



**DEPARTAMENTO “SEGURIDAD OPERACIONAL”  
“SUBDEPARTAMENTO “LICENCIAS”**

**“EXPERIMENTAL SONEX”**

**“CC-PMQ”**

**A.- OPERATING LIMITATIONS**

**1.- Limitations Speed (KIAS)**

Va	<b>125</b>
Vne	<b>197</b>
Vno	<b>136</b>
Vfe	<b>100</b>
Vs	<b>46</b>
Vso	<b>40</b>
Vx	<b>65</b>
Vy	<b>70</b>
Vr	<b>55</b>
Vapp (Flap Down)	<b>70</b>
VGlide	<b>70</b>
Max Cross Wind	<b>20</b>

**2.- Fuel (U.S. GAL)**

Type to Use	<b>97 OCT</b>
Total Capacity	<b>16</b>
Usable Capacity	<b>15.8</b>

**3.- Weight (LBS)**

Maximum TAKE-OFF	<b>1100</b>
Maximum Baggage	<b>40</b>
Empty weight	<b>608</b>

**4.- Engine (Maximum Continuous Power)**

<b>Engine Operating Limitations</b>	
Reason HP o BHP	<b>80</b>
Maximum RPM	<b>4000</b>
<b>RPM Static</b>	
Maximum	<b>3250</b>
Minimum	<b>980</b>
<b>Cylinder Head Temperature (°F)</b>	
Maximum	<b>450</b>
Minimum	<b>330</b>
<b>Oil Temperature (°F)</b>	
Maximum	<b>230</b>
Minimum	<b>160</b>
<b>Oil Pressure (PSI)</b>	
Maximum	<b>100</b>
Minimum	<b>20</b>

**5.- Maneuvering Limits (Normal Cat.)**

<b>Maneuver</b>	<b>KIAS</b>
Spin (Flaps Up)	<b>80-100</b>
Steep Turns	<b>90-110</b>
Lazy Eight	<b>80-125</b>
Chandelles	<b>80-110</b>

## **B.- EMERGENCIES PROCEDURES**

### **1.- PRECAUTIONARY LANDING WITH ENGINE POWER**

Drag over selected field at	<b>85 MPH</b>
On downwind leg turn all switches	<b>OFF</b>
Except	<b>MAG SWITCH</b>
Approach field at	<b>70 MPH</b>
Before touchdown turn mags	<b>OFF</b>
Land	<b>FULL STALL</b>

### **2.- EMERGENCY LANDING WITHOUT POWER**

Establish glide at	<b>70 MPH</b>
If time permits	<b>ATTEMPT TO RESTART</b>
Checking	<b>FUEL QUANTITY</b>
Fuel valve	<b>ON</b>
Mixture	<b>ADJUST</b>
Check mags switch	<b>ON</b>
If attempts to restart engine fail	<b>SELECT A SUITABLE FIELD</b>
Turn fuel valve	<b>OFF</b>
Turn all switches	<b>OFF</b>
Approach at	<b>70 MPH</b>
Establish wind glide	<b>UP</b>
Land	<b>FULL STALL</b>

### 3.- ENGINE FIRE IN FLIGHT

Fuel valve	<b>OFF</b>
Establish a glide	<b>80 MPH</b>
Select a suitable	<b>FIELD</b>
If fire is not extinguished	<b>INCREASE GLIDE SPEED</b>
Execute a	<b>FORCE LANDING</b>