#### **RANGER FLIGHT INFORMATION – RNG PRACTICE #1**

**Take-off: Naval Air Station Sand Point** 

Heading: 181°

Airspeed ascent: 126 m/s

Ascent rate: 12.3 m/s

Time until engine failure: 58 seconds

Airspeed descent: 98 m/s

Descent rate: 8.9 m/s

Wind direction: From 315°

Wind speed: 12.2 m/s

Note: Wind only affects the aircraft after engine failure (prior

to engine failure, the pilot compensates for the wind).

#### **RANGER FLIGHT INFORMATION – RNG PRACTICE #2**

**Take-off: Renton Airfield** 

Heading: 357°

Airspeed ascent: 143 m/s

Ascent rate: 15.1 m/s

Time until engine failure: 51 seconds

Airspeed descent: 101 m/s

Descent rate: 7.5 m/s

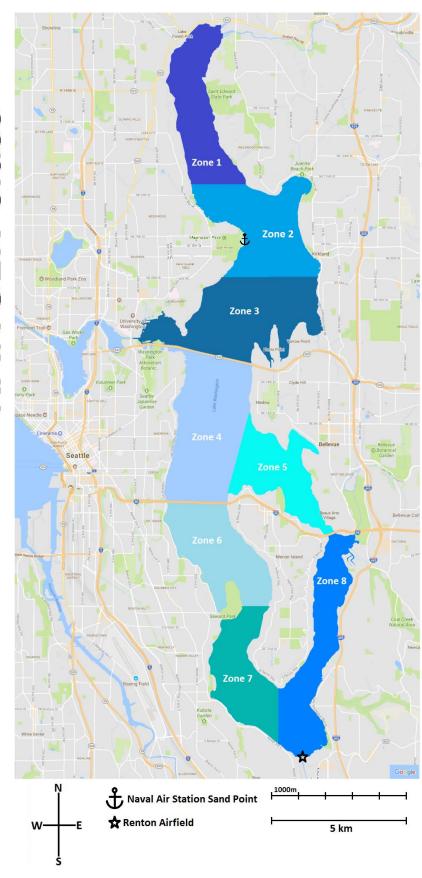
Wind direction: From 241°

Wind speed: 13.1 m/s

Note: Wind only affects the aircraft after engine failure (prior

to engine failure, the pilot compensates for the wind).

## **RANGER Class**



#### **ANSWER - RNG PRACTICE #1**

**Take-off: Naval Air Station Sand Point** 

Heading: 181°

Airspeed ascent: 126 m/s

Ascent rate: 12.3 m/s

Time until engine failure: 58 seconds

Airspeed descent: 98 m/s

Descent rate: 8.9 m/s

Wind direction: From 315°

Wind speed: 12.2 m/s

Note: Wind only affects the aircraft after engine failure (prior

to engine failure, the pilot compensates for the wind).

Ascent Distance = 7,308 meters at 181°

Descent Distance: 7,855 meters at 181°

Wind Distance: 978 meters at 135°

#### Zone 7

### RANGER Class Zone 1 Zone 2 Zone 3 Seattle Zone 8 Naval Air Station Sand Point Renton Airfield 5 km

#### **RANGER FLIGHT INFORMATION – RNG PRACTICE #2**

Take-off: Renton Airfield

**Heading: 357°** 

Airspeed ascent: 143 m/s

Ascent rate: 15.1 m/s

Time until engine failure: 51 seconds

Airspeed descent: 101 m/s

Descent rate: 7.5 m/s

Wind direction: From 241°

Wind speed: 13.1 m/s

Note: Wind only affects the aircraft after engine failure (prior

to engine failure, the pilot compensates for the wind).

Ascent Distance = 7,293 meters at 357°

Descent Distance: 10,370 meters at 357°

Wind Distance: 1345 meters at 61°

#### Zone 2

# RANGER Class

