

STARTING

1. Pre-Flight Inspection – COMPLETE
2. Cabin Door – SECURE
3. 3-Point Harness, Seat Belt & Shoulder Harness – FASTENED/STOWED
4. Fuel Shut-Off Valve – ON
5. Brakes – SET
6. Propeller Control – FULL INCREASE [except standard Decathlon]
7. Alternate Air – COLD
8. Electrical & Radio Switches – OFF
9. Master Switch – ON
10. Engine Prime – AS REQUIRED
11. Mixture – IDLE CUTOFF
12. Throttle – ½ to 1 inch OPEN
13. Magneto Switches – BOTH ON
14. Insure Propeller & Propeller Blast Area – CLEAR
15. Starter – ENGAGE
16. Mixture – FULL RICH after engine fires
17. Throttle – 1000 to 1200 RPM
18. Oil Pressure – CHECK, up in 30 seconds
19. Electrical & Radio Switches – AS DESIRED
20. Brakes – RELEASE when ready to Taxi

BEFORE TAKEOFF

1. Brakes – SET
2. Flight Controls – FREE & CORRECT
3. Elevator Trim – SET Takeoff Position
4. Flight Instruments – CHECK & SET
5. Radios – SET
6. Fuel Shutoff Valve – ON
7. Mixture – FULL RICH
8. Engine Instruments – CHECK
9. Engine Run Up – 1800 RPM with Elevator FULL BACK
 - a. Magnetos – CHECK 200 RPM DROP, 75 RPM DIFFERENTIAL
 - b. Propeller – CYCLE 3 times, [except standard Decathlon]
 - c. Alternate air – CHECK
 - d. Engine Instruments – WITHIN GREEN ARC
10. Interior Check – Doors, Harnesses, Latches & Parachutes – SECURE
11. Strobes – ON

LANDING – NORMAL

1. Fuel Valve – ON
2. Propeller – FULL INCREASE [except standard Decathlon]
3. Mixture – FULL RICH
4. Fuel Pump – ON
5. Brakes – CHECK FIRM
6. Approach Airspeed 73 MPH
7. Fuel Pump – OFF when clear of runway
8. Strobes – OFF

SHUT DOWN

1. Brakes – SET
2. Electrical Equipment – OFF
3. Mixture – IDLE CUT-OFF
4. Magnetos – OFF
5. Master Switch – OFF
6. Controls – SECURE with seat belt
7. Wheels – CHOCKED as required

PRE-TAKEOFF MNEMONIC [CIGAR TIPS]

Controls – FREE & CORRECT

Instruments – CHECK & SET

Gas – FUEL VALVE ON & QUANTITY CHECK

Attitude – TRIM SET FOR TAKEOFF

Run-Up – 1800 RPM WITH ELEVATOR FULL BACK

Transponder – SET

Interior – SECURE (Doors, Harnesses, Latches & Parachutes)

Propeller – FULL INCREASE [Fixed]

Strobes – ON