POWERED GRYOPLANE

Skill Tree: Color in the boxes and level up your skills

Use for individuals or as a group by picking a colour each and coloring in a part of the box. Everyone's journey is different and you can interpret the goals flexibly. The aim is to inspire you to learn and try new things. Not everything needs to be completed.

ADVANCED

(set your own goal)
(set your own goal)
(set your own goal)
(set your own goal)
(set your own goal)
Can maintain straight and level flight without reference to instruments
Can fly a circuit without ASI or Altimeter
Can land diagonally on strip in crosswind conditions
Can fly in windy conditions.
Can confirm Best LD keeping level flight with minimum power.
Flies to another local airfield can land and fly back
Practices vertical descents with power idle (some forward speed) recover and land
Practices short take off using appropriate progressive wind up to predict take off distance
Can choose landing site from 500ft and cut power to make the landing site.
Can perform power idle landings
Can perform power idle landings from different points of the circuit. eg final, base, end of downwind.
Can fly multi way point cross country flight over 30 minutes
Can explain micrometerology
Can predict the impact of different weather conditions on suitability to fly
Flies simple navigation exercise, find way to way point 10 minutes flight time away and back
Practices steep glide approaches until they can be certain they will reach aiming point
Solo: Climb to 200ft descent with minimal power settle at 5ft step down to 2ft and land.
Solo: Tear Drop Circuit. dead still air
Solo: Fly circuit power on shallow approach.
Solo: takes off, climbs to 10ft controlled descent level at 2ft, reduce power and land
Solo: Takes off climbs to 50ft gentle turn off center line and back descend and land.
Solo: Climb to 100ft, descend hold 2ft then land.
Solo: climb to 100ft S turn, center then descent and land.
Solo: can balance on mains indefinitely keeping straight on rudder.
Solo: First short hops. Adding power until wheels break keeping straight and level reduce power to land
Solo: Holds power until clean take off climbs to 4ft eases power maintains shallow descent and lands
Solo: can wind up rotors by hand.
Solo: Taxi, winding up rotors at 10-12 mph to second stage turn and continue to taxi using only rudder
Solo: wind up rotors, applies power till nose comes up keeping straight on rudder.
Solo: Balances on mains for 50-100ft
BAK exam passed
Human factors exam passed
Air Law Exam passed
Can explain relationship between power and climb and descent
Can explain the relationship between pitch and airspeed
Can explain autorotation
Can explain factors that impact takeoff land landing distance.
Can explain disk angle in relation to airspeed
Can explain Behind the Power Curve
Can explain how the teetering system impacts hinging flapping and how to avoid
Dual: Can hold height at 10 ft (aerial taxi)
Dual: Handles engine outs, calls out what is occurring, identifies power lines and obstacles.
Dual: Can predict impacts on winds on mechanical turbulence and choose where to land as a result
ASRA radio license achieved
Dual: Can pick aim point in case of engine out glide even on windy days
Dual: Can balance on mains reliably during take off and establishes best LD for climb.
Dual: Can pre-flight gyro independently
Dual: Can use vertical descent to establish glide to defined aim point when too high
Dual: can perform 'S' turns to achieve aim point when too high.
Dual: Can take off in moderate cross wind
Dual: Can pick aim point in case of engine out from any height. ie. knows circle of glide calm air
Dual: Can hold altitude in moderate 360 degree bank
Dual: can fly a standard circuit and power on landing
Dual: Engine out. Can establish glide, pick landing point with 45 degree excursion on either side.
Dual: Can manage wind up of rotors calm conditions
Dual: Can manage rotor disk into wind or into turns and know when crossover is required
Dual: Can manage a vertical descent and recover
Dual: Can predict aiming point in engine out glide
Dual: Can control rudder in flight maintaining balanced turns
Dual: can land from a shallow power on approach
Dual: Can pre-spin rotors calm conditions
Dual: Can perform shallow turns
Dual: Can maintain a constant climb managing airspeed
Dual: Can maintain a gentle descent managing airspeed
Dual: Can fly the pattern with instruction
Dual: Can control airspeed
Dual: Trial introductory flight
Dual: Can maintain height with power

BASICS

START HERE

1 tile = 1 point

Total Score

Name: _____

CC BY-NC-SA 4.0