

## Theory Brief 5: Basic Circuits

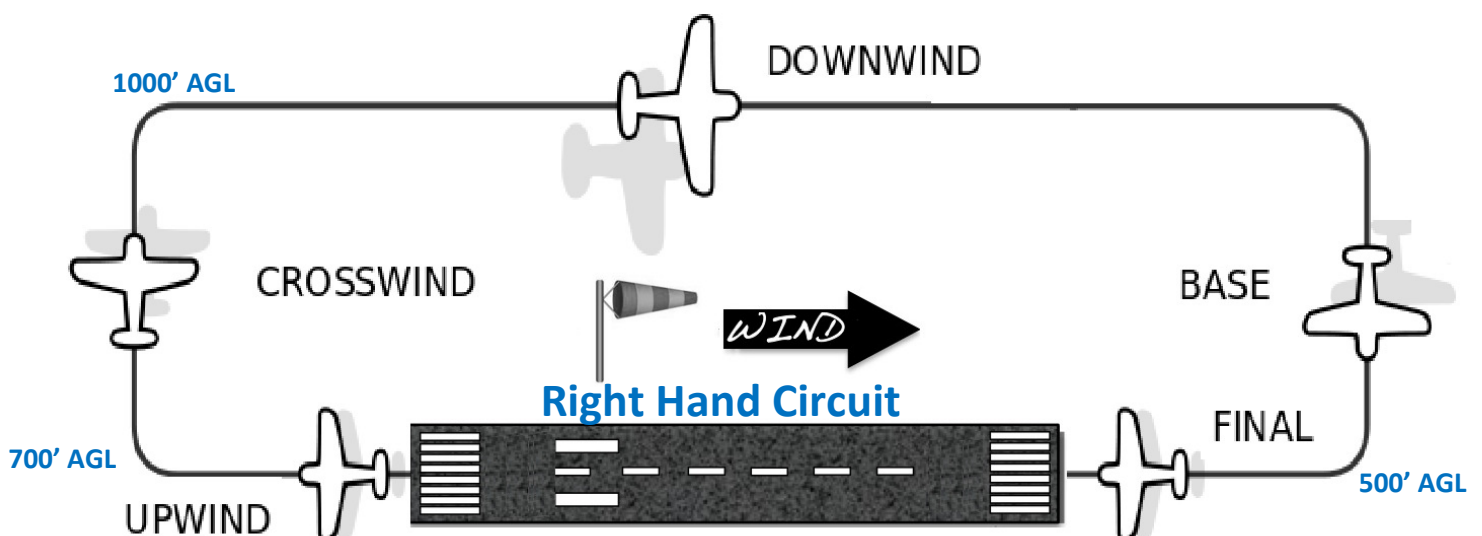
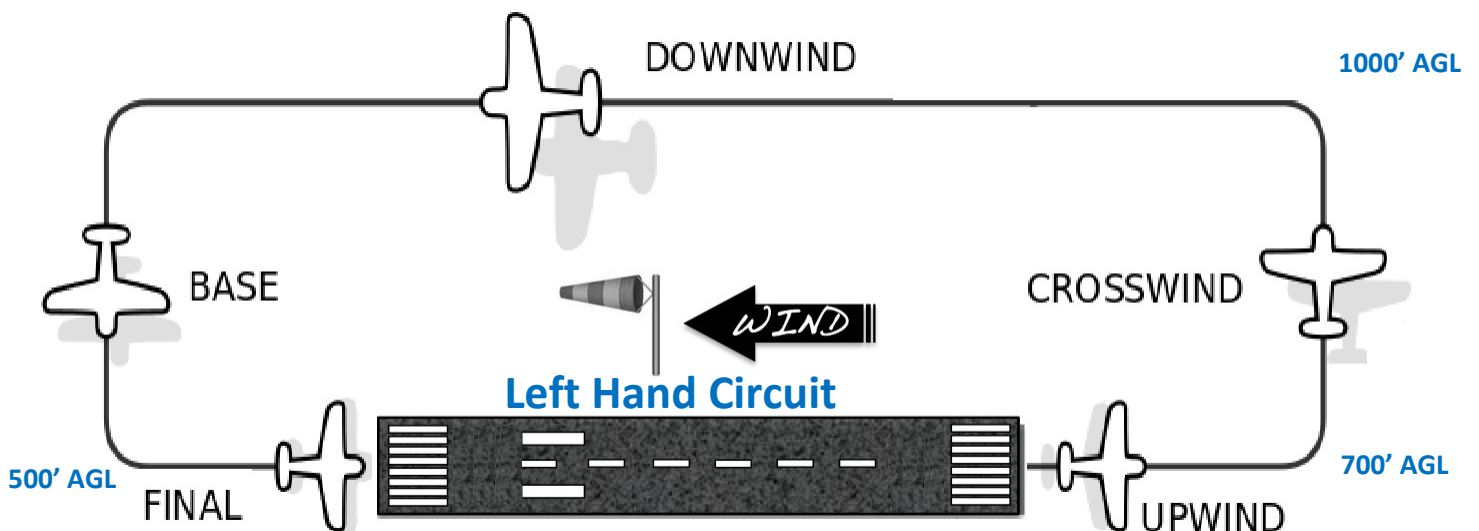
### Aim:

