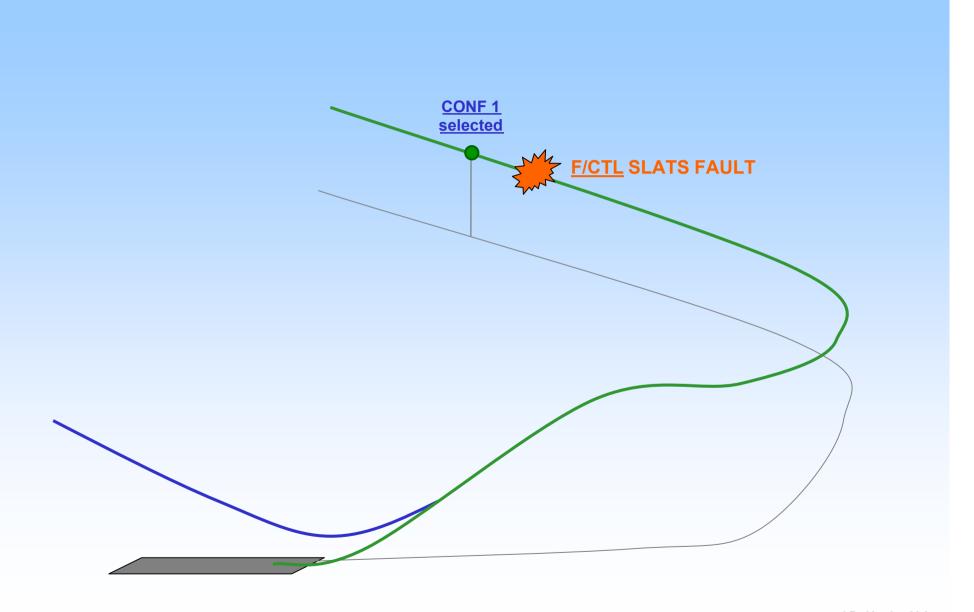
SLATS FAULT IN APPROACH



PNF

1. F/CTL SLATS FAULT

DETECTION

SPEED.....PULL & SELECT

FLIES THE AIRCRAFT

NAVIGATES

CONSIDER AUTOMATION USE



ECAM ACTIONS

ECAM PROCEDURE

SYSTEM DISPLAY

STATUS 1

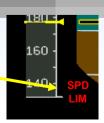


RETURN TO NORMAL TASK SHARING

DECISION



> No characteristic speed available



PNF

2. APPROACH PREPARATION

ANNOUNCE......"YOU HAVE CONTROL?" ANNOUNCE......"I HAVE CONTROL"

FMGS.....PREPARE

APPR BRIEFINGPERFORM



FMGS PREPARATION:

STANDARD

1 A 330 / A340

MANUAL INSERTION OF VAPP



A340-600

APP BRIEFING:

STANDARD

STATUS



LANDING WITH SLATS OR FLAPS JAMMED

PF		PNF
	3. APPRO	DACH
	and the second s	For Flaps extension: LANDING WITH SLATS OR FLAPS JAMMED PROCAPPLY
Before 500 ft:		
AP	OFF	
➤ Monitor AP behaviour (not tue configuration).	ned for abnormal	
≻ Fly a <u>stabilized approach</u>		Approach synthesis 1
	Second approach	maintain configuration
In case of go around		







Simulation ends at 500 ft

PF

PNF

1. F/CTL SLATS FAULT

DETECTION

SPEED.....PULL & SELECT

FLIES THE AIRCRAFT

NAVIGATES

CONSIDER AUTOMATION USE



ECAM ACTIONS

ECAM PROCEDURE

SYSTEM DISPLAY

STATUS 1

- > Flaps are available
- > Compute the landing distance & speed increment

APPROACH SPEED COMPUTATION



Check that NEW DEST has been entered



Ensure that VLS & VAPP are based on the proper weight at destination

$VAPP = VREF + \Delta VREF$









∆VREF is given in the QRH

 \triangle VREF = 30 kt (A330) \triangle VREF = 35 kt (A340)

- > Select CONF FULL
- > Read VREF = VLS CONF FULL
- ➤ Add ∆VREF to VREF
- > Enter VAPP manually

> LDG CONF depends on the failure configuration

APPROACH SPEED COMPUTATION



Check that NEW DEST has been entered

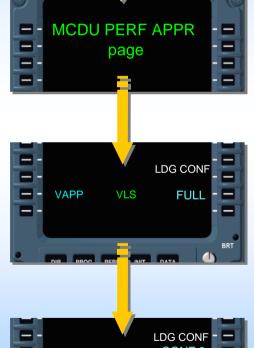


Ensure that VLS & VAPP are based on the proper weight at destination

$VAPP = VREF + \Delta VREF$









∆VREF is given in the QRH

 $\triangle VREF = 25 \text{ kt}$

- > Select CONF FULL
- > Read VREF = VLS CONF FULL
- ➤ Add ∆VREF to VREF
- > Enter VAPP manually
- > LDG CONF depends on the failure configuration

