



SIERRA LEONE CIVIL AVIATION AUTHORITY

3rd Floor, 21/23, Siaka Stevens Street, Freetown, Sierra Leone

FORM-0-PEL024 PPL/CPL/IR SKILL TEST/TC/BASE CHECK ETC.

KEY: U – UNSATISFACTORY BA – BELOW AVERAGE A – AVERAGE AA – ABOVE AVERAGE

APPLICANT:		LIC NO:		EXAMINER:		LIC/ AUTHORIZATION NO:	
ATO:		TYPE OF CHECK:		FLIGHT TIME:		EVALUATION:	
DATE:		A/C TYPE:		REG:		PASS:	FAIL:
				U	BA	A	AA
1. PRE-TAKE-OFF ACTION							
a. Preflight							
b. Int. Chk & Staring Drill							
c. Radio & Instrument Chk							
d. Taxiing							
e. Run-up							
f. Vital Act. Before Take-off							
2. TAKE-OFF							
a. Power Control							
b. Keeping Straight							
c. Airspeed Control							
d. Establishing Climb							
e. Cross wind Technique							
3. CLIMBS							
a. Power Control							
b. Pitch Control							
c. Bank Control							
4. STRAIGHT & LEVEL							
a. Directional Control							
b. Attitude Control							
c. Power Control							
5. MEDIUM & SHALLOW TURNS							
a. Entry							
b. Bank Control							
c. Altitude Control							
d. Recovery							
6. STEEP TURNS							
a. Entry							
b. Bank Control							
c. Altitude Control							
d. Recovery							
7. CLIMBING/DESCENDING TURNS							
a. Entry							
b. Power Control							
10. FORCELANDING							
a. Vital Actions							
b. Selection of Field							
c. Planning & Approach							
d. Crash Drill							
e. Miss-Approach Procedure							
11A. CIRCUIT REJOINING PROCEDURE NORMAL							
a. Entry							
b. Down Wind Procedure							
c. Base Leg Procedure							
d. Final Approach							
e. Landing (Normal)							
11B. CIRCUIT PROCEDURE (FLAPLESS)							
a. Take-off							
b. Down Wind Procedure							
c. Base Leg Procedure							
d. Final Approach							
e. Landing							
11C. CIRCUIT PROCEDURE (SHORT/SOFT)							
a. Take-off							
b. Down Wind Procedure							
c. Base Leg Procedure							
d. Final Approach							
e. Landing							
11D. CIRCUIT PROCEDURE (GLIDE)							
a. Take-off							
b. Down Wind Procedure							
c. Base Leg Procedure							
d. Final Approach							
e. Landing							
11E. CIRCUIT PROCEDURE (GENERAL)							
a. Go-around/undershoot							
b. Recovery from bad Landing							
c. Abnormal & Emergency Procedure							
d. Abnormal & Emergency Procedure							
e. Abnormal & Emergency Procedure							

