***Maneuvers ASES***

1. Normal Take Off and Landings (use Vy +10-5Kts)
2. Normal Approach and Landings (Use 1.3Vso +10/-5kts)
3. Confined Area Take Off and Climb (Vx until over obstacle, then Vy +10/-5kts)
4. Confined Area Approach and Landing (Use 1.3Vso +10/-5kts)
5. Glassy Water Take Off and Climb (Vy +10/-5kts)
6. Glassy Water Approach and Landing (Stabilized approach +10/-5kts)
7. Rough Water Take Off and Climb (Vy +10/-5kts)
8. Rough Water Approach and Landing (Use 1.3Vso +10/-5kts)
9. Emergency Descent (May start with engine fire)
   1. What is the difference between Vne and Vfe?
10. Emergency Approach and Landing (Best Glide Speed +/-10kts)
11. Three Systems Malfunctions out of the below
    1. Power Loss
    2. Engine Roughness or Overheating
    3. Carb Icing
    4. Loss of Oil Pressure
    5. Fuel Starvation
    6. Electrical Malfunction
    7. Vacuum Loss
    8. Pitot/Static Malfunction
    9. Landing Gear Malfunction
    10. Inop Trim
    11. Smoke, Engine Fire
12. At least one mooring function
    1. Mooring, Docking, Anchoring, Ramping, Beaching