



Performance Characteristics We Want to Predict

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Airplanes:

- Takeoff Distance: Ground Roll/Over 50' Obstacle
- Climb Rate
- Time, Distance, Fuel to Climb
- Cruise Speed, Fuel Consumption
- Time, Distance, Fuel to Descend
- Landing Distance Ground Roll
- Landing Distance Over 50 ft Obstacle

• Helicopters

- Ability to hover in/out of ground effect



Importance of Performance

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91.103 — Preflight action.

- Each pilot in command shall, before beginning a flight, become familiar with all available information concerning that flight. This information must include:
 - ... information appropriate to the aircraft, relating to aircraft performance under expected values of airport elevation and runway slope, aircraft gross weight, and wind and temperature.



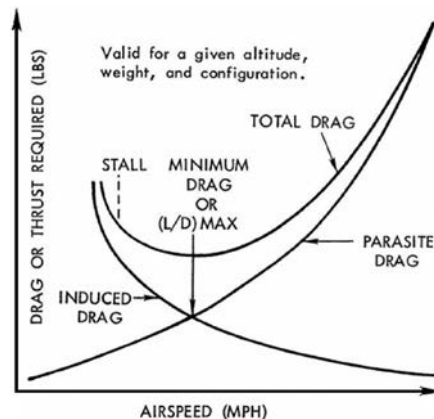
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Reminder: Thrust and Drag

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- As the aircraft produces lift, it also creates drag
 - “Induced drag”
 - Decreases as airspeed increases
- As the aircraft moves through the air, there is friction between the air and the skin of the aircraft
 - “Parasitic drag”
 - Increases as airspeed increases
- The sum of the two curves gives total drag of the aircraft
 - In order to maintain airspeed, the thrust provided by the aircraft must equal the total drag
- “Back Side of the Power Curve”
 - A decrease in airspeed requires an increase in power



(Note: To get the power curve, multiply Drag And Thrust by airspeed)



Climb Performance

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- Best Angle of Climb (V_X):
 - Greatest gain in altitude over the shortest distance
 - Increases with altitude (TAS)
 - Wind changes climb angle, but V_X calculated for calm wind
- Best Rate of Climb (V_Y)
 - Greatest gain in altitude over the shortest time
 - Decreases with altitude (TAS)
 - Independent of wind
- Cruise Climb
 - Increases Ground Speed
 - Increases Forward Visibility
 - Better Engine Cooling
 - 87 Knots in Warrior (79 Vy); 105 for Cirrus SR20 (96 Vy); 150 for PC-12 (120 Vy)

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Climb Thrust and Power

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- Thrust is the forward acting force created by the propeller
 - As airspeed increases, the thrust created by the propeller decreases
 - The more excess thrust an aircraft has, the steeper it can climb (i.e. higher angle of climb)
- Power is defined as *thrust* \times *speed*
 - Roughly constant with airspeed for piston aircraft
 - The more excess power available, the higher the RATE at which an aircraft can climb



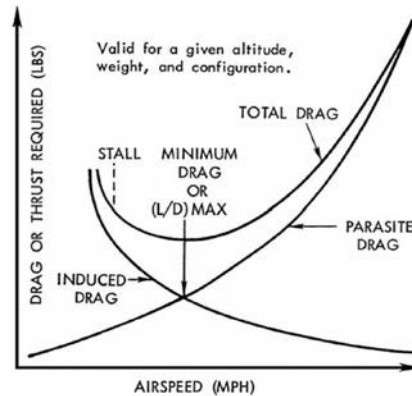
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Best Glide Ratio

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- What airspeed would you fly when you lost your engine? Why?
- $(L/D)_{MAX}$ is the airspeed at which the aircraft covers maximum distance for a given altitude loss



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Effects of Weight on Performance

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- As weight increases...
 - Takeoff distances increase
 - Cruise speeds decrease
 - Fuel Economy is reduced
 - Landing distance increase
- Remember...
 - Any increase in weight results in a needed increase in lift, thus less thrust available

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Effects of Wind on Performance

Headwind

- Better takeoff performance
- Better climb angle
- Decreased cruise range (lower ground speed)
- Better landing performance (shorter ground roll)



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Tailwind

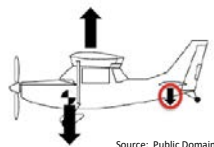
- Worse takeoff performance (need to roll farther to build up required airspeed)
- Worse climb angle (being pushed into trees)
- Better cruise range
- Worse landing performance (higher ground speed requires more time/distance for braking)



Center of Gravity

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- Forward Center of Gravity
 - Increased Stability
 - Longer Takeoff Distance
 - Decreased Climb Rates
 - Slower Cruise Speeds
 - Decreased Range
 - More tail down force
- Aft Center of Gravity
 - Decreased Stability
 - Shorter Takeoff Distances
 - Increased Climb Rates
 - Faster Cruise Speeds
 - Increased Range
 - Less tail down force



