Engine Failure During Takeoff Run

1. Throttle – Idle
2. Brakes – Apply
3. Flaps – Retract
4. Mixture – Idle Cut-Off
5. Ignition – Off

Engine Failure Immediately After Takeoff

1. Airspeed – 65KIAS
2. Mixture – Idle Cut-Off
3. Fuel – Off
4. Ignition – Off
5. Flaps – As required
6. Master – Off

Engine Failure During Flight

1. Airspeed – 65KIAS
2. Carb heat – On
3. Fuel – Both
4. Mixture – Rich
5. Ignition – Both (Start if prop is stopped)

Emergency Landing Without Engine Power

1. Airspeed – 65KIAS (flaps up) 60KIAS (flaps down)
2. Mixture – Idle Cut-Off
3. Fuel – Off
4. Ignition – Off
5. Flaps – As Required (40° Suggested)
6. Master – Off
7. Doors – Unlatch prior to touchdown
8. Touchdown – Slightly Tail Low
9. Brakes – Apply Heavily

Precautionary Landing With Engine Power

1. Flaps - 20°
2. Airspeed – 60KIAS
3. Select Field – Fly over, then retract flaps upon reaching a safe altitude and airspeed
4. Radio and Electrical – Off
5. Flaps - 40° (on final)
6. Airspeed – 60KIAS
7. Master – Off
8. Doors – Unlatch prior to touchdown
9. Touchdown – Slightly tail low
10. Ignition – Off
11. Brakes – Apply heavily

Ditching

1. Radio – Transmit Mayday
2. Cockpit – Secure or jettison heavy objects
3. Flaps - 20° - 40°
4. Airspeed – 55KIAS
5. Descent Rate – 300 ft/min
6. Approach – High winds: into the wind. Light winds: parallel to swells
7. Cabin Doors – Unlatch
8. Touchdown – level attitude at established descent
9. Face – Cushion at touchdown with folded coat or seat cushion
10. Airplane – Evacuate through cabin doors
11. Life Vest and Raft – Inflate

Engine Fire in Flight

1. Mixture – Idle Cut-Off
2. Fuel – Off
3. Master – Off
4. Cabin Heat and Air – Off
5. Airspeed – 100KIAS (or higher as needed to extinguish fire)
6. Forced Landing – Execute

Engine Fire During Start

1. Cranking – Continue

If engine starts:

2. Power – 1700RPM for 3 minutes
3. Engine – Shutdown and inspect for damage

If engine fails to start:

2. Throttle – Full Open
3. Mixture – Idle Cut-Off
4. Cranking – Continue for two or three minutes
5. Fire Extinguisher – Obtain
6. Engine – Secure
    a. Master Switch – Off
    b. Ignition – Off
    c. Fuel Shutoff Valve – Off
7. Fire – Extinguish
8. Fire Damage – Inspect

Electrical Fire In Flight

1. Master – Off
2. All other switches – Off (except ignition)
3. Vents, Cabin Heat, Air – Closed
4. Fire Extinguisher – Activate (if available)

If fire appears out and electrical power is necessary:

5. Master – On
6. Circuit Breakers – Check for faulty circuit, do not reset.
7. Radio/Electrical – On, one at a time
8. Vents, Cabin Heat, Air – Open

Cabin Fire

1. Master – Off
2. Vents, Cabin Heat, Air – Closed
3. Fire Extinguisher – Activate
4. Land Airplane as soon as possible to inspect for damage

Wing Fire

1. Navigation Light – Off
2. Pitot Heat – Off
3. Perform sideslip to keep flames away from the fuel tank and cabin.
4. Land as soon as possible

Static Source Blockage

1. Alternate Static Source – Pull On
2. Airspeed – Consult appropriate calibration tables

Landing with Flat Main Tire

1. Approach – Normal
2. Touchdown – Good tire first, old airplane off bad tire as long as possible

Over Voltage Light Illuminates

1. Master Switch – Off (both sides)
2. Master Switch – On
3. Over Voltage Light – Off

If over voltage light illuminates again:

4. Land as soon as possible

Ammeter Shows Discharge

1. Alternator – Off
2. Non Essential Electrical Equipment – Off
3. Land as soon as practical