Examiners and Candidates Check List

The following is a short checklist of matters to discuss with the candidate taken from this document. This checklist can be used to ensure that all points raised above have been discussed with the pilot prior to any flights:

1 Has the candidate read: -

The MFNZ members
manual
Local site rules (if
applicable) 'Safety Code
for General Flying'
'Operational Guide, All Models and Radio
Control' And the Display Safety Code.

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2 Discuss whether the model is suitable in "these conditions"

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3 Any "no fly zones" need to be identified

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4 Remind candidate to talk you through anything that the helper does for them as the test progresses (includes Tug pilot briefing if an aerotow is being used)

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5 Agree model position after the launch and straight flight tasks (d & e) are completed

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6 Agree any Airspace requirements that need to be pre-determined by the Examiner and Candidate prior to the commencement of the test flights

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7 Clearly identify the landing target and agree with the candidate the required landing pattern that is being looked for (This includes the upwind position from which the manoeuvre starts). Possibly agree the general area to be used in the case of a baulked landing.

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Examiners Check List. Advanced Thermal Glider (AG)

Candidates Name	MFNZ Number	Date	Signature
Examiner's Name	MFNZ Number	Date	Signature

	FLIGHT TASK	COMMENTS FLIGHT 1	COMMENTS FLIGHT 2	COMMENTS FLIGHT 3
(a)	Carry out all pre-flight checks as required by the MFNZ Safety Codes			
(b)	Check that the launching equipment is laid out			
(c)	Check that the launch area and landing area are clear, ground and air			
(d)	Call "launching" and launch the model			
(e)	Fly straight and level for at least 15 seconds			
(f)	Half loop or half roll to inverted, hold straight, controlled inverted flight for a minimum of five seconds, half loop or half roll back to level flight			
(g)	Fly a thermal search pattern, the model to pass over three points			
(h)	Fly consecutive 360° thermal turns to a minimum of 100m down wind			
(i)	Fly the model a minimum of 150m up wind			

(j)	Perform a stall turn into			
(k)	Fly a cross wind stall			
(l)	Fly a down wind stall			
(m)	Call "landing" and fly an approach			
(n)	Land the model into wind within 10 metres of a predetermined spot			
(o)	Retrieve the model from the landing area			