

# CJ1 Immediate Action (Memory) Items

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## ENGINE

### Failure/Fire During T.O. (Before V1)

- Brakes – AS REQUIRED
- Throttles – IDLE
- Speed Brakes – EXTEND

### Failure/Fire (After V1)

- Maintain Directional Control
- Accelerate to Vr
- Rotate at Vr, Climb out at V2
- Positive Rate – GEAR UP
- At 400 ft, (or 1500') – Accelerate to V2+10, FLAPS UP, Climb at V<sub>enr</sub>

### Failure During Coupled Approach

- Power – INCREASE AS REQUIRED
- Airspeed – Accelerate to V<sub>ref</sub> + 10 (minimum)
- Flaps – TO & APPR

### Fire

- Throttle – IDLE
- (If light remains on)
- Engine Fire Switch-Light – LIFT COVER & PUSH
- Either Illuminated “Bottle Armed Light” – PUSH

### Emergency Restart – Two Engines

- Ignitors – BOTH ON
- Boost Pumps – BOTH ON
- Throttles – IDLE
- If Altitude Allows – INCREASE AIRSPEED to 240 kts

## ELECTRICAL

### Electrical Fire or Smoke

- Oxygen Masks – DON & EMER
- Oxygen Mic Switches - MIC OXY MASKS

### Battery Overheat – BAT O' TEMP LIGHT ON

- Amps & Volts – NOTE
- Battery Switch – EMER
- Voltage – Amperage - NOTE DECREASE

## ENVIRONMENTAL

### Rapid Decompression

- Oxygen Masks – DON & EMER
- Emergency Descent – INITIATE AS REQUIRED
- Passenger Oxygen - Ensure passengers are receiving oxygen
- Oxygen Control Valve - MANUAL DROP if req'd
- Oxygen Mike Switches – MIC OXY MASK

### Emergency Descent

- Throttles – IDLE
- Speedbrakes – EXTEND
- Initiate Moderate Bank
- Pitch Attitude - 15° Nose Down

### Emergency Evacuation

- Throttles – BOTH OFF
- LH/RH Engine Fire Switches – BOTH PRESS
- LH/RH Fire Bottle Armed Switches – Both Press (if fire suspected)
- Battery Switch – OFF
- AIRPLANE OUTSIDE – CHECK FOR BEST ESCAPE ROUTE
- IF THRU CABIN DOOR
  - Cabin Door – OPEN
  - Move away from airplane
- IF THRU ESCAPE HATCH
  - Escape Hatch – REMOVE AND THROW HATCH OUT OF AIRPLANE
  - Move away from airplane

## AUTOPILOT

### Autopilot Malfunction

- Autopilot/Trim Disengage Switch - PRESS