*"To consolidate the student's flying skills into the circuit pattern."*

### Objectives:

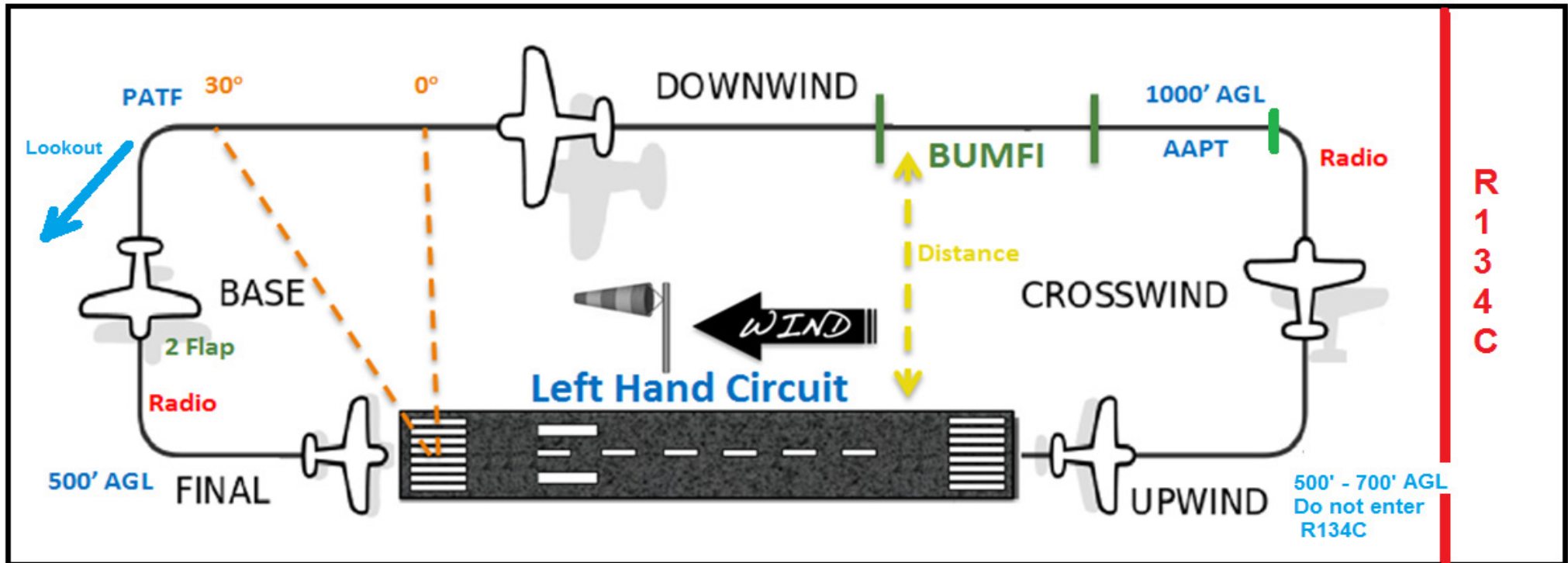
1. To be able to control the aircraft effectively
2. To understand the aerodrome procedures and traffic
3. Introduction to radio
4. To be aware of altitude (control)
5. How to land an aircraft

### Left/Right hand circuit layouts





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### Notes:

- The normal circuit is a left hand circuit
- Make a reference point for each leg
- Lookout before every turn
- Be aware of R134 and do not enter
- Some airfields may have specific requirements regarding circuit direction. Refer to ERSA / Country Airstrips Guide.
- When doing right hand circuits, denote the runway as "right" in your radio call eg: RWY 27 Right.

