



Autorotations



Entry

Entry:

1. _____
2. _____
- _____
- _____
3. _____

What does the flare do?

1. _____
2. _____

Three flare effects:

1. _____
2. _____
3. _____

Descent Checks:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____



Descent Checks

Decision Height
500ft AGL

Decision Height:

Passing through 500 feet, the instructor needs to decide:

1. _____
2. _____
3. _____

Flare:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Flare
75-100ft AGL

Notes



Termination

Termination:

The goal is _____



Entry

Entry:

1. Lower Collective – all the way, positively
2. Look outside – Horizon
 - Attitude – 60 kts – Cyclic
 - Keep straight – pedals
3. Turn into wind and pick a spot.

Descent Checks:

1. N1 – Engine idling
2. NR – Rotor RPM in the green
3. Balance
4. Speed
5. Mayday call
6. Trouble checks and secure aircraft
7. Passenger Brief

Decision Height:

Passing through 500 feet, the instructor needs to decide:

1. Go around
2. Power termination
3. Full touchdown Auto



Descent Checks

Decision Height
500ft AGL



Flare
75-100ft AGL

What does the flare do?

1. Reduces speed
2. Reduces rate of descent

Three flare effects:

1. Increase in total rotor thrust
2. Thrust reversal
3. Increase in rotor RPM

Flare:

1. Flare
2. Develop
3. Hold
4. Initial (10ft AGL)
5. Level (5ft AGL)
6. Sink
7. Pull to cushion on
8. Keep straight
9. Lock cyclic – neutral or slightly forward
10. Once stopped, lower collective



Termination

Termination:

Zero zero is the goal.

Notes



Autorotations

RPM Control

If RPM is:

- High – Raise some collective
- Mid green – No change
- Low – Lower some collective

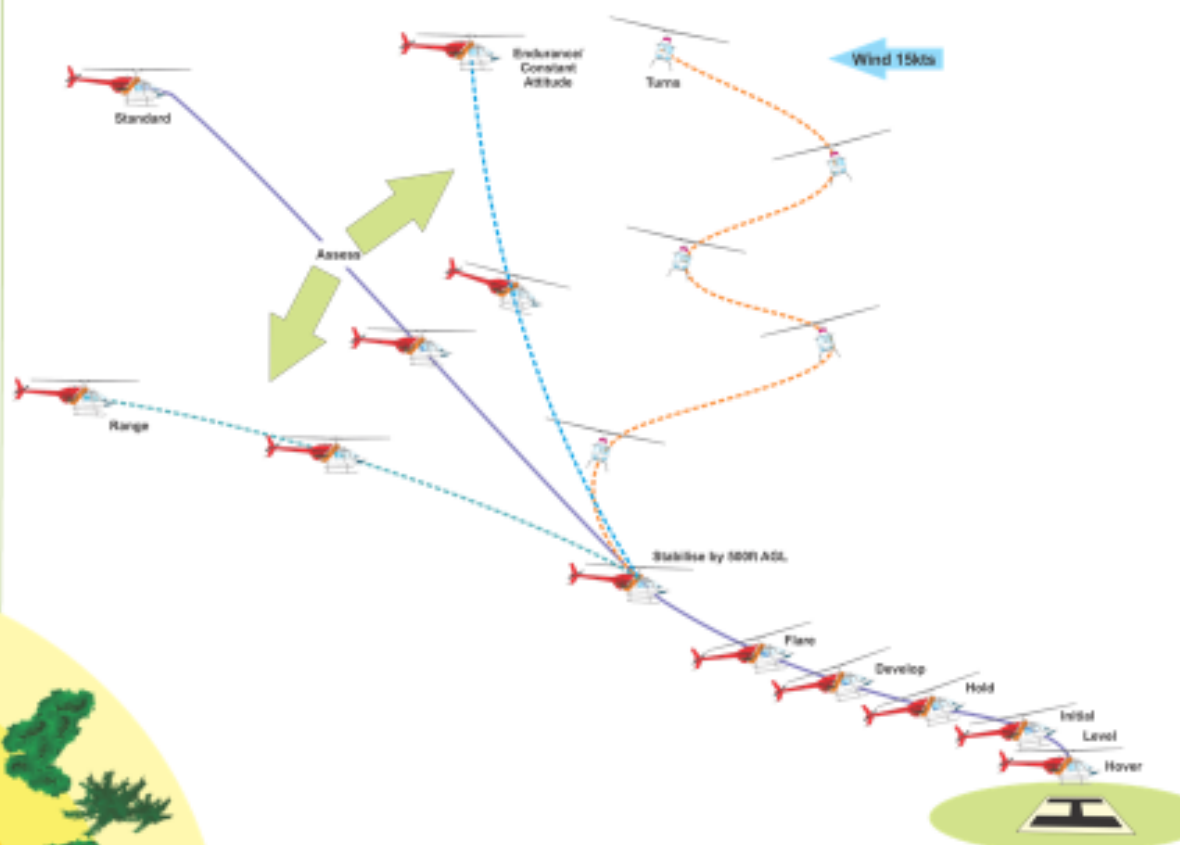
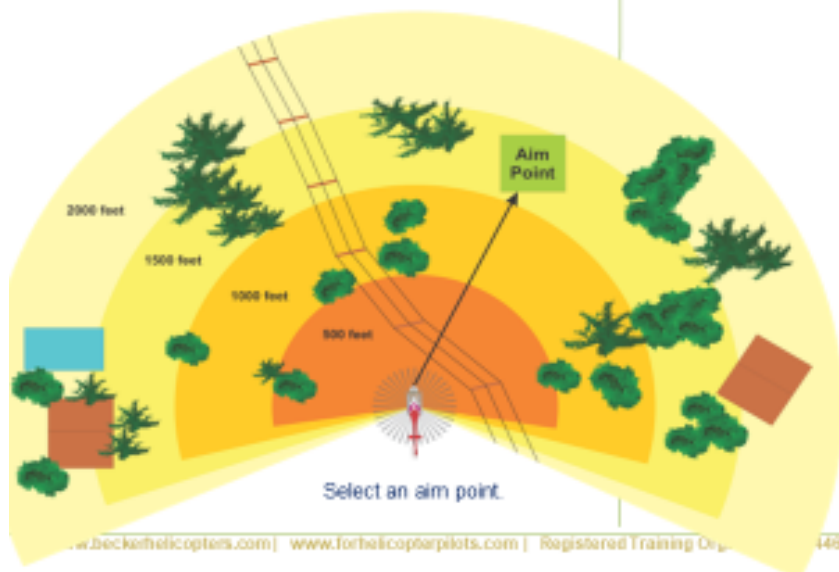
Angles of descent are affected by:

- **Speed** – Controlled by **Cyclic**
- **RPM** – Controlled by **Collective**
- **Wind** – Changes on any given day needs to be managed

Arc of Influence

The available area the pilot is able to glide the helicopter to. It will change with:

- Height
- Wind, and
- How the pilot decides to manoeuvre.



KEY TAKEAWAY:

The higher you are, the more options you have.