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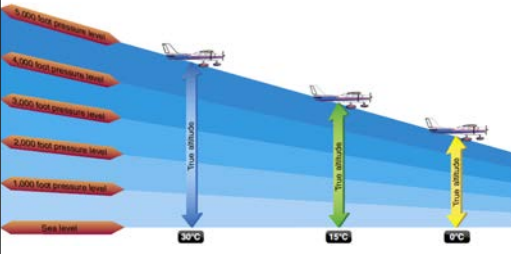
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Atmospheric Pressure

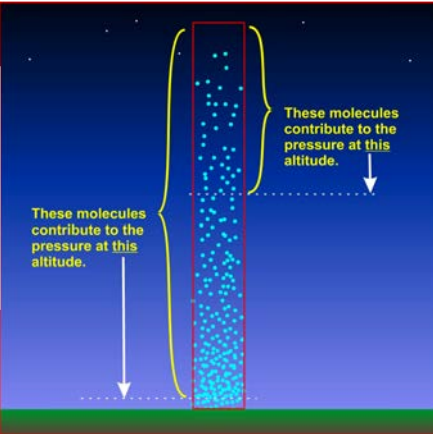
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Effect of Temperature on Atmospheric Pressure




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A Simple "Mental Model" of Atmospheric Pressure



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Effect of Atmospheric Pressure

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- Aircraft performance is primarily affected by changes in air density
 - Air density in turn is primarily affected by pressure, temperature and humidity
- For each flight, performance needs to be calculated under the prevailing conditions
 - Conditions are usually referenced to the international standard atmosphere (ISA)
- As air density decreases:
 - The engine cannot take in as much air for combustion
 - The propeller cannot grab as much air for thrust
 - Drag is reduced

Standard Atmosphere			
Altitude (ft)	Pressure (Hg)	Temperature	
		(°C)	(°F)
0	29.92	15.0	59.0
1,000	28.86	13.0	55.4
2,000	27.82	11.0	51.9
3,000	26.82	9.1	48.3
4,000	25.84	7.1	44.7
5,000	24.89	5.1	41.2
6,000	23.98	3.1	37.6
7,000	23.09	1.1	34.0
8,000	22.22	-0.9	30.5
9,000	21.38	-2.8	26.9
10,000	20.57	-4.8	23.3
11,000	19.79	-6.8	19.8
12,000	19.02	-8.8	16.2
13,000	18.29	-10.8	12.6
14,000	17.57	-12.7	9.1
15,000	16.88	-14.7	5.5
16,000	16.21	-16.7	1.9
17,000	15.56	-18.7	-1.6
18,000	14.94	-20.7	-5.2
19,000	14.33	-22.6	-8.8
20,000	13.74	-24.6	-12.3

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Pressure Altitude

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- Pressure Altitude
 - Height above the Standard Datum Plane (29.92 in. Hg)
- To calculate pressure altitude at an airport:
 - Standard Lapse Rate: 1000' per 1" Hg
 - Standard atmospheric pressure: 29.92" Hg

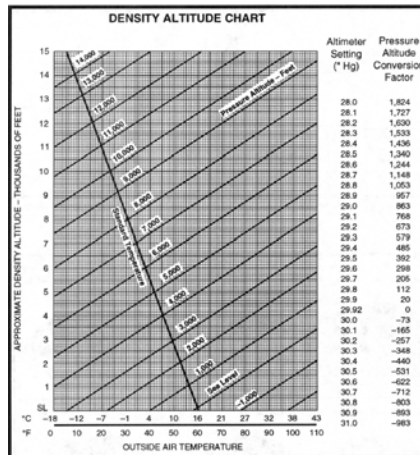
$$(29.92 - \text{altimeter setting}) \times 1000 + \text{Field Elevation} = \text{Airport Surface Pressure Altitude}$$



Determining Pressure Altitude

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- Elevation **3563'**;
Altimeter 29.96
- Interpolate between 29.92 and 30.00
 - $-73/2 = 36.5$
- $3563 - 36.5 = \mathbf{3526.5'}$
- Or use formula: $(29.92 - 29.96) \times 1000 + 3563 = \mathbf{3523'}$



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Density Altitude

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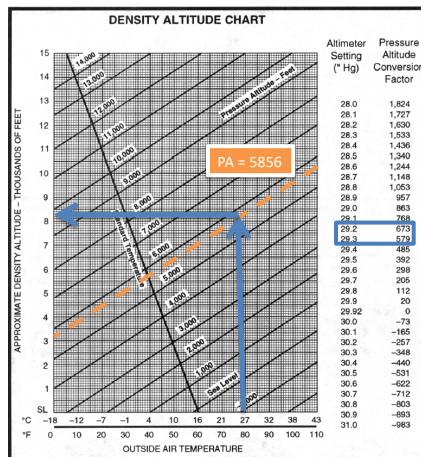
- Density Altitude
 - Pressure Altitude corrected for non-standard temperature (15° C)
- Big performance impact
- The temperature / density relationship is nonlinear.
 - A simple formula to calculate Density Altitude does not exist
- To calculate Density Altitude:
 - Performance Charts
 - E6B
 - Electronic Flight Computer
 - Web/App



Determining Density Altitude

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- Determine density altitude
 - Airport elevation 5250 MSL
 - Altimeter Setting 29.25
 - Temperature 81 F
1. Interpolate between 29.2 and 29.3 on Conversion Factor chart (+626 ft)
 2. Convert airport elevation to pressure altitude (5250+626 = 5876 ft)
 3. Use graph to determine density altitude from pressure altitude (8250 ft)
 4. Flight Computer demo (if time)



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Density Altitude (cont'd)

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- When are Density Altitude and Pressure Altitude the same?
- Answer: If the temperature distribution of the atmosphere is the same as that of the standard atmosphere

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Humidity: Another Enemy

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- Relative humidity: ratio of water in the air to the water that the air could hold
- Higher Humidity -> Higher Density Altitude
- Smaller effect than temperature, but very high humidity can reduce engine output by 7 percent.

