



DEPARTAMENTO “SEGURIDAD OPERACIONAL”
 “SUBDEPARTAMENTO “LICENCIAS”

“CESSNA C182T G1000”

“CC-AHM / CC-AHL ”

NOMBRE : _____ **FIRMA:** _____

FECHA : _____

A.- OPERATING LIMITATIONS

1.- Limitations (Speed) (KIAS)

Va (3100 lbs)	
Vne	
Vno	
Vfe 50%	
Vs	
Vso	
Vx (SL)	
Vy (SL)	
Vr	
Vapp (Flap DN)	
Vglide	
Max Cross Wind	

2.- Fuel (U.S. GAL)

Type to Use	
Total Capacity	
Usable Capacity	

3.- Weight (LBS)

Maximum TAKE-OFF	
Maximum Baggage	

4.- Engine (Maximum Continuous Power)

Engine Operating Limitations	
Reason HP o BHP	
Maximum RPM	
Cylinder Head Temperature (°F)	
Maximum	
Minumum	
Oil Temperature (°F)	
Maximum	
Minumum	
Oil Pressure (PSI)	
Maximum	
Minumum	

5.- Maneuvering Limits (Normal Cat.)

Chandelles	
Lazy Eight	
Steep Turns	
Spin (Flaps UP)	

B.- EMERGENCIES PROCEDURES

1.- ENGINE FAILURE DURING TAKEOFF RUN

Throttle Power Lever

Brakes

Wing Flaps

Mixture

Ignition Switch

STBY BATT

Master Switch

2.- ENGINE FAILURE IMMEDIATELY AFTER TAKEOFF

Airspeed

Mixture

Fuel Selector

Ignition Switch

Flaps

Stby Batt

Master Switch

Cabin Door

Land

3.- ENGINE FAILURE DURING FLIGHT

Best Glide Speed _____

Fuel Selector Valve _____

Fuel Pump _____

Mixture Control _____

Ignition Switch _____

(or START if propeller is stopped)

4.- FIRE DURING START ON GROUND

Ignition Switch _____

(continue cranking to start the engine)

IF ENGINE STARTS

Power _____ (for a few minutes)

Engine _____ (inspect for damage)

IF ENGINE FAILS TO START

Throttle _____

Mixture _____

Ignition Switch _____ (Continue cranking)

Fuel Selector Valve _____

Fuel Pump _____

Ignition Switch _____

Stby Batt _____

Master Switch _____

Engine _____

Parking Brake _____

Fire Extinguisher

Airplane

Fire

Fire Damage

5.- ENGINE FIRE IN FLIGHT

Mixture

Fuel Selector Valve

Fuel Pump

Master Switch

Cabin Vents

 (as needed)

Cabin Ht and Cabin Air

Airspeed

(If fire is not extinguished, increase glide speed to find an airspeed, within airspeed limitations, which will provide an incombustible mixture)

Forced Landing
