

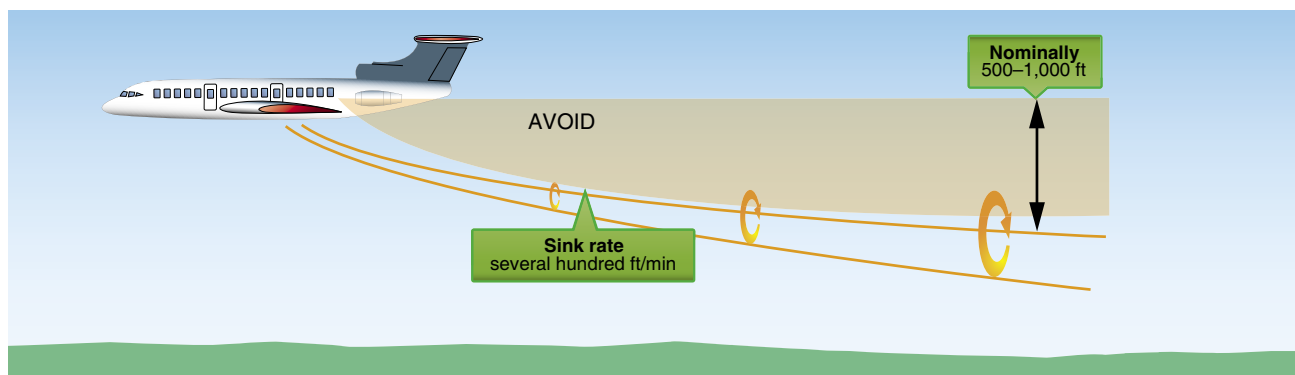


Figure 4-11. Avoid following another aircraft at an altitude within 1,000 feet.

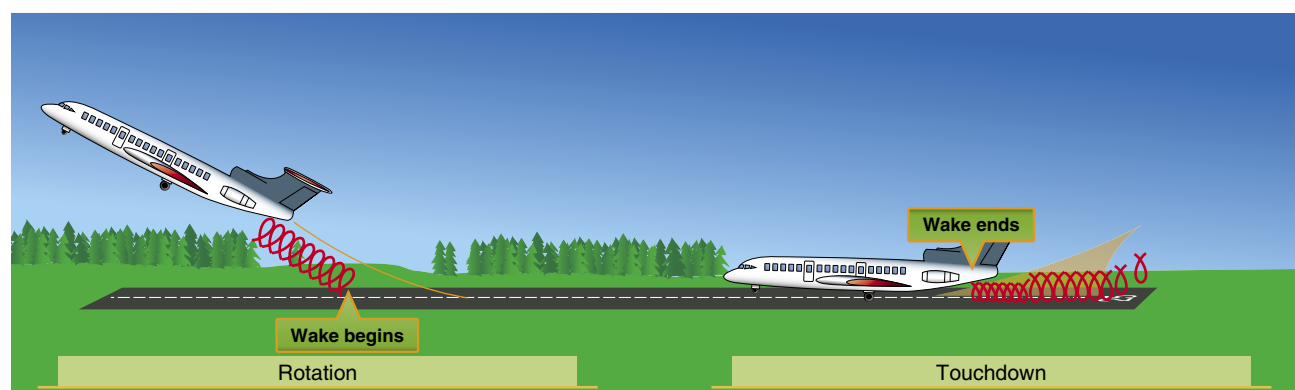


Figure 4-12. Avoid turbulence from another aircraft.

Wind is an important factor in avoiding wake turbulence because wingtip vortices drift with the wind at the speed of the wind. For example, a wind speed of 10 knots causes the vortices to drift at about 1,000 feet in a minute in the wind direction. When following another aircraft, a pilot should consider wind speed and direction when selecting an intended takeoff or landing point. If a pilot is unsure of the other aircraft's takeoff or landing point, approximately 3 minutes provides a margin of safety that allows wake turbulence dissipation. For more information on wake turbulence, see Advisory Circular 90-23.

Ground Effect

It is possible to fly an aircraft just clear of the ground (or water) at a slightly slower airspeed than that required to sustain level flight at higher altitudes. This is the result of a phenomenon better known of than understood even by some experienced pilots.

