

TMG Exercise 7: Turning

Version 0.2

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Аім

To learn how to safely and accurately turn the TMG (level, climbing and descending) onto specified headings

Pre-requisite exercises

Ex1-3

COMPETENCY ELEMENTS AND PERFORMANCE STANDARDS

ELEMENT	PERFORMANCE STANDARD
Lookout	Correct techniques
Level turns: Altitude	• +/- 100'

KEY MESSAGES

Lookout

Due to off-centre seating position - left and right turns have different attitudes

It is acceptable to lose a little speed in the turn - therefore extra power is not required

LESSON PLANNING AND CONDUCT

Briefing

A) Entry and maintaining medium level turns

General principle with medium turns is not to add any power. The loss of speed in a level turn is just a few knots and is considered not significant

Unless thermalling, don't bother trimming

B) Resuming straight flight

Lookout in the direction you want to go, before rolling out. Relax the back pressure applied during the turn

C) Faults in the turn (incorrect pitch, bank & balance)

A side by side aircraft has a different attitude for each direction of turn. Hold the attitude and cross check either altimeter for level turns or the ASI for gliding, climbing or descending turns

D) Climbing turns

Avoid using too much bank - to avoid losing any climb performance

E) Descending turns

Normal angles of bank

F) Slipping turns

There is no string on the Falke. There is a ball, but its movement is not sensitive.

It handles very well in the air and sailplane pilots should have no problem. You can feel when it's wrong

G) Turns onto selected headings

Lookout in the expected direction of rollout in good time

Anticipate rolling out (depending on your amount of bank)

H) Use of instruments for precision

Always use the attitude to control the pitch and bank. However altimeter for level flight and ASI for glide, climbing

Flight exercises

- Demonstrate different attitudes in level left and right turns (focus on one direction first)
- Then practice turning in climbs and descents

Practical hints

- Techniques and lookout very similar to the sailplane
- Scan the altimeter to ensure level flight (if required)
- Scan the ball to help keep balance

Debrief

As required

THREAT AND ERROR MANAGEMENT

Collision. Especially when rolling in or out of the turn (other pilots might assume you're continuing to fly as you were) - so good lookout needed.