

-----  
SimFlight3D - `58 C172  
Copyright © SimFlight3D 2009 - All Rights Reserved  
04/29/09 - 02  
-----

`58 C172 N3955F CHECK LIST

To...	Press...
Open Pilot side door	SHIFT+E then 1
Open Passenger side door	SHIFT+E then 2
Open Pilot side window	SHIFT+E then 3
Open engine (oil check)	SHIFT+E then 4

BEFORE ENTERING AIRPLANE

[ ] Exterior Inspection Complete

BEFORE STARTING ENGINE

[ ] Radio Master & Electrical Off  
[ ] Flaps Up

ENGINE START

[ ] Fuel to Both  
[ ] Mixture Rich  
[ ] Prime as Necessary  
[ ] Carburetor Heat Cold (in)  
[ ] Throttle Open 1/8 Inch  
[ ] Ignition Switch to Both  
[ ] Master Switch On, Strobe On  
[ ] Clear Prop  
[ ] Start Engine With Push Button  
[ ] Idle 800 rpm, Check Oil Pressure  
[ ] Radio Master On, Lights On  
[ ] Headsets On, Taxi & Test Brakes

BEFORE TAKEOFF

[ ] C\_controls.....Check  
[ ] I\_nstruments.....Check & Set  
[ ] G\_as.....On Both & Quantity  
[ ] A\_ttitude.....Set Trim  
[ ] R\_un Up.....Throttle 1600 rpm  
    Mag check 100 rpm Max Drop  
    Carb Heat Check  
    Suction 4-6 Inches & Alternator Check  
    Engine Instruments in Green  
    Idle to 800 rpm  
[ ] Cabin Doors & Windows Closed  
[ ] Com Volume Check  
[ ] Taxi for Take off, Check Traffic

#### NORMAL TAKEOFF

- ☐ Flaps Up, Carb Heat Cold
- ☐ Full Power, Engine Instruments In Green
- ☐ Release Brakes, Rotate at 60 mph
- ☐ Climb at 70-80 mph

#### SHORT FIELD TAKEOFF

- ☐ Flaps 10 Degrees (One Notch)
- ☐ Full Throttle While Holding Brakes
- ☐ Release Brakes
- ☐ Take Off Slightly Tail Low

#### OBSTACLE CLEARANCE TAKEOFF

- ☐ Flaps Up
- ☐ Full Throttle While Holding Brakes
- ☐ Rotate & Climb at 60 mph Until Clear

#### SOFT FIELD TAKEOFF

- ☐ Flaps 10 Degrees
- ☐ Elevator Full Back, Hold Nose Wheel Off Ground
- ☐ Full Throttle, Lift Mains Off in Ground Effect
- ☐ Accelerate to Safe Airspeed & Climb
- ☐ Retract Flaps Slowly When Safe Speed Is Obtained

#### CROSS WIND TAKEOFF

- ☐ Flaps Up, Full Throttle, Aileron into Wind
- ☐ Hold on Ground 5-10 mph Above Take-Off Speed
- ☐ Take Off Abruptly to Keep from Settling Down
- ☐ Add Wind Correction to Maintain Runway Heading

#### NORMAL CLIMB

- ☐ Flaps up, Full Throttle, 80-90 mph

#### BEST RATE CLIMB

- ☐ Full Throttle, 75 mph
- ☐ Reduce Speed 1/2 mph per ea. 1,000' MSL (DA)

#### CRUISING RPM

- ☐ Sea Level to 5,000'.....2200 - 2450 rpm
- ☐ At 5,000'....lean.....2200 - 2550 rpm
- ☐ At 10,000'...lean.....2200 - 2650 rpm
- ☐ Trim Level and Lean Above 5,000'
- ☐ Oil Pressure and Temp in Green

#### LET DOWN

- ☐ Mixture per Altitude
- ☐ Reduce Power, Carb Heat Out Out of Green Arc

#### BEFORE LANDING

- ☐ Fuel to Both, Mixture Rich
- ☐ Carb Heat Before Closing Throttle
- ☐ Glide 70-80 mph With Flaps Up
- ☐ Flaps Under 100 mph
- ☐ Glide 65-75 With Flaps Extended, Trim

#### NORMAL LANDING

- ☐ Touch Main Wheels First
- ☐ Lower Nose Wheel Gently, Brake as Necessary

#### SHORT FIELD LANDING

- ☐ Power Off Approach, 60 mph, Flaps 40 Degrees
- ☐ Land on Main Wheels First
- ☐ Lower Nose Wheel Immediately
- ☐ Heavy Braking (Avoid Skidding)

#### CROSSWIND LANDING

- ☐ Minimum Flaps Required
- ☐ Wing Low, Crab, or Combination
- ☐ Hold Straight With Rudder and Nose Wheel
- ☐ Occasional Braking

#### AFTER LANDING OFF RUNWAY & STOPPED

- ☐ Flaps up, Carb Heat Cold, Reset Trim
- ☐ Transponder to Standby

#### AIRCRAFT SHUTDOWN

- ☐ Radio Master Off, Electrical Off, Mixture Idle Cut-off
- ☐ Master and Mags Off

NOTE: This checklist has been modified for use with Flight Simulator.