

Simulator Licence Training

Master the skills and achieve your licence to fly the Flight Experience simulator. All instruction is one-on-one with your own personal instructor. The times may vary depending on your level of knowledge and skill. The lessons take all the elements required to fly a Circuit and separate them out. Once you are competent at each manoeuvre, you simply combine them all to fly a Circuit.

Lesson 1: cockpit familiarisation, checklists, start up/shut down (1hr)

This lesson includes:

- Learning about the cockpit environment and layout
- Understanding checklists and operating procedures
- Starting up and shutting down the engines

Lesson 2: taxiing, straight and level flight, climbing and descending (1hr)

This lesson includes:

- Correct taxiing procedures
- How to maintain straight and level flight, including flap extension and retraction
- How to climb and descend

Note: It is recommended that Lessons 1 and 2 be completed together, with a break in between.

Lesson 3: medium turns, steep turns, climbing and descending turns (1hr)

This lesson includes:

- Flying medium turns (Rate 1)
- Flying steep turns (up to 45° angle of bank)
- Climbing and descending turns, controlling the rate of climb or descent and airspeed

Lesson 4: Circuits (1-2hrs dual, 1 hr solo)

You combine all the things you've learnt to date and put them together as a Circuit. You take off from the active runway (climb), turn crosswind while still climbing (climbing turn) and level off at circuit height (straight and level). You then start a descent (descending) for the approach and turn on a base leg (descending turn). Finish with a descending turn on to final and then either a full stop landing or a touch-and-go.

Lesson 5: Flight Test

Once you and your instructor think you're ready, you undertake a flight test. This involves starting, taxiing, a couple of Circuits and finally a shut down. Pass the flight test, and a simulator licence, along with the Flight Experience wings, is yours!

Navigation Training

Take your flying to the next level. As an add-on to your licence we offer a navigation/instrument rating. If you crave the excitement of flying in challenging weather, or want to try an instrument approach, Navigation Training is for you.

With this endorsement you'll learn about the operation of the simulator's automatics and navigation system.

Lesson 1: Mode Control Panel (MCP) and Autothrust System (A/T) (1.5hrs)

This first lesson introduces the MCP (Autopilot) and the lateral and vertical control it has over the aeroplane. You also learn about the Autothrust System and how it operates. By combining the two systems you can maintain height, direction and speed in all phases of flight without using the control column.

Lesson 2: Flight Management System (FMS) (3-4hrs)

The FMS is the brains of the automatics. You will learn how to programme the Flight Management Computer (FMC) from start to finish and how to manipulate it in flight to control the aircraft. The FMS part of the training will require approximately 2hrs dual instruction and at least one A-to-B flight with an instructor present.

Lesson 3: Flight Test

To earn this endorsement, you must fly a City-to-City sector using the automation.