When an aircraft in flight comes within several feet of the surface, ground or water, a change occurs in the three-dimensional flow pattern around the aircraft because the vertical component of the airflow around the wing is restricted by the surface. This alters the wing's upwash, downwash, and wingtip vortices. [Figure 4-13] Ground effect, then, is

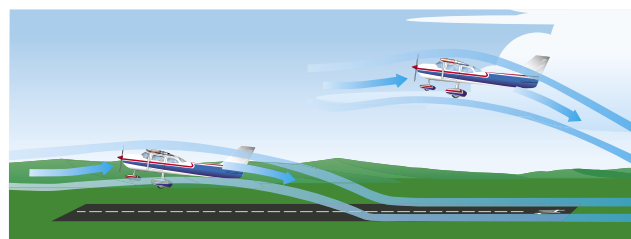


Figure 4-13. Ground effect changes airflow.

due to the interference of the ground (or water) surface with the airflow patterns about the aircraft in flight.

While the aerodynamic characteristics of the tail surfaces and the fuselage are altered by ground effect, the principal effects due to proximity of the ground are the changes in the aerodynamic characteristics of the wing. As the wing encounters ground effect and is maintained at a constant lift coefficient, there is consequent reduction in the upwash, downwash, and wingtip vortices.

Induced drag is a result of the airfoil's work of sustaining the aircraft, and a wing or rotor lifts the aircraft simply by accelerating a mass of air downward. It is true that reduced pressure on top of an airfoil is essential to lift, but that is

only one of the things contributing to the overall effect of pushing an air mass downward. The more downwash there is, the harder the wing pushes the mass of air down. At high angles of attack, the amount of induced drag is high; since this corresponds to lower airspeeds in actual flight, it can be said that induced drag predominates at low speed.

However, the reduction of the wingtip vortices due to ground effect alters the spanwise lift distribution and reduces the induced AOA and induced drag. Therefore, the wing will require a lower AOA in ground effect to produce the same C_L . If a constant AOA is maintained, an increase in C_L results. [Figure 4-14]

Ground effect also alters the thrust required versus velocity. Since induced drag predominates at low speeds, the reduction of induced drag due to ground effect will cause the most significant reduction of thrust required (parasite plus induced drag) at low speeds.

The reduction in induced flow due to ground effect causes a significant reduction in induced drag but causes no direct effect on parasite drag. As a result of the reduction in induced drag, the thrust required at low speeds will be reduced. Due to the change in upwash, downwash, and wingtip vortices, there may be a change in position (installation) error of the airspeed system, associated with ground effect. In the majority of cases, ground effect will cause an increase in the local pressure at the static source and produce a lower indication of airspeed and altitude. Thus, an aircraft may be airborne at an indicated airspeed less than that normally required.

In order for ground effect to be of significant magnitude, the wing must be quite close to the ground. One of the direct results of ground effect is the variation of induced drag with wing height above the ground at a constant C_L . When the wing is at a height equal to its span, the reduction in induced drag is only 1.4 percent. However, when the wing is at a height equal to one-fourth its span, the reduction in induced

drag is 23.5 percent and, when the wing is at a height equal to one-tenth its span, the reduction in induced drag is 47.6 percent. Thus, a large reduction in induced drag will take place only when the wing is very close to the ground. Because of this variation, ground effect is most usually recognized during the liftoff for takeoff or just prior to touchdown when landing.

During the takeoff phase of flight, ground effect produces some important relationships. An aircraft leaving ground effect after takeoff encounters just the reverse of an aircraft entering ground effect during landing; i.e., the aircraft leaving ground effect will:

- Require an increase in AOA to maintain the same C_L .
- Experience an increase in induced drag and thrust required.
- Experience a decrease in stability and a nose-up change in moment.
- Experience a reduction in static source pressure and increase in indicated airspeed.

Ground effect must be considered during takeoffs and landings. For example, if a pilot fails to understand the relationship between the aircraft and ground effect during takeoff, a hazardous situation is possible because the recommended takeoff speed may not be achieved. Due to the reduced drag in ground effect, the aircraft may seem capable of takeoff well below the recommended speed. As the aircraft rises out of ground effect with a deficiency of speed, the greater induced drag may result in marginal initial climb performance. In extreme conditions, such as high gross weight, high density altitude, and high temperature, a deficiency of airspeed during takeoff may permit the aircraft to become airborne but be incapable of sustaining flight out of ground effect. In this case, the aircraft may become airborne initially with a deficiency of speed, and then settle back to the runway.

