

27/11

Vy (best rate @ SL) 100 MPH	Vmc (min single engine) 72 MPH	IFR Checklist	
Vx (best angle @ SL) 75 MPH	Vlo (Gear Operation) 125 MPH	Markers/Compass	Altitude (MEA, DH/MDA)
Vso (full flaps) 59 MPH	Vf (Flap Operation) 100 MPH	Information/ID	Time
Vs (clean) 64MPH	V2 (Take Off Safe) 80 MPH	Course/Comm	Missed Approach
Vsse (Single E Stall) 61MPH	Vyse (best single eng) 95 MPH	Elevation	

Apache Emergency Procedures

Engine Fire During Start	Engine Failure In Flight (Pushup/Cleanup/Identify/Verify/Secure)	
1. Starter - Hold Engaged 2. Mixture - Lean 3. Fuel - Off 4. Master - Off 5. Exit Aircraft	1. Maintain Control/Pitch/Airspeed 2. Bank - Raise Dead Engine 3 Deg. 3. Mixtures - Full Forward 4. Props - Full Forward 5. Throttles - Full Forward 6. Gear/Flaps - Up 7. Identify Dead Engine - Dead Foot 8. Verify Dead Engine - Dead Throttle 9. Dead Prop - Feather 10. Dead Mixture - Idle Cutoff 11. Dead Alternator/pump/mags - Off 12. Climb - 95 MPH	Trouble Shooting 1. Oil Pressure - Check 2. Throttle - Move to 1/2 Throttle 3. Mixture - Full Rich 4. Carb Heat - Full Hot 5. Fuel Pump - On 6. Fuel - Crossfeed or Switch Tanks 7. Magneto - Check On 8. If Restart Fails - Secure Engine 9. Airspeed - Maintain at least 80 MPH

Emergency Procedures		Air Restart
Engine Failures (Before Rotation) 1. Throttles - Idle 2. Brakes - Apply 3. Stop - Straight Ahead 4. Maneuver - If Necessary 5. Fuel Selector - Off 6. Mags - Off 7. Master - Off	Forced Landings (Without Engine Power) 1. Airspeed - 85MPH 2. Mixture - Idle/Cut-off 3. Fuel - Off 4. Ignition - Off 5. Flaps - As required 6. Door - Unlatch 7. Master - Off 8. Touchdown - Tail low 9. Brakes - Apply heavily	1. Alternators - Both Off 2. Fuel Valve - Main 3. Prop - Full Forward 4. Starter - Engage Until Prop Windmills 5. Prop - Cruise Setting 6. Carb Heat - On 7. Throttle - 1/8th Open 8. Mags - On 9. Mixture - Rich 10. Alternators - Both On 11. Engines - Synchronize After Warm 12. Carb Heat - Off After Warm 13. Cruise Checklist - Execute
(Committed to Takeoff) 1. Airspeed - 95 MPH 2. Gear - Up when Possible 3. Flaps - Up when Possible 4. Trouble shoot - When Able	(Engine Fire) 1. Mixture - Idle/Cut-off 2. Throttle - Close 3. Prop - Feather 4. Fuel - Off 5. Fuel Pump - Off 6. Airspeed - Increase until fire is out 7. Land - As Soon as Practical	
(Insufficient Air Speed to Fly) 1. Maintain Directional Control 2. Throttle - Close 3. Master - Off 4. Fuel - Off 5. Land - Straight Ahead		
(Electrical Fire in Flight) 1. Radio Master - Off 2. Master - Off 3. Cabin Heat/Air - Off 4. Fire Extinguisher - Activate 5. Cabin - Ventilate 6. Land - As Soon as Practical		