

Island landing2 (V4.0)

Flight created on 28.02.2019 (26.09.2023 V4.0 English)

This flight works with P3dV5 and P3dV6.

For P3dV4, download version 3.0 from <https://andi20.ch/p3d/>.

Estimated flight time 30min.

Difficulty: Easy - Hard

Mission: Deliver goods to an island, flying no higher than 200 feet.

Introduction

You are on the runway 'Summerland Key Cove (FD51)'. Take off, follow the described course, fly under the bridge and land on the grassy area of a small island called 'Horseshoe Keys'. Take off again and land on the airfield 'Florida Keys Marathon (KMTH)'.

For the curious: Why such a complicated flight route?
You deliver goods for me and the cops...ops opsolops, let's put it this way, I don't want my competition to know where I got the stuff and where I'm delivering it to.
So you start in Summerland Key Cove and end up in Florida Keys Marathon, an almost straight line, no one will know where you were because you flew under the radar. Sure you have 20min. Delay... You flew slowly.



Start

You did a great job on the first flight, our colleague is still on 'Swedish vacation', so it's your turn again. You fly again with the Electra 10A, which you know by now.

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Alternatively you may choose any (2 engine) aircraft from the hangar.

Your first flight was so successful, I trust you to fly with any machine!

Your task is clear?

Before you start:

I'm getting out now, I still have important things to do.

You can easily do it alone.

Here's a mini-checklist before takeoff:

- Flaps to 2
- Trim to approx. 6.5
- Propeller speed to max.
- Grease mixture
- Heading set

Take off and climb to 100-150 feet, do not climb above 200 feet!

Fly heading 093.

Mini checklist after takeoff (reaching cruising altitude):

- Landing gear retracted
- Flaps retracted
- Reduce propeller speed to 2000 rpm
- Reduce power to 2500 in.Hg

After a few minutes you will fly over a group of islands. A road leads across the island to the left and towards a bridge. This bridge rises somewhere in the air. That's where you'll fly under it...



As soon as the bridge is visible in the left window at "10 o'clock", turn to the left and fly under the bridge.

If the aircraft was damaged during the bridge:

Set the left power lever a little higher.

For the curious: Cylinder1 on the left engine has failed...

After you have flown under the bridge, turn to heading 315. An island appears in the distance, you fly approximately to it and over it (or just past it).



In the left window you can see a few islands. One of them has 2 conspicuous big trees. You will land there (landing

direction is about 173°).



After the island, continue on heading 315 until the trees are in the left window at about 8 o'clock. Now turn left and slow down to 100 knots, extend landing gear and flaps.



Once you've spotted the landing pad, align the plane with it and land.



Mini Checklist Landing:

- Flaps set to 4 (fully extended)
- Landing gear extended
- Propeller speed max.

Unload at the end of the landing area, close to the seaplane.



Attention:

If the left engine was damaged during the bridge, it will probably idle out.

If this happens, set the left power lever to about 50 percent and restart the engine (ctrl+E).

Now roll back to the beginning of the landing area and turn again towards 173°.

Take off and fly heading 130.

You will soon see a bridge, head for it. Yes, you are right, this is the bridge you have flown under.

As soon as you are close to the bridge climb to about 800 feet, low-level flight is no longer necessary.



Follow the road to the left and look for the airfield. Extend the landing gear and flaps and land the aircraft on runway 7.



Was that all? No, if you want to see everything, test this:

- Try flying over the bridge (instead of through below), but stay below 200 feet.
- After unloading on the island, take off in the wrong direction.

I hope you enjoyed this flight, if so please give feedback to p3d@andi20.ch . Also send error messages (spelling mistakes, wrong information, etc.) to p3d@andi20.ch, I appreciate any feedback.