <u>Behind aircraft</u>: Stay at/above their flight path
- o <u>On parallel runways</u>: possibility of drift

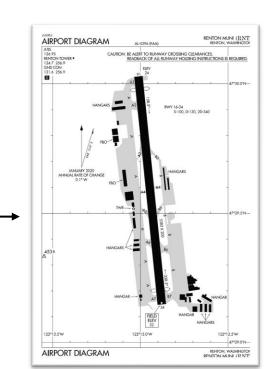
• Landing

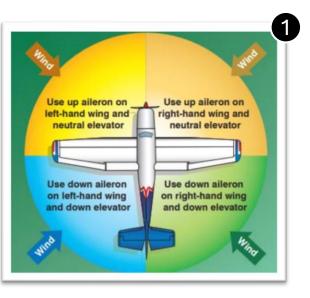
- <u>Behind departing aircraft</u>: Land prior to their rotation point
- <u>Behind arriving aircraft</u>: Land beyond their touchdown point
- Behind aircraft on a crossing runway: Cross above their flight path
- Aircraft executing a missed approach: Wait at least 2 minutes
- Departing
 - o <u>Behind aircraft</u>: Rotate prior to rotation & climb above their flight path
 - o Intersection takeoff : Be alert to larger aircraft operations on runway
 - <u>Wait 2 minutes</u> after a large aircraft executing a missed approach



10. Common Errors

- 1. Improper use of landing performance data and limitations
- 2. Failure to establish approach and landing configuration at appropriate time or in proper sequence
- 3. Failure to establish and maintain a stabilized approach
- 4. Inappropriate removal of hand from throttle
- 5. Improper procedure during roundout and touchdown
- 6. Poor directional control after touchdown ①
- 7. Improper use of brakes (ASEL)
- 8. Failure to ensure receipt and acknowledgement of landing clearance
- 9. Failure to review airport diagram for exit and situational awareness to avoid a runway incursion after landing





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Questions?