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Elevation	<input checked="" type="radio"/> feet	<input type="radio"/> meters	<input style="width: 90%;" type="text" value="5000"/>
Air Temperature	<input type="radio"/> deg F	<input checked="" type="radio"/> deg C	<input style="width: 90%;" type="text" value="30"/>
Altimeter Setting	<input checked="" type="radio"/> inches Hg	<input type="radio"/> mb	<input style="width: 90%;" type="text" value="30.14"/>
Dew Point	<input type="radio"/> deg F	<input checked="" type="radio"/> deg C	<input style="width: 90%;" type="text" value="28"/>

Density Altitude	<input style="width: 90%;" type="text" value="8107"/>	feet	<input style="width: 90%;" type="text" value="2471"/>	meters
Absolute Pressure	<input style="width: 90%;" type="text" value="25.086"/>	inches Hg	<input style="width: 90%;" type="text" value="849.49"/>	mb
Relative Density	<input style="width: 90%;" type="text" value="78.35"/>	%	<input style="width: 90%;" type="text" value="78.35"/>	%

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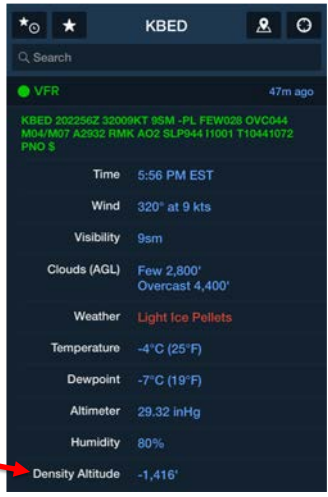
Experiment with Humidity: change dewpoint to 10C -> **7735'**

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Max Convenience: ForeFlight

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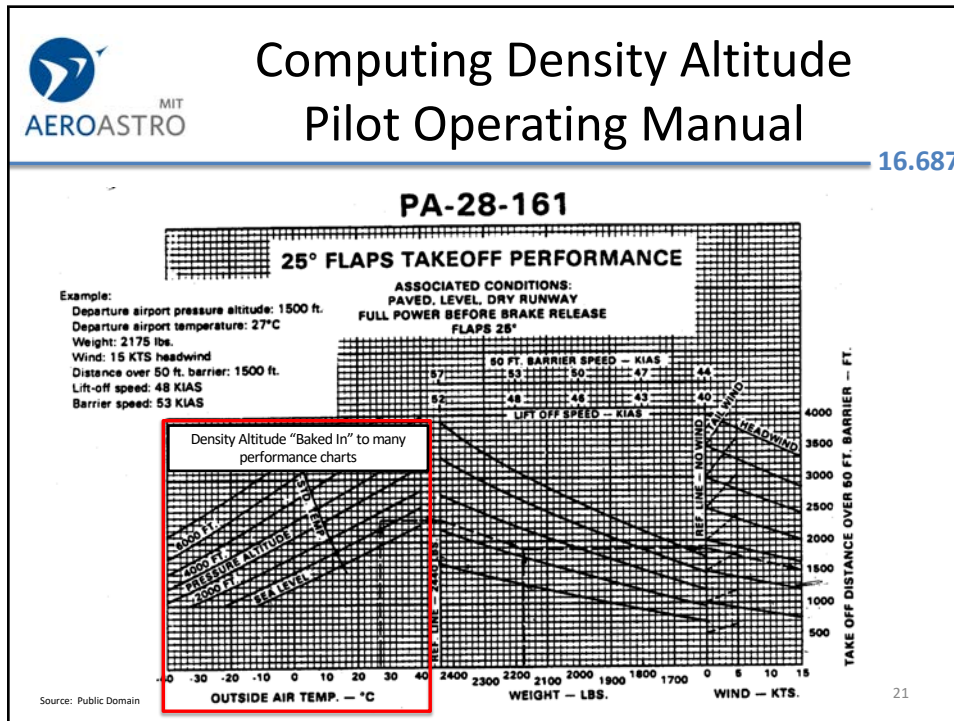


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Computing Density Altitude Pilot Operating Manual

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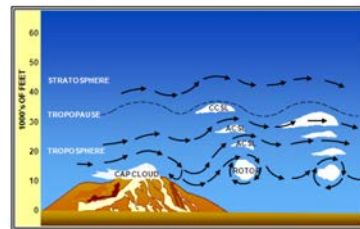


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Other Factors affecting Performance