### DOWNWIND CHECKS

- |          |   |                                                      |
|----------|---|------------------------------------------------------|
| <b>B</b> | - | <b>Brakes (pull back twice)</b>                      |
| <b>U</b> | - | <b>Undercarriage (down and bolted)</b>               |
| <b>M</b> | - | <b>Mixture (rich automatic)</b>                      |
| <b>F</b> | - | <b>Fuel (pump on &amp; sufficient for go-around)</b> |
| <b>H</b> | - | <b>Hatches and Harnesses secure</b>                  |
| <b>I</b> | - | <b>Ignitions (both ON)</b>                           |

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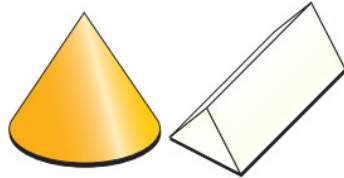
## Procedures and Traffic

**SYMBOLS NEAR WIND DIRECTION INDICATOR**

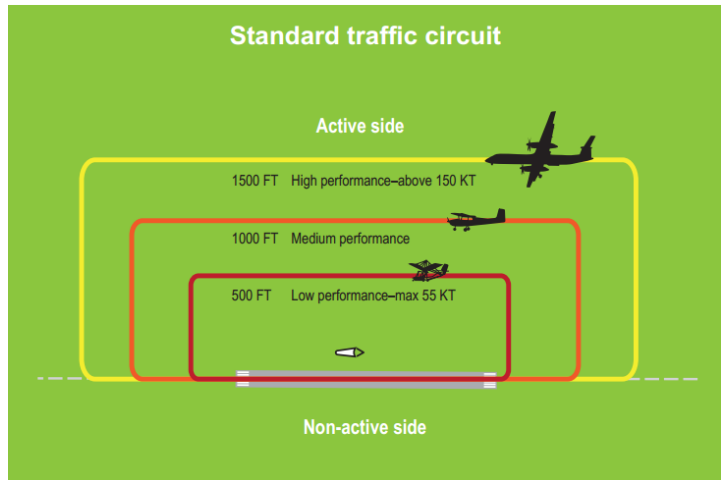
AERODROME UNSERVICEABLE	GLIDING OPERATIONS IN PROGRESS	OPERATIONS ARE CONFINED TO HARD SURFACE RUNWAYS, APRONS AND TAXIWAYS ONLY



UNSERVICEABLE AREA MARKER

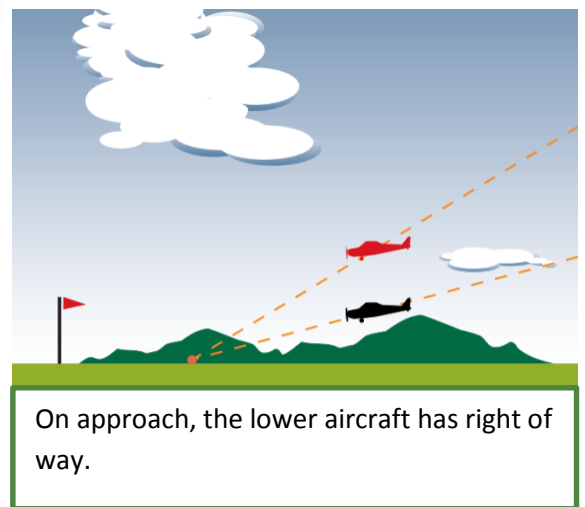
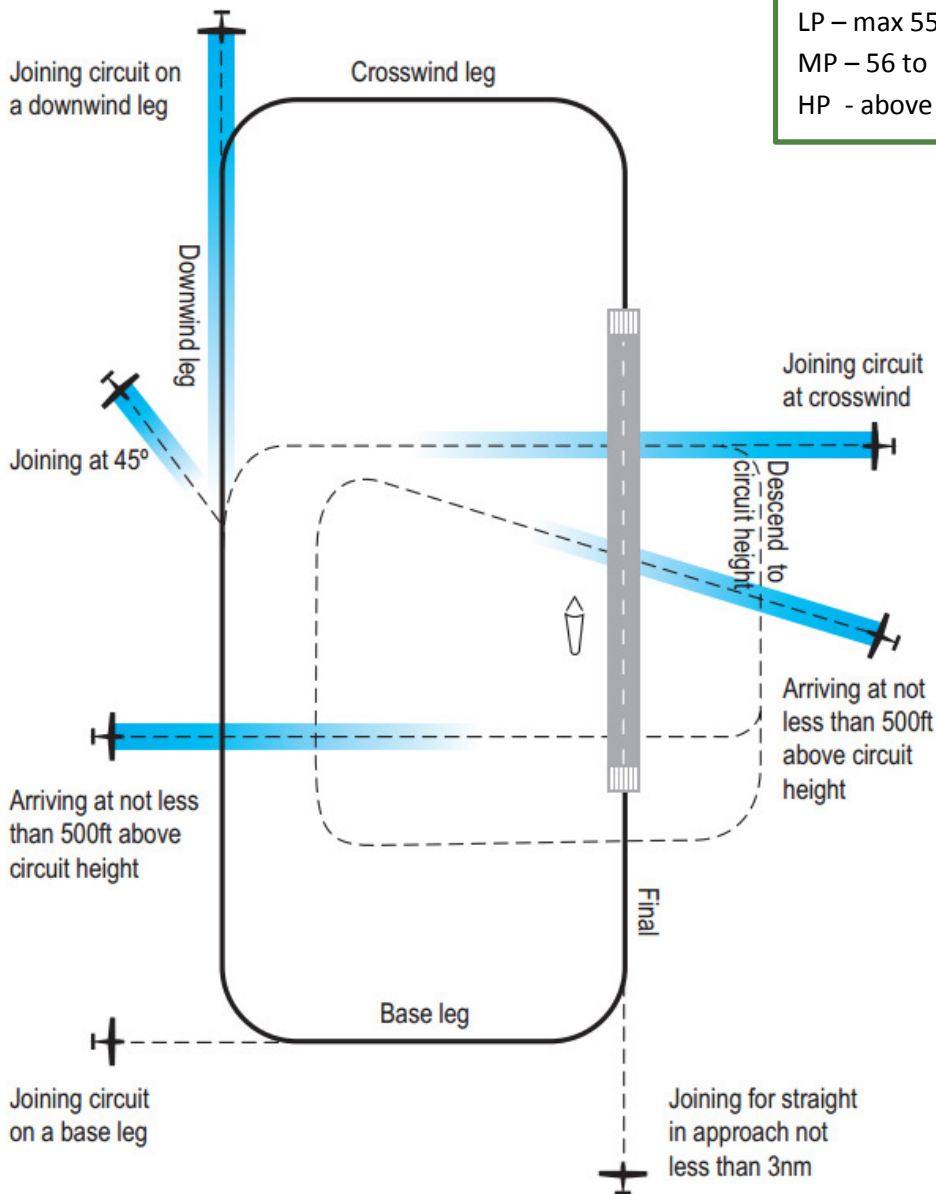