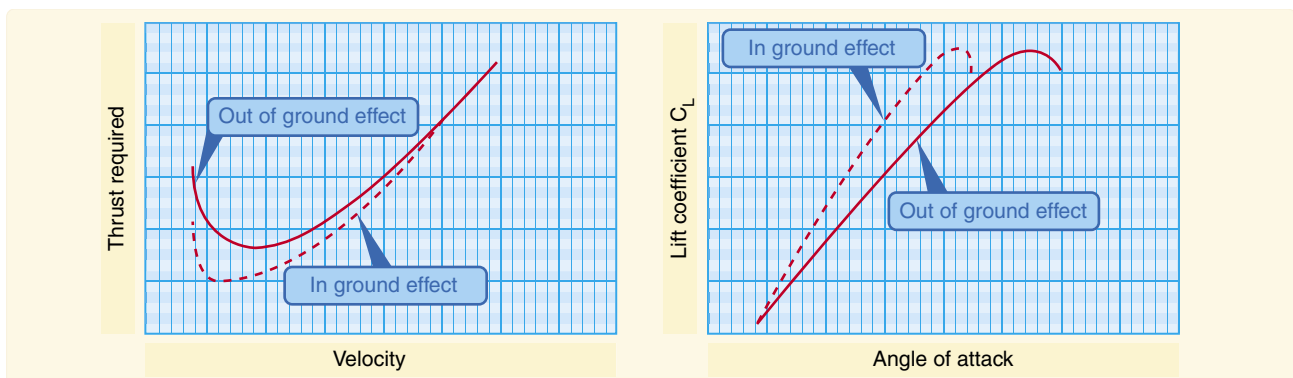


Figure 4-14. Ground effect changes drag and lift.

A pilot should not attempt to force an aircraft to become airborne with a deficiency of speed. The manufacturer's recommended takeoff speed is necessary to provide adequate initial climb performance. It is also important that a definite climb be established before a pilot retracts the landing gear or flaps. Never retract the landing gear or flaps prior to establishing a positive rate of climb, and only after achieving a safe altitude.

If, during the landing phase of flight, the aircraft is brought into ground effect with a constant AOA, the aircraft experiences an increase in C_L and a reduction in the thrust required, and a "floating" effect may occur. Because of the reduced drag and power-off deceleration in ground effect, any excess speed at the point of flare may incur a considerable "float" distance. As the aircraft nears the point of touchdown, ground effect is most realized at altitudes less than the wingspan. During the final phases of the approach as the aircraft nears the ground, a reduced power setting is necessary or the reduced thrust required would allow the aircraft to climb above the desired glidepath (GP).

Axes of an Aircraft

The axes of an aircraft are three imaginary lines that pass through an aircraft's CG. The axes can be considered as imaginary axes around which the aircraft turns. The three axes pass through the CG at 90° angles to each other. The axis from nose to tail is the longitudinal axis, the axis that passes from wingtip to wingtip is the lateral axis, and the axis that passes vertically through the CG is the vertical axis. Whenever an aircraft changes its flight attitude or position in flight, it rotates about one or more of the three axes. [Figure 4-15]

The aircraft's motion about its longitudinal axis resembles the roll of a ship from side to side. In fact, the names used to describe the motion about an aircraft's three axes were originally nautical terms. They have been adapted to

aeronautical terminology due to the similarity of motion of aircraft and seagoing ships. The motion about the aircraft's longitudinal axis is "roll," the motion about its lateral axis is "pitch," and the motion about its vertical axis is "yaw." Yaw is the horizontal (left and right) movement of the aircraft's nose.

The three motions of the conventional airplane (roll, pitch, and yaw) are controlled by three control surfaces. Roll is controlled by the ailerons; pitch is controlled by the elevators; yaw is controlled by the rudder. The use of these controls is explained in Chapter 5, Flight Controls. Other types of aircraft may utilize different methods of controlling the movements about the various axes.