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- Turbulence
 - Decreases maneuverability and controllability
 - Requires reduced airspeed
- Pilot technique:
 - Rotation speed
 - Proper/constant pitch attitude
 - Aircraft Configuration: think about a go-around
 - Flaps
 - Landing Gear
 - Cowl Flaps ([Beriev Be-103](#))
 - Spoilers ([AA 965](#))



Source: Public Domain





Runway Condition

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- Best numbers: Dry, Paved Runway
 - Dry Grass
 - +20% ground roll (Cirrus SR20)
 - Wet Grass
 - +30% ground roll takeoff (Cirrus SR20)
 - +60% ground roll landing (SR20)
 - Gravel Runways
 - Slight reduction in performance
 - Wet *Grooved* Runways
 - Similar to Dry, Paved
- Cessna Mustang* numbers for “adverse runway conditions”:
- Dry: 3000’
 - Wet: 4240’
 - 0.2 inches water: 4800’
 - 0.2 inches slush or wet snow: 4950’
 - 0.1 inches dry snow: 5100’
 - Compact snow: 5300’
 - Wet ice: off chart (16,600’ if dry number is 2200’)
- *turbojet that lands at Baron speeds.



Runway Slope and Ground Roll

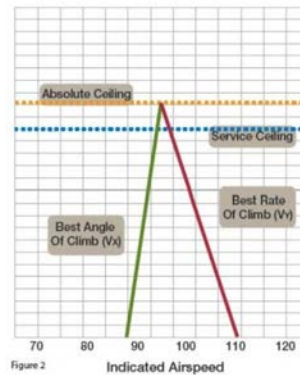
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- Up
 - Increased takeoff (SR20: 22% at sea level for every 1%; 43% at 10,000’)
 - Decreased landing (SR20: 9% for every 1%)
- Down
 - Decreased takeoff (SR20: 7% at sea level for every 1%; 14% at 10,000’)
 - Increased landing (SR20: 27% for every 1%)

Ceiling

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- Absolute Ceiling
 - Altitude where the aircraft will no longer climb
 - Altitude where V_x and V_y are the same
- Service Ceiling:
 - Where maximum rate of climb is 100 feet per minute (fpm) at max weight and ISA (13,500' for Cessna 172R)
- Determined using the Maximum Rate of Climb Chart



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Range vs. Endurance

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- Range: greatest distance an aircraft can travel
- Max-range airspeed depends on:
 - Weight
 - Wind
- Endurance: time the aircraft can remain aloft
 - Minimum fuel consumption to maintain altitude
 - Useful if waiting one's turn for Oshkosh, waiting for a runway to reopen, loitering for surveillance, lost
- Robinson R44 helicopter: 100 knots max-range; 55 knots max endurance.

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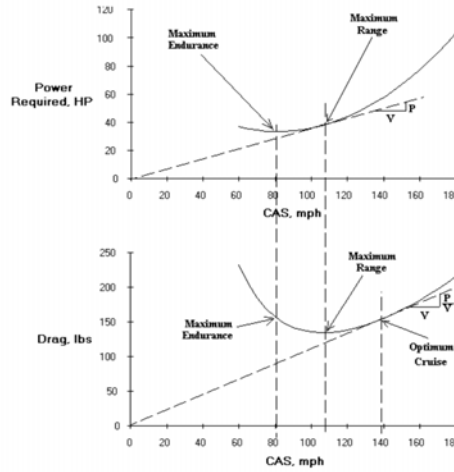
RV-6a power/drag

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Max endurance = minimum fuel consumption per hour.

Max range = minimum fuel consumption per mile.

Power = thrust * velocity



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PREDICTING PERFORMANCE FOR ALL FLIGHT PHASES

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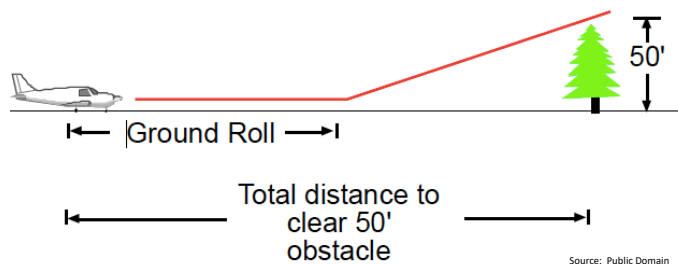
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Landing and Takeoff Performance

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- Terms
 - Ground Roll
 - Distance with 50' Obstacle: static start to 50' AGL



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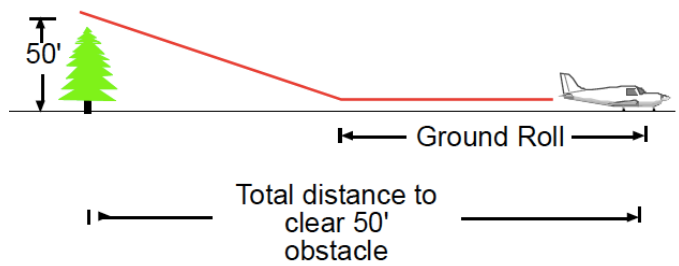
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Landing and Takeoff Performance