BOUNDARY MARKERS



**Circuit Heights**

- LP – max 55Kts at 500' AGL (Give Way to all traffic)
- MP – 56 to 150Kts at 1000' AGL (HP RAAus / GA)
- HP - above 150Kts at 1500' AGL (RPT)



On approach, the lower aircraft has right of way.

> Recommended circuit join

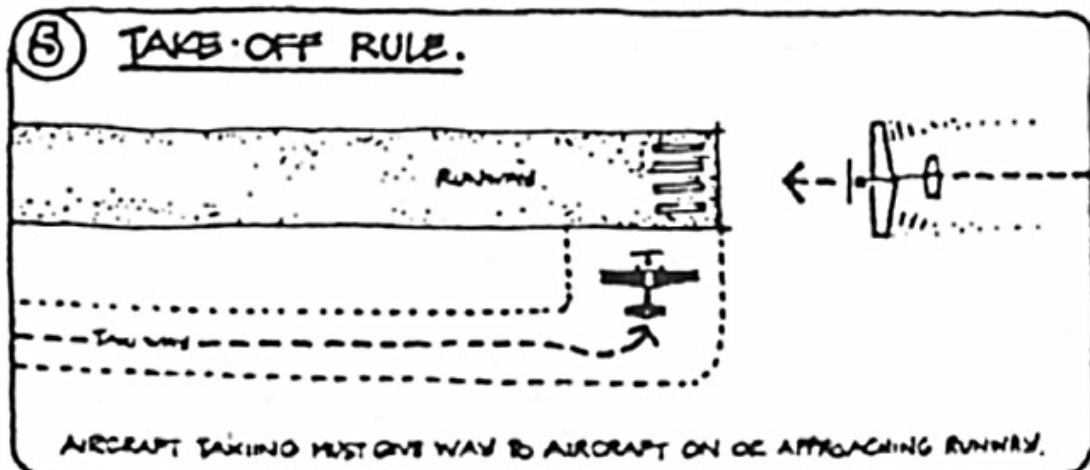
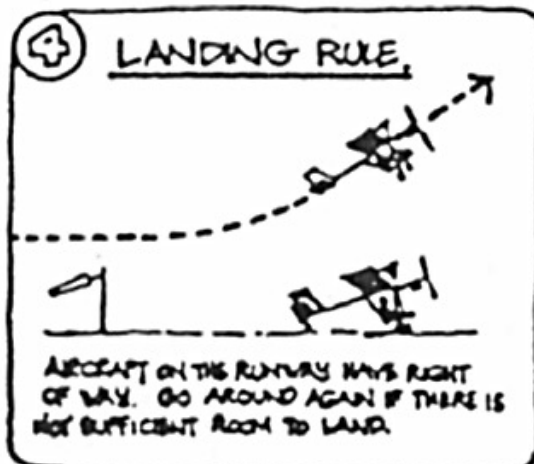
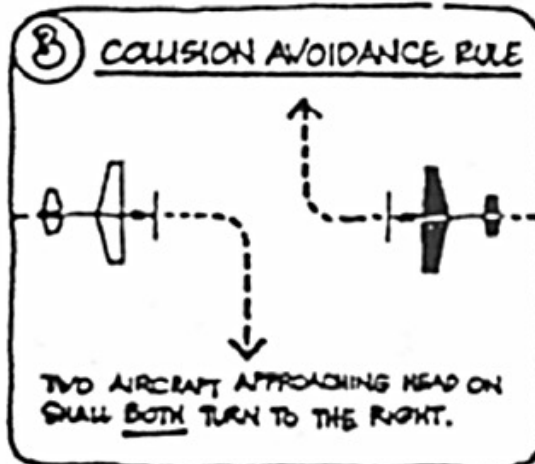
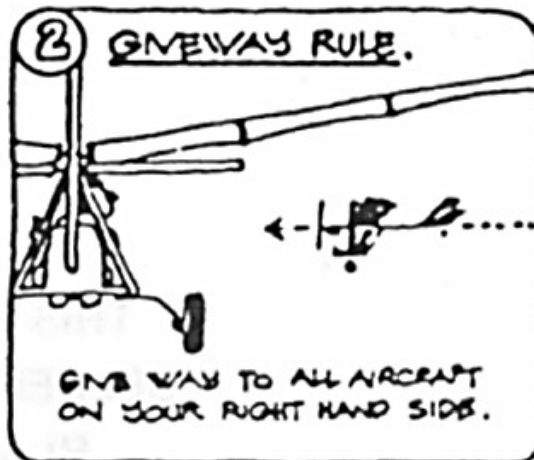
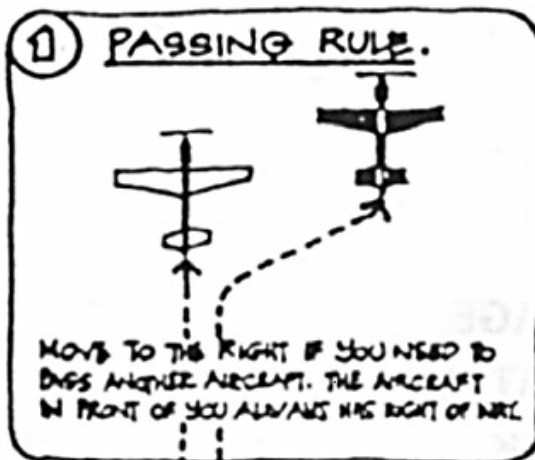
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### Air Exercise:

1. To learn the circuit and become proficient in flying the aircraft.
2. Note to students:
  - A lot of practise in the circuit!
  - Condenses 7 hours of flying training into 5 minutes!
  - It will take time to learn all aspects of the circuit
  - It will take time to gain proficiency and "catch up to the aircraft"


### Airmanship

## RULES OF THE AIR.



# GROUND MARSHALLING DIRECTIONS

• START ENGINE •




LEFT HAND POINTING TO SPECIFIC UPRAUGHT, RIGHT HAND MOVING IN A CIRCULAR MOTION AT HEAD LEVEL.

• MOVE AHEAD •



ARMS A LITTLE TO ONE SIDE MOVED REPEATEDLY UPWARDS AND BACKWARDS.

• TURNS •



ARM POINTING TO DIRECTION OF TURN OTHER HAND MOVED UP AND BACK. SPEED OF MOVEMENT SHOWS RATE OF TURN.

• SLOW DOWN •



ARMS DOWN CLOSE TO SIDES MOVED UP AND DOWN SEVERAL TIMES.

• STOP •



ARMS REPEATEDLY CROSSED ABOVE HEAD. (THE RAPIDITY OF THE ARM MOVEMENT SHOWS THE URGENCY OF STOP.)

• CUT ENGINE •



HAND LEVEL WITH SHOULDER, HAND MOVED SIDEWAYS ACROSS THE THROAT.