

REMINDERS ABOUT FIELD LANDINGS

1. **2000'** - If landing appears likely, fly to suitable area, preferably flat and unobstructed. You will cover far more ground if you fly downwind.
2. **By 1500'** - Pick an area with 2 or 3 potentially suitable fields; consider the surrounding terrain.
 - a. Are there hills to create turbulence or surface wind problems?
 - b. Are there HT cables, TV masts or other large obstacles?
 - c. Does the ground slope visibly? If it does, it is too steep!
 - d. What is the general wind direction?
3. **By 1000' - 1200'** - Select your field; Remember the **6 S's** - consider the following:
 - a. **Surface Wind** - Assess the wind by means of your drift or by smoke and cloud shadow movement. Always aim to land in a direction which will give you a headwind component. Do not land downwind.
 - b. **Size and Shape** - Remember the apparent size of any field is seen relative to the size of those surrounding it. An acceptable field for a modern glider would be 300-400 yards long with unobstructed boundaries. Consider **obstructions** - Choose a clear approach. Trees and buildings will create turbulence and seriously reduce the effective length of the field.
 - d. **Slopes** - Any visible down slope in the field is unacceptable. A similar upslope is a good feature. Examine surrounding fields for slope indications – streams will be at the bottom of a slope! Choose any uphill slopes if possible. What looks flat may be downhill.
 - e. **Surface** – If you can see **'bare earth'** it is probably a safe surface to land on. If you have to land in a ploughed field, land along the furrows, not across. Look for fields in the following order of priority:
 - i. Stubble – this can sometimes be left long.
 - ii. Grass - any areas or strips which are slightly different colours indicate electric fences.
 - iii. Short crop - the surface should appear more brown than green (the bare earth showing).
 - iv. Other crops may present a hazard on landing. Remember, ripe crops may look like stubble - consider the season!
 - f. **Stock** - Sheep panic and run. Cows are curious and horses will bolt. A solitary cow in a field is probably a bull! Try and avoid landing amongst animals. After landing never leave the glider alone with cattle.
4. **By 800' AGL** - Position the glider well upwind and well to one side of the field. Select an approximate position for the final turn, about one field length back from your field and only move in closer if you can see that you will be lower than you would want to be on the airfield. Be conscious of the tendency to cramp your circuit and plan to avoid doing so. You are far more likely to overshoot than undershoot. Use the airbrakes liberally to ensure you are not too high at the start of the base leg.
5. **Base Leg Position** - Plan to be abeam of your touchdown by 400-500'. Resist the common tendency to position the base leg too close. Select a safe approach speed, monitor and maintain it. Allow an adequate margin of height over obstructions and once you are certain you can safely clear them, use full airbrakes to achieve early touchdown. Hold off fully for minimum touchdown speed on rough surfaces. Concentrate on keeping the wings level, especially in long grass or crops.
6. **Uphill Landings** - Landing into wind uphill means a stronger wind gradient effect. Expect extra sink and use much more speed and maintain it until the round out. It is **vital** to monitor the ASI during the final approach to maintain the required speed. Approaching into a field which has an appreciable upslope can give the visual illusion that the glide path and attitude are steeper than they actually are.