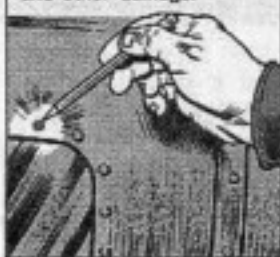




CABIN, LANDING GEAR

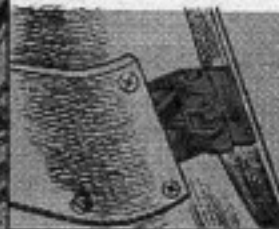
CABIN — Go over the area, looking for loose or missing rivets, cracks in the skin and other damage.



DOORS — Eye the jettison handles for cracks and the pins for bends and corrosion.



CREW, CABIN DOORS — Positive latching? Broken or loose handles? Loose mountings? Windows clean?



Put your fingers on the door handle safety wire to make sure it's tight. The handles can get bumped, stretching the wire. It only takes a little handle movement to jettison the doors and you don't want that to happen in flight. It's mighty embarrassing to see one of those babies sail into the rotor blades!

SEATS — Damaged? Tight? Webbing adjusted?



CYCLIC, COLLECTIVE CONTROLS — Plant your mitts on the cyclic and collective. Move the controls to check for freedom of operation.



INSTRUMENTS — Glass cracked, slippage, clean?