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Landing Performance Additional Factors

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- Pilot Technique
 - Braking
 - Stabilized Approach
- Turbulence
 - Increase approach speed
 - During gusty conditions, increase approach speed by 1/2 the gust factor (rule of thumb). With METAR wind 35015G25KT
 - Gust Factor: $25 - 15 = 10$
 - $\frac{1}{2}$ of Gust Factor: $10/2 = 5$
 - Approach at 80 knots instead of 75 (Cirrus SR20)
- Flaps:
 - Approach Speed reduced
 - Approach Angle increased

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Takeoff/Landing Performance Charts

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- Charts differ based on configuration and desired performance value. Piper Warrior POH includes...
 - 0° Flaps Takeoff Ground Roll
 - Used for Normal Takeoff
 - 0° Flaps Takeoff Performance (50' Standard Obstacle)
 - 25° Flaps Takeoff Ground Roll
 - Used when necessary to leave runway surface sooner
 - 25° Flaps Takeoff Performance (50' Standard Obstacle)
 - Used when obstacle clearance is necessary
- Flight school renters: remember that they made the charts with a new aircraft and engine!
- Everyone: remember that a professional test pilot demonstrated those numbers. (FAR 121 and 135 add margins)

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Wind Components

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- Note Headwind: shortens takeoff and landing distances
- Check Tailwind: stay within limitations for high-performance aircraft
- Check Crosswind: ensure sufficient rudder authority (increases with airspeed so maybe adjust flap use)

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Wind 26040KT; Rwy 29

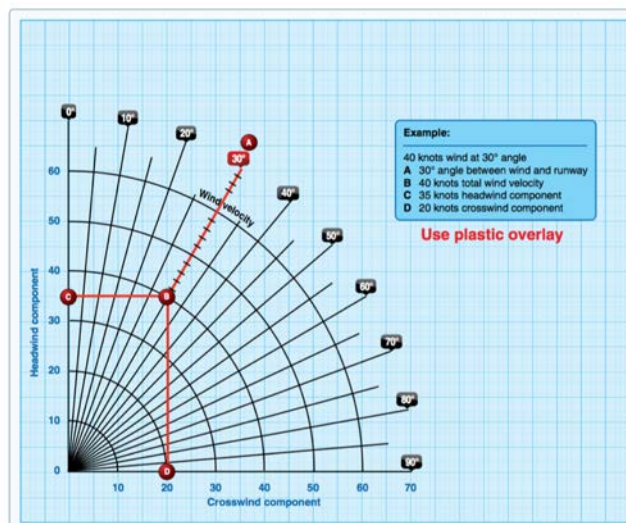
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Heavy Crosswind?

- Check Limitations
- Check Max Demonstrated
- Consider reduced flaps

Philip's Anecdote:

You can get a jet type rating at FlightSafety even if you can't use this chart.

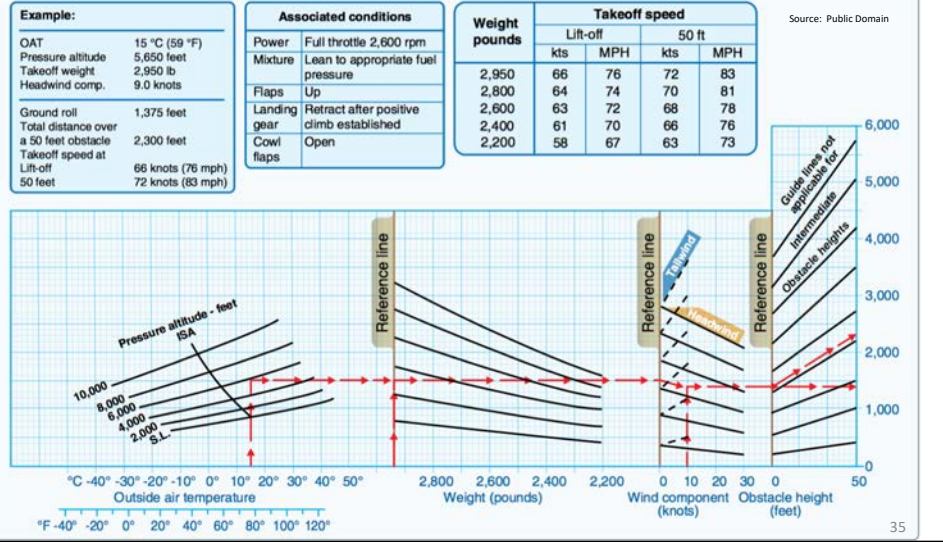


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Takeoff Performance

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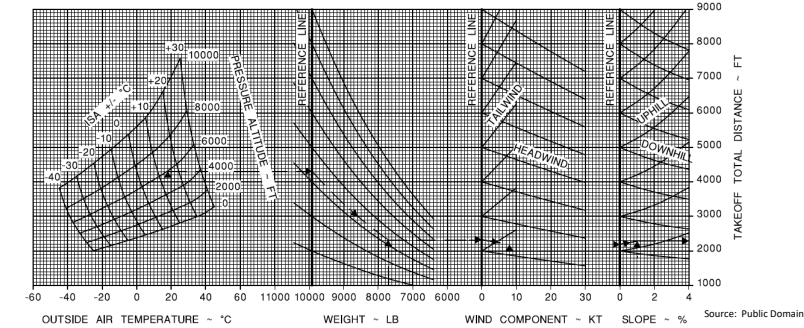


