

TWELVE WAYS GOOD PILOTS FAIL A TYPE RATING

Almost nobody fails for lack of ability. They fail for these – and every one of them is preventable, cheaply, before you ever sit in the simulator.

#	FAILURE MODE	WHAT IT LOOKS LIKE – AND THE COUNTERMEASURE
01	Silent assumption	Selecting something and flying on without confirming it engaged. Read every mode annunciation aloud, every time, until it is involuntary.
02	Procedure impatience	Actioning from memory because the failure looks familiar. Let the sequence lead. Confirm guarded items with the other pilot.
03	Capacity collapse	Coping well until a second problem arrives. Delegate earlier than feels necessary. Use the autopilot – that is what it is for.
04	Hand-flying to prove a point	Declining automation to demonstrate skill, then saturating. Nobody is impressed. Fly the aircraft the way it is designed to be flown.
05	Undeclared decisions	Deciding internally and never saying it out loud. If the other pilot does not know the plan, there is no plan.
06	Numbers without systems	Reciting limitations while unable to explain the system they belong to. Architecture first. Numbers attach to understanding, not the reverse.
07	Borrowed figures	Quoting a value from another fleet, another operator, or a forum. Your own current manual – or say plainly that you would check.
08	Briefing as ritual	Reciting a brief nobody is listening to, including you. Brief the threats of this approach, not a template.
09	Fatigue denial	Treating rest as optional because the course is short. Sleep is a study technique, not a reward for finishing one.
10	The carried session	Bringing yesterday's failure into today's brief. Debrief honestly, fix exactly one thing, then close it.
11	Passive partnership	Letting an underprepared pairing consume your sessions. Raise it early, kindly, once. Waiting until week four helps nobody.
12	Bluffing	Guessing at an examiner's question rather than naming the gap. "I would not want to guess – here is where I would confirm it" passes. Guessing does not.

NUMBER 02 IS THE ONE THAT ENDS MOST SIM SESSIONS

Procedure impatience – actioning from memory because the failure looks familiar. **Memory Items Illustrated** is nine A320 memory items, one to a sheet: when each applies, the order that makes it work, what you have just given up, and a cover-the-column recitation drill. Six carry the accident that wrote them.

The full **Type Rating Survival Guide** follows shortly.

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