

nautical and statute miles and has a scale for a sectional chart on one side and a world aeronautical chart on the other. [Figure 14-16]

PILOTAGE

Pilotage is navigation by reference to landmarks or checkpoints. It is a method of navigation that can be used on any course that has adequate checkpoints, but it is more commonly used in conjunction with dead reckoning and VFR radio navigation.

The checkpoints selected should be prominent features common to the area of the flight. Choose checkpoints that can be readily identified by other features such as roads, rivers, railroad tracks, lakes, and power lines. If possible, select features that will make useful boundaries or brackets on each side of the course, such as highways, rivers, railroads, and mountains. A pilot can keep from drifting too far off course by referring to and not crossing the selected brackets. Never place complete reliance on any single checkpoint. Choose ample checkpoints. If one is missed, look for the next one while maintaining the heading. When determining position from checkpoints, remember that the scale of a sectional chart is 1 inch = 8 statute miles or 6.86 nautical miles. For example, if a checkpoint selected was approximately one-half inch from the course line on the chart, it is 4 statute miles or 3.43 nautical miles from the course on the ground. In the more congested areas, some of the smaller features are not included on the chart. If confused, hold the heading. If a turn is made away from the heading, it will be easy to become lost.

Roads shown on the chart are primarily the well-traveled roads or those most apparent when viewed from the air. New roads and structures are constantly being built, and may not be shown on the chart until the next chart is issued. Some structures, such as antennas may be difficult to see. Sometimes TV antennas are grouped together in an area near a town. They are supported by almost invisible guy wires. Never approach an area of antennas less than 500 feet above the tallest one. Most of the taller structures are marked with strobe lights to make them more visible to a pilot. However, some weather conditions or background lighting may make them difficult to see. Aeronautical charts display the best information available at the time of printing, but a pilot should be cautious for new structures or changes that have occurred since the chart was printed.

DEAD RECKONING

Dead reckoning is navigation solely by means of computations based on time, airspeed, distance, and direction. The products derived from these variables, when adjusted by windspeed and velocity, are heading and groundspeed. The predicted heading will guide the airplane along the intended path and the

groundspeed will establish the time to arrive at each checkpoint and the destination. Except for flights over water, dead reckoning is usually used with pilotage for cross-country flying. The heading and groundspeed as calculated is constantly monitored and corrected by pilotage as observed from checkpoints.

THE WIND TRIANGLE OR VECTOR ANALYSIS

If there is no wind, the airplane's ground track will be the same as the heading and the groundspeed will be the same as the true airspeed. This condition rarely exists. A wind triangle, the pilot's version of vector analysis, is the basis of dead reckoning.

The wind triangle is a graphic explanation of the effect of wind upon flight. Groundspeed, heading, and time for any flight can be determined by using the wind triangle. It can be applied to the simplest kind of cross-country flight as well as the most complicated instrument flight. The experienced pilot becomes so familiar with the fundamental principles that estimates can be made which are adequate for visual flight without actually drawing the diagrams. The beginning student, however, needs to develop skill in constructing these diagrams as an aid to the complete understanding of wind effect. Either consciously or unconsciously, every good pilot thinks of the flight in terms of wind triangle.

If a flight is to be made on a course to the east, with a wind blowing from northeast, the airplane must be headed somewhat to the north of east to counteract drift. This can be represented by a diagram as shown in figure 14-17. Each line represents direction and speed. The long dotted line shows the direction the plane is heading, and its length represents the airspeed for 1 hour. The short dotted line at the right shows the wind direction, and its length represents the wind velocity

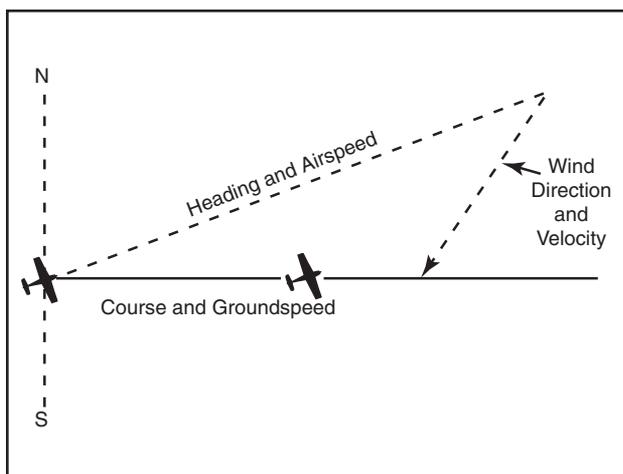


Figure 14-17. Principle of the wind triangle.