

## Aerospool WT-9 Dynamic PH-4J7

<u>PREFLIGHT</u>	
Preflight Inspection	Completed
Seat Belts	Fastened
Fuel	Checked
Fuel Valve	Left
Flight Controls	Checked
Trim	Neutral
Instruments	Checked & Set
Canopy	Closed & Locked
	1 > visual check (red dot)
	2 > yellow light out
<u>BEFORE START</u>	
Park Brake	Brake
Throttle	Closed
Throttle ½ turn	Red line up
Master switch	On
Starter	On
Code key	Use
Anti Collision Light	On
Fuel Pump ( <b>ONLY cold start</b> )	On, Check, Off
Magnetos	Both On
Choke (when applicable)	On
Propeller Area	CLEAR
Starter	Start
Choke (when applicable)	Off (NOT turn)
<u>AFTER START</u>	
Avionics Switch	On
Intercom Switch	On
EFIS Switch	On
COM / Transponder	On
Transponder	Standby
Fuel Valve	Right
Trim for taxi (when applicable)	Up
<u>TAXI</u>	
Brakes	Checked

## ULV WESTERWOLDE

<u>BEFORE TAKEOFF</u>	
Trim	Neutral
Park Brake	Brake
Engine Instruments	Checked (50C)
Throttle	3000RPM
Magnetos	Check
	(Max: 150RPM/ Diff: 50RPM)
CVV (pull, RPM drop)	Check
Throttle Idle	Check
Throttle 2000 RPM	Check
Seat Belts	Fastened
Choke	Off
Fuel	Checked
Fuel Pump	On
Fuel Valve	Left
Flaps	Flaps 1
Transponder	ACS
Takeoff time	Checked
<u>AFTER TAKEOFF</u>	
Flaps (> 200ft)	Flaps Up
Fuel Pump	Off
	( >> when flying straight and level)
Cruising speed maximum	5000 RPM
During flight: oil press. 3-5 Bar, oil temp.	max 130°
<u>DESCENT &amp; APPROACH</u>	
Instruments	Checked & Set
Fuel	Checked
Fuel Pump	On
Fuel Valve	Left
Magnetos	Both On
Seat Belts	Fastened

## NORMAL CHECKLIST

<u>DOWNWIND</u>	
Fuel	Checked
Fuel Pump	On
CVV	On
Flaps	Flaps 1
Trim	Neutral
<u>BASELEG</u>	
Flaps	Flaps 1/ 2
<u>FINAL</u>	
Flaps	Flaps 1/ 2/ 3
CVV (T & G)	Off
<u>AFTER LANDING</u>	
CVV	Off
Flaps	Flaps Up
Trim	Neutral
Fuel Pump	Off
Transponder	Off
Landing time	Checked
<u>PARKING</u>	
Park Brake	Park (Off in hangar)
Throttle	Idle
Avionics Switch	Off
Intercom switch	Off
EFIS Switch	Off
Magnetos	Off
Starter	Off
Master Switch	Off
Anti Collision Light	Off
Fuel Valve	Closed
Parking in hangar: with <b>nose</b> facing hangar <b>door</b>	
	(versie 27-7-2023)