Pilatus PC-12, Flaps 15

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TAKEOFF TOTAL DISTANCE - FLAPS 15° OVER 50 FT OBSTACLE; (STANDARD UNITS)

WEIGHT - LB	V _R - KIAS	V _{SOFT} - KIAS	EXAMPLE:
6400	63	78	6000 FT
7300	67	83	OAT 18 °C
8200	71	88	WEIGHT 7716 LB
9100	75	93	HEADWIND COMPONENT 8 KT
10000	79	98	UPHILL COMPONENT 1 %
10450	81	100	TAKEOFF TOTAL DISTANCE 2300 FT



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Why Cirrus is the best seller

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Takeoff Distance: 3000 LB

WEIGHT: 3000 LB Speed at Liftoff: 68 KIAS Speed over 50 Ft. Obstacle: 75 KIAS Flaps: 50% Power: Takeoff Power Runway: Dry, Paved		Headwind: Subtract 10% for each 12 knots headwind. Tailwind: Add 10% for each 2 knots tailwind up to 10 knots. Runway Slope: Ref. Factors. Dry Grass: Add 20% to Ground Roll. Wet Grass: Add 30% to Ground Roll					
PRESS ALT FT	DISTANCE FT	TEMPERATURE - °C					
		0	10	20	30	40	ISA
SL	Grnd Roll	1287	1390	1497	1608	1724	1446
	50 ft	1848	1988	2132	2282	2437	2064
1000	Grnd Roll	1412	1526	1643	1766	1893	1564
	50 ft	2022	2175	2333	2497	2666	2226
2000	Grnd Roll	1552	1676	1805	1940	2079	1692
	50 ft	2214	2381	2555	2734	2920	2402
3000	Grnd Roll	1706	1842	1985	2132	2286	1831
	50 ft	2426	2609	2799	2996	3200	2593

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Rate of Climb?

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Gross Weight	1,670 lbs
Press. Alt at Takeoff	2,000 ft
Temperature	68° F (20° C)
Rate of Climb?	
Climb Speed?	

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POH Table

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Weight lbs	Press alt ft	Climb speed kias	Rate of climb - fpm			
			-20 °C	0 °C	20 °C	40 °C
1670	S.L.	67	835	765	700	630
	2000	66	735	670	600	535
	4000	65	635	570	505	445
	6000	63	535	475	415	355
	8000	62	440	380	320	265
	10,000	61	340	285	230	175
	12,000	60	245	190	135	85

Conditions: Flaps up
Full throttle

Note: Mixture leaned above 3000 feet
for maximum rpm.