For example, weight-shift control aircraft control two axes, roll and pitch, using an "A" frame suspended from the flexible wing attached to a three-wheeled carriage. These aircraft are controlled by moving a horizontal bar (called a control bar) in roughly the same way hang glider pilots fly. [Figure 4-16] They are termed weight-shift control aircraft



Figure 4-16. A weight-shift control aircraft.

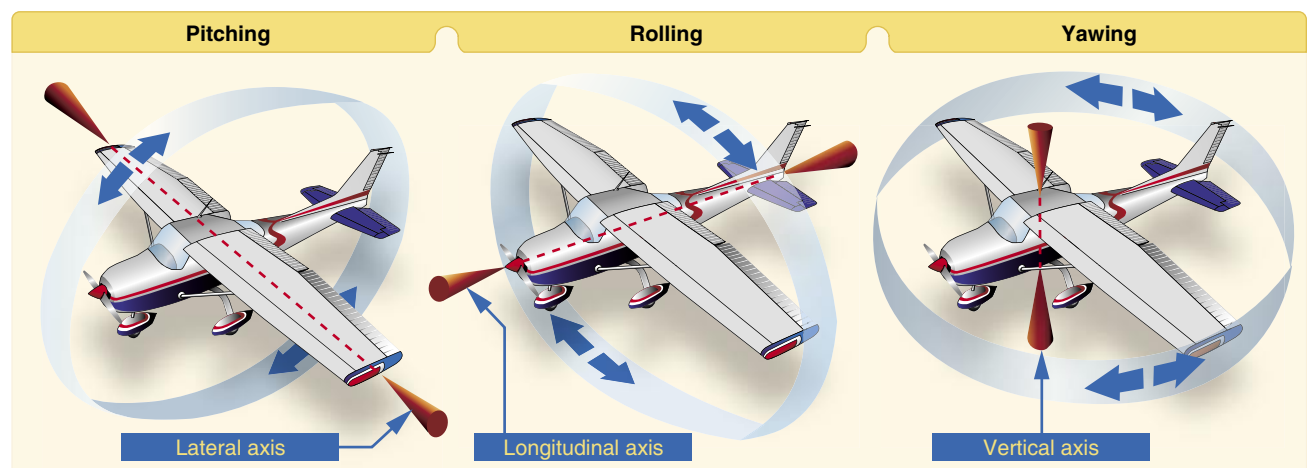


Figure 4-15. Axes of an airplane.

Altitude (ft)	Pressure ("Hg)	Temperature	
		(°C)	(°F)
0	29.92	15.0	59.0
1,000	28.86	13.0	55.4
2,000	27.82	11.0	51.9
3,000	26.82	9.1	48.3
4,000	25.84	7.1	44.7
5,000	24.89	5.1	41.2
6,000	23.98	3.1	37.6
7,000	23.09	1.1	34.0
8,000	22.22	-0.9	30.5
9,000	21.38	-2.8	26.9
10,000	20.57	-4.8	23.3
11,000	19.79	-6.8	19.8
12,000	19.02	-8.8	16.2
13,000	18.29	-10.8	12.6
14,000	17.57	-12.7	9.1
15,000	16.88	-14.7	5.5
16,000	16.21	-16.7	1.9
17,000	15.56	-18.7	-1.6
18,000	14.94	-20.7	-5.2
19,000	14.33	-22.6	-8.8
20,000	13.74	-24.6	-12.3

Figure 11-2. *Properties of standard atmosphere.*

Since all aircraft performance is compared and evaluated using the standard atmosphere, all aircraft instruments are calibrated for the standard atmosphere. Thus, certain corrections must apply to the instrumentation, as well as the aircraft performance, if the actual operating conditions do not fit the standard atmosphere. In order to account properly for the nonstandard atmosphere, certain related terms must be defined.

Pressure Altitude

Pressure altitude is the height above the standard datum plane (SDP). The aircraft altimeter is essentially a sensitive barometer calibrated to indicate altitude in the standard atmosphere. If the altimeter is set for 29.92 "Hg SDP, the altitude indicated is the pressure altitude—the altitude in the standard atmosphere corresponding to the sensed pressure.

