

King Air C90B | 3 Day Recurrent

3 Days
PROGRAM LENGTH

12.0 hrs
GROUND SCHOOL

9.0 hrs
SIMULATOR

Three-day recurrent course in the King Air C90B.

Day	Ground School	Simulator Training
1	G1.1 CAE Crew Training App G1.2 Aircraft General G1.3 Powerplant G1.4 Fuel System G1.5 Limitations G1.6 Electrical Systems	S1.1 Normal Procedures Checklist S1.2 Powerplant Management S1.3 Fuel Management S1.4 Flight Profiles, Steep Turns S1.5 Approaches to Stall S1.6 Unusual Attitude Recovery S1.7 Crosswind Landing S1.8 High Altitude / Smoke / Emergency Descent
2	G2.1 Flight Controls / Wing Flaps G2.2 Performance / Flight Planning G2.3 Environmental Systems G2.4 Flight Instruments G2.5 Landing Gear	S2.1 Avionics and Auto-pilot S2.2 Single-Engine Non-Precision Approach S2.3 Engine Failure on Second Segment (V-1 cuts) S2.4 Systems Failure Analysis S2.5 Circling Approach S2.6 Rejected Landing S2.7 Runaway Pitch Trim S2.8 Windshear Escape S2.9 Thunderstorm Avoidance S2.10 Go-Arounds
3	G3.1 Weight and Balance Procedures G3.2 Anti-ice / Deice G3.3 Course Review G3.4 Written Examination Administrative: G3.5 Logbook Endorsements G3.6 Certificate of Completion in the CAE Crew Training App G3.7 FAA WINGS Program Credit G3.8 Complete the Course Survey	S3.1 Flight in Icing Conditions S3.2 No-Flap / Partial-Flap Landing S3.3 Engine-Out Landing S3.4 Landing with Pitch Mistrim S3.5 Precision Approach S3.6 Non-Precision Approach S3.7 Missed Approach S3.8 Holding S3.9 Circling Approach Single Engine S3.10 Go-Arounds



CAE Crew Training App

Download before your first day for your schedule and pre-study material. App Store, for iPad and iPhone — or sign in at crewtraining.cae.com from any browser.

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Training Time Allocation

Component	Per Day	Course Total
Ground School	3.0	9.0
Simulator Brief and Debrief	1.0	3.0
Simulator Training	3.0	9.0
Total Hours of Training after 3 Days: 21.0		

Scan for the
King Air C90B
Limitations