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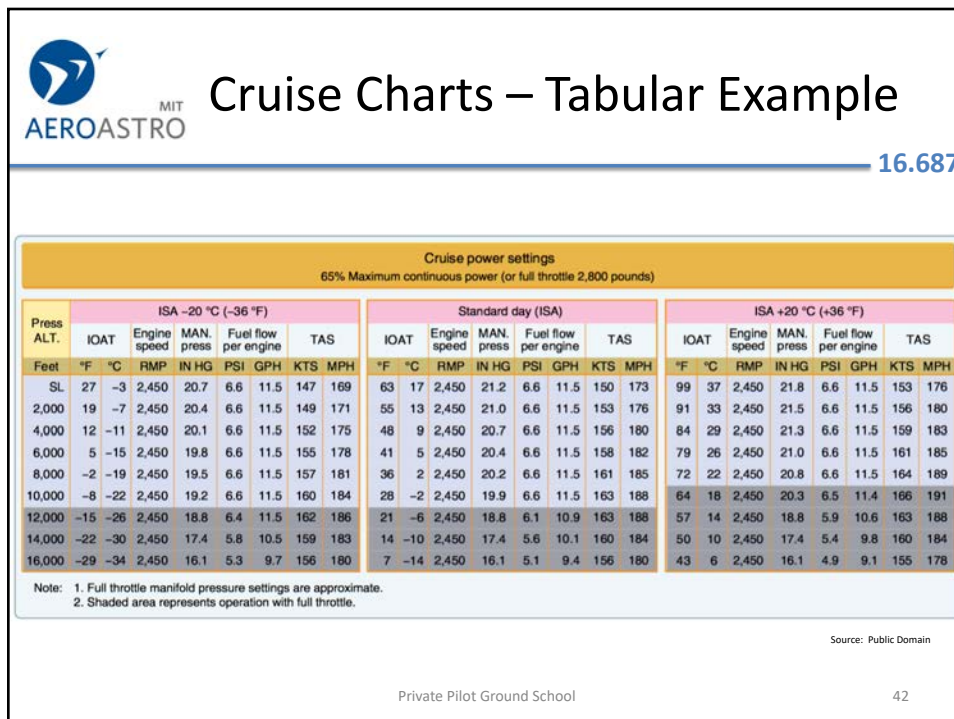
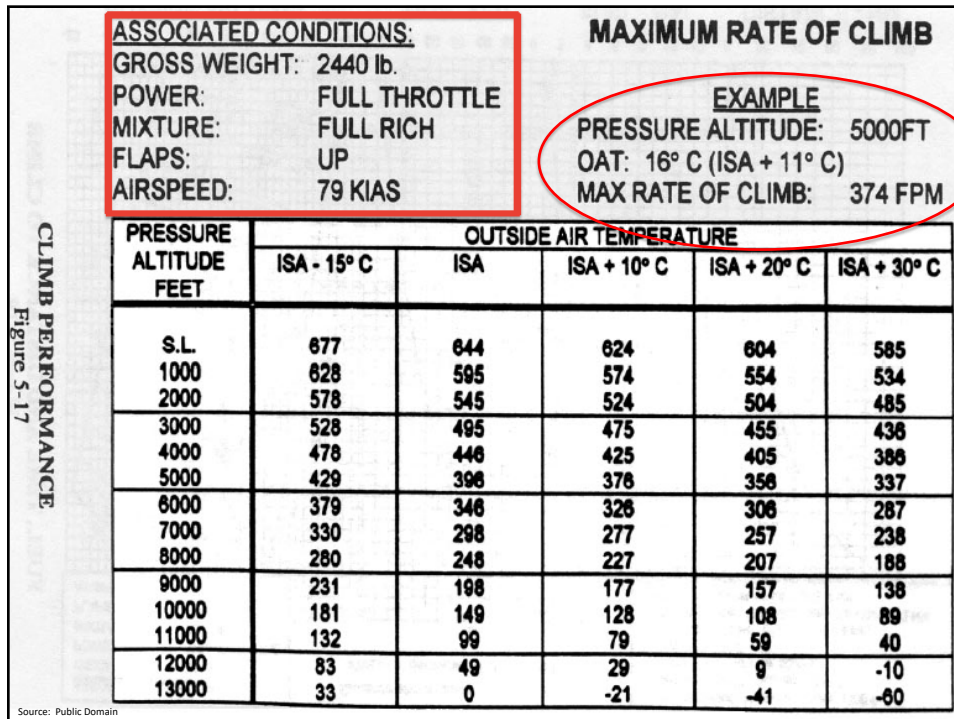
Maximum Rate of Climb

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Gross Weight	1,670 lbs
Press. Alt at Takeoff	2,000 ft
Temperature	68° F (20° C)
Rate of Climb?	600 fpm
Climb Speed?	66 KIAS

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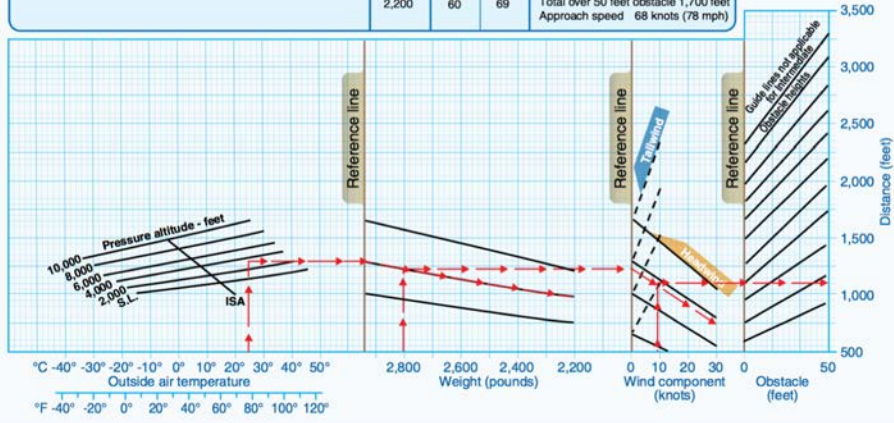


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Landing Performance Example

Associated conditions:		Weight pounds	Speed at 50 ft		Example:
Power	Retarded to maintain 900/ft on final approach		kts	MPH	
Flaps	Down	2,950	70	80	OAT 25 °C (77 °F) Pressure altitude 3,965 feet Weight 2,814 lb Wind component 9.0 knots (headwind) Ground roll 1,080 feet Total over 50 feet obstacle 1,700 feet Approach speed 68 knots (78 mph)
Landing gear	Down	2,800	68	78	
Runway	Paved, level, dry surface	2,600	65	75	
Approach speed	IAS as tabulated	2,400	63	72	
Braking	Maximum	2,200	60	69	

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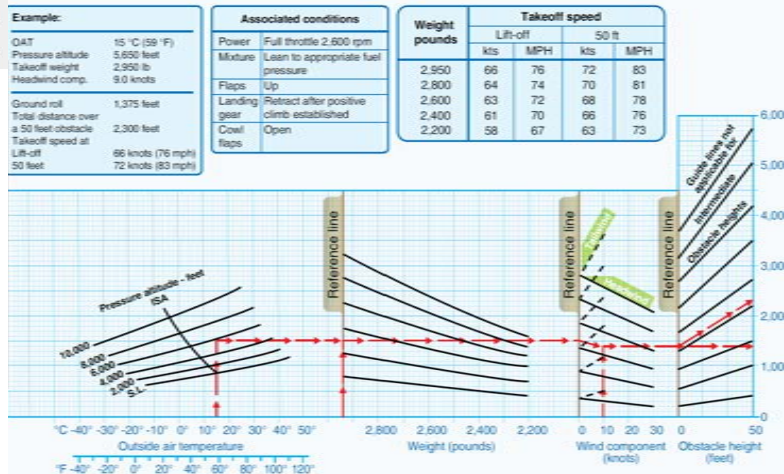


8. (Refer to Figure 40.) Determine the total distance required for takeoff to clear a 50-foot obstacle.