The SDP is a theoretical level at which the pressure of the atmosphere is 29.92 "Hg and the weight of air is 14.7 psi. As atmospheric pressure changes, the SDP may be below, at, or above sea level. Pressure altitude is important as a basis for determining aircraft performance, as well as for assigning flight levels to aircraft operating at above 18,000 feet.

The pressure altitude can be determined by any of the three following methods:

1. By setting the barometric scale of the altimeter to 29.92 "Hg and reading the indicated altitude,

2. By applying a correction factor to the indicated altitude according to the reported "altimeter setting," [Figure 11-3]
3. By using a flight computer

Density Altitude

The more appropriate term for correlating aerodynamic performance in the nonstandard atmosphere is density altitude—the altitude in the standard atmosphere corresponding to a particular value of air density.

Density altitude is pressure altitude corrected for nonstandard temperature. As the density of the air increases (lower density altitude), aircraft performance increases. Conversely,

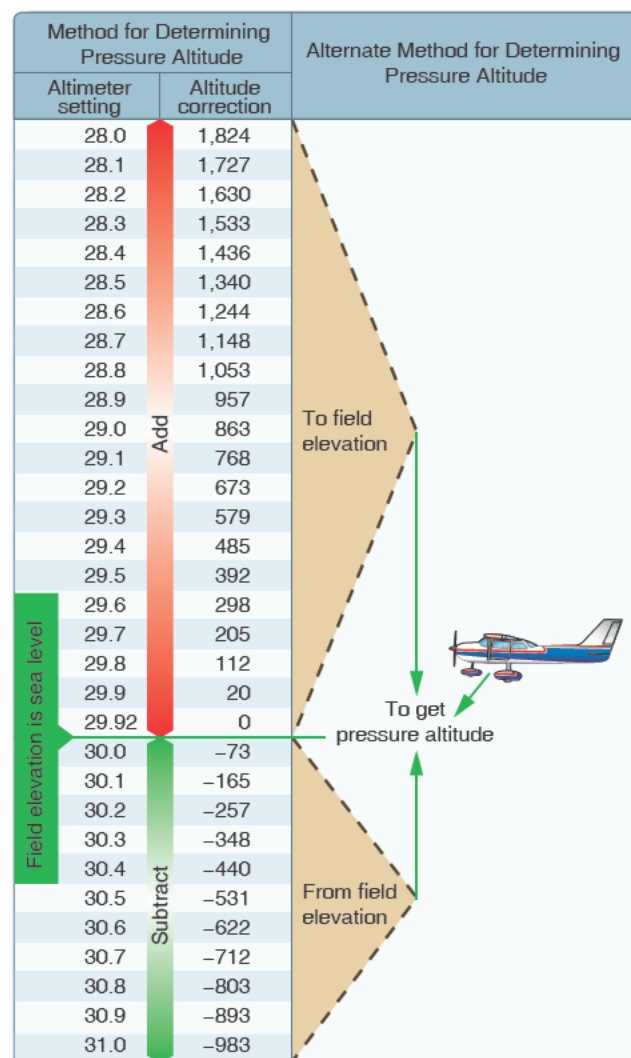


Figure 11-3. *Field elevation versus pressure. The aircraft is located on a field that happens to be at sea level. Set the altimeter to the current altimeter setting (29.7). The difference of 205 feet is added to the elevation or a PA of 205 feet.*

as air density decreases (higher density altitude), aircraft performance decreases. A decrease in air density means a high density altitude; an increase in air density means a lower density altitude. Density altitude is used in calculating aircraft performance. Under standard atmospheric condition, air at each level in the atmosphere has a specific density; under standard conditions, pressure altitude and density altitude identify the same level. Density altitude, then, is the vertical distance above sea level in the standard atmosphere at which a given density is to be found.

Density altitude is computed using pressure altitude and temperature. Since aircraft performance data at any level is based upon air density under standard day conditions, such performance data apply to air density levels that may not be identical to altimeter indications. Under conditions higher or lower than standard, these levels cannot be determined directly from the altimeter.

