

# Low Flying Introduction

## ADVANCED MANOEUVRES

### Objectives

To compensate for the effects of visual illusions, inertia, and stress when operating the aeroplane close to the ground.

### 1. Considerations

#### Inertia

- Inertia and sensation of speed seen clearly at low level
- At cruise speeds need lots of anticipation and airspace to turn aeroplane

#### Visual Effects

- Effect of wind can lead to visual illusions
- Flying into wind, groundspeed is low → lowering the nose or ↑ power
- Downwind, groundspeed high → nose attitude being raised / power ↓
- Across the wind, drift is most noticeable. Track on reference point. Avoid crossed controls
- Apparent slip or skid when turning  
Do not correct with rudder. Cross-reference balance indicator

#### Poor Visibility Configuration

- Airspeed \_\_\_\_\_ kts, Flap setting \_\_\_\_\_

#### Reduced Airspeed

- Less inertia and lower groundspeed = more time to think and react to obstacles + reducing turn radius

#### Flap

- ↑ lift and drag and adversely affects the L/D ratio
- ↑ lift → ↓ stall speed
- Poorer L/D ratio means higher power setting needed to maintain straight and level

#### Low Flying Zone

- Inspect low flying zone and prep aeroplane before entering
- Stay within the boundaries, do not descend below \_\_\_\_\_ ft
- If low-level over water, wear lifejackets
- On entering, broadcast EET in the zone – when leaving, ake a vacating report

### 2. Airmanship

- Poor visibility configuration used

|          |                 |   |
|----------|-----------------|---|
| <b>H</b> | <b>Height</b>   | > 200 ft agl  |
| <b>A</b> | <b>Airframe</b> | Config stated   |
| <b>S</b> | <b>Security</b> | Loose articles & harnesses secure                           |
| <b>E</b> | <b>Engine</b>   | Fullest tank, pump ON, mixt RICH, SADIE, carb heat          |
| <b>L</b> | <b>Locality</b> | Boundaries identified                                       |
| <b>L</b> | <b>Lookout</b>  | Wind indications, obstructions, birds, forced landing sites |
| <b>L</b> | <b>Lights</b>   | All external lights ON                                      |

### 3. Aeroplane Management

- Carb heat use
- Fuel management
- Use of power during turns with flap lowered

### 4. Human Factors

- Obstructions difficult to detect at low level
- Flying close to the ground is stressful, can lead to narrowing focus
- Poor Vis Config used to give more time
- Avoid bad wx

### 5. Air Exercise

#### Low Flying Zone Boundaries

- Complete the **HASELL** checks and at 1000 ft agl fly around the edge of the LFZ
- Using a powered descent, enter the LFZ

#### Visual Illusions

- Superimpose horizon over the terrain
- Look at effect wind has on turning, and how to track over the ground with a crosswind
- Note effects of flying upwind and downwind on the groundspeed

#### Effects of Inertia

- Maintain straight and level – note the reaction time needed to initiate a manoeuvre
- Medium level turns noting the reaction times required and the radius of turn

#### 3-D Effect

- Terrain/obstacles – wires, sun, shadow, mechanical turbulence

#### Poor Visibility Configuration

- Reduce power to \_\_\_\_\_ rpm, maintain straight and level flight, lower the flap to \_\_\_\_\_ degrees
- As airspeed ↓ to configuration speed, ↑ power (about \_\_\_\_\_ rpm ) to maintain straight and level. Trim
- Note the reduced speed

#### Visual Illusions