OAT.....Std
 Pressure altitude.....Sea level
 Takeoff weight.....2,700 lb
 Headwind component.....Ca1m

- A. 1,000 feet.
- B. 1,400 feet.
- C. 1,700 feet.

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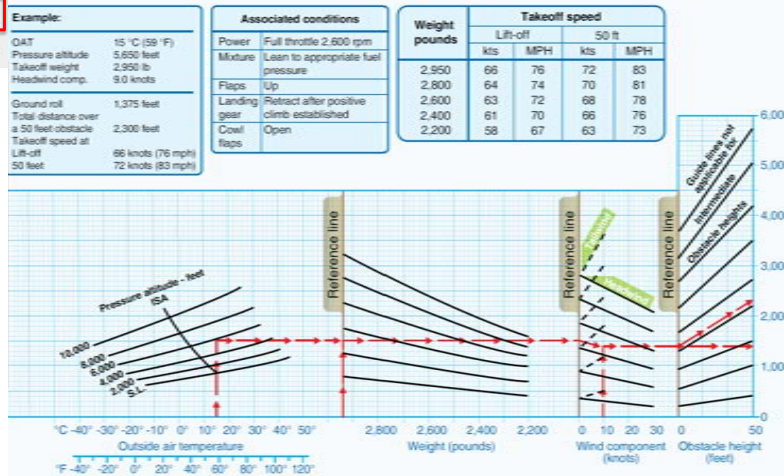


8. (Refer to Figure 40.) Determine the total distance required for takeoff to clear a 50-foot obstacle.

OAT.....Std
 Pressure altitude.....Sea level
 Takeoff weight.....2,700 lb
 Headwind component.....Calm

- A. 1,000 feet.
- B. 1,400 feet.
- C. 1,700 feet.

Source: Public Domain



The Easy Way

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- Runway numbers for low performance aircraft: using POH remains common
- Apps are available and, in the turbine world, standard.
- Everyone: Web or app for calculating time and fuel requirements.



Gyronimo (not free)

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Takeoff Distance
Flaps 50%, Full Throttle Prior, Mixture Set

N-GYRO1
Liftoff 1520ft / 463m
50'/15m Over Runway
2086ft / 635m

Aircraft Mass: 3369 lbs / 1527 kg (min 2200lbs / 1000kg)
Pressure Alt: 2800'
Density Alt: 3429'

Takeoff Elevation MSL: 2800 feet / 853 m
OAT: 15 °C / 59 °F = 6 °C above ISA
Altimeter: 29.92 inHg / 1013.25 mb

Runway conditions: + 5% (paved, dry, grass, wet grass, long grass / snow)
Runway Slope: + 0% (uphill + 2%)
Wind conditions: 5.0% = 6 kts (Tailwind, Headwind)
Air Condition: OFF / ON

Ground Roll 1420' / 433m
Runway condition 71' / 22m
Runway Slope 0' / 0m
Wind condition -71' / -22m
TO Ground Roll 1520' / 463m
Total to clear 50'/15m obstacle 1963' / 598m
Runway condition 71' / 22m
Runway Slope 0' / 0m
Wind condition -98' / -30m
Takeoff Distance 2086' / 635m
Lift Off Speed 75.5 KIAS

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PC-12 AFM (free/\$5 million)

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1. Takeoff Distance

Weight (lb)	OAT (°C)	Alt (ft)	Headwind (kts)	Slope (%)
9700	-2		-2	-2
9800	-1		-1	-1
9900	0	0	0	0
9920	1	500	1	1
	2	1000	2	2

Takeoff Ground Roll (ft) 1,432
Takeoff Total Distance (ft) 2,371
Accelerate-Stop Distance (ft) 3,047
Vr (KIAS) 79
V50ft (KIAS) 98

1. Takeoff Distance

Weight (lb)	OAT (°C)	Alt (ft)	Headwind (kts)	Slope (%)
9700	28	6000	-2	-2
9800	29	6500	-1	-1
9900	30	7000	0	0
9920	31	7500	1	1
	32	8000	2	2

Takeoff Ground Roll (ft) 3,144
Takeoff Total Distance (ft) 5,467
Accelerate-Stop Distance (ft) 5,599
Vr (KIAS) 79
V50ft (KIAS) 98

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Note: Accelerate-Stop based on chopping power at roughly 80 knots and pulling condition lever back to Ground Idle (good luck remembering that!).

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Questions?

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