Density altitude is determined by first finding pressure altitude and then correcting this altitude for nonstandard temperature variations. Since density varies directly with pressure, and inversely with temperature, a given pressure altitude may exist for a wide range of temperature by allowing the density to vary. However, a known density occurs for any one temperature and pressure altitude. The density of the air, of course, has a pronounced effect on aircraft and engine performance. Regardless of the actual altitude at which the aircraft is operating, it will perform as though it were operating at an altitude equal to the existing density altitude.

For example, when set at 29.92 "Hg, the altimeter may indicate a pressure altitude of 5,000 feet. According to the AFM/POH, the ground run on takeoff may require a distance of 790 feet under standard temperature conditions. However, if the temperature is 20 °C above standard, the expansion of air raises the density level. Using temperature correction data from tables or graphs, or by deriving the density altitude with a computer, it may be found that the density level is above 7,000 feet, and the ground run may be closer to 1,000 feet.

Air density is affected by changes in altitude, temperature, and humidity. High density altitude refers to thin air while low density altitude refers to dense air. The conditions that result in a high density altitude are high elevations, low atmospheric pressures, high temperatures, high humidity, or some combination of these factors. Lower elevations, high atmospheric pressure, low temperatures, and low humidity are more indicative of low density altitude.

Using a flight computer, density altitude can be computed by inputting the pressure altitude and outside air temperature at

flight level. Density altitude can also be determined by referring to the table and chart in *Figures 11-3 and 11-4* respectively.

Effects of Pressure on Density

Since air is a gas, it can be compressed or expanded. When air is compressed, a greater amount of air can occupy a given volume. Conversely, when pressure on a given volume of air is decreased, the air expands and occupies a greater space. That is, the original column of air at a lower pressure

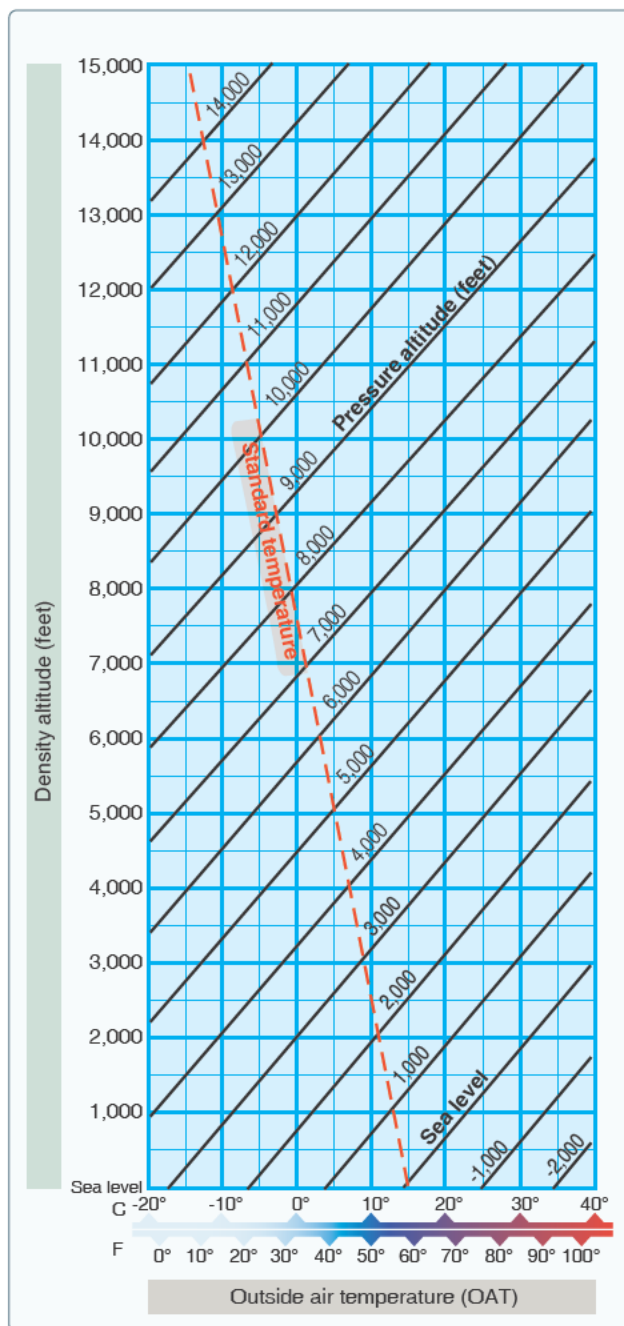


Figure 11-4. Density altitude chart.

contains a smaller mass of air. In other words, the density is decreased. In fact, density is directly proportional to pressure. If the pressure is doubled, the density is doubled, and if the pressure is lowered, so is the density. This statement is true only at a constant temperature.

Effects of Temperature on Density

Increasing the temperature of a substance decreases its density. Conversely, decreasing the temperature increases the density. Thus, the density of air varies inversely with temperature. This statement is true only at a constant pressure.

In the atmosphere, both temperature and pressure decrease with altitude and have conflicting effects upon density. However, the fairly rapid drop in pressure as altitude is increased usually has the dominant effect. Hence, pilots can expect the density to decrease with altitude.

Effects of Humidity (Moisture) on Density

The preceding paragraphs are based on the presupposition of perfectly dry air. In reality, it is never completely dry. The small amount of water vapor suspended in the atmosphere may be negligible under certain conditions, but in other conditions humidity may become an important factor in the performance of an aircraft. Water vapor is lighter than air; consequently, moist air is lighter than dry air. Therefore, as the water content of the air increases, the air becomes less dense, increasing density altitude and decreasing performance. It is lightest or least dense when, in a given set of conditions, it contains the maximum amount of water vapor.

Humidity, also called relative humidity, refers to the amount of water vapor contained in the atmosphere and is expressed as a percentage of the maximum amount of water vapor the air can hold. This amount varies with the temperature; warm air can hold more water vapor, while colder air can hold less. Perfectly dry air that contains no water vapor has a relative humidity of zero percent, while saturated air that cannot hold any more water vapor has a relative humidity of 100 percent. Humidity alone is usually not considered an essential factor in calculating density altitude and aircraft performance; however, it does contribute.

The higher the temperature, the greater amount of water vapor that the air can hold. When comparing two separate air masses, the first warm and moist (both qualities making air lighter) and the second cold and dry (both qualities making it heavier), the first must be less dense than the second. Pressure, temperature, and humidity have a great influence on aircraft performance because of their effect upon density. There is no rule-of-thumb or chart used to compute the effects of humidity on density altitude, but it must be taken into

consideration. Expect a decrease in overall performance in high humidity conditions.

Performance

Performance is a term used to describe the ability of an aircraft to accomplish certain things that make it useful for certain purposes. For example, the ability of an aircraft to land and take off in a very short distance is an important factor to the pilot who operates in and out of short, unimproved airfields. The ability to carry heavy loads, fly at high altitudes at fast speeds, and/or travel long distances is essential for the performance of airline and executive type aircraft.

The primary factors most affected by performance are the takeoff and landing distance, rate of climb, ceiling, payload, range, speed, maneuverability, stability, and fuel economy. Some of these factors are often directly opposed: for example, high speed versus short landing distance, long range versus great payload, and high rate of climb versus fuel economy. It is the preeminence of one or more of these factors that dictates differences between aircraft and explains the high degree of specialization found in modern aircraft.

The various items of aircraft performance result from the combination of aircraft and powerplant characteristics. The aerodynamic characteristics of the aircraft generally define the power and thrust requirements at various conditions of flight, while powerplant characteristics generally define the power and thrust available at various conditions of flight. The matching of the aerodynamic configuration with the powerplant is accomplished by the manufacturer to provide maximum performance at the specific design condition (e.g., range, endurance, and climb).

Straight-and-Level Flight

All of the principal components of flight performance involve steady-state flight conditions and equilibrium of the aircraft. For the aircraft to remain in steady, level flight, equilibrium must be obtained by a lift equal to the aircraft weight and a powerplant thrust equal to the aircraft drag. Thus, the aircraft drag defines the thrust required to maintain steady, level flight. As presented in Chapter 4, Aerodynamics of Flight, all parts of an aircraft contribute to the drag, either induced (from lifting surfaces) or parasite drag.

While parasite drag predominates at high speed, induced drag predominates at low speed. [Figure 11-5] For example, if an aircraft in a steady flight condition at 100 knots is then accelerated to 200 knots, the parasite drag becomes four times as great, but the power required to overcome that drag is eight times the original value. Conversely, when the