Acceptable Policy on the Use of Simulator or Flight Training Device Freeze, Slow Motion and Repositioning Features

Several 14 CFR part 142 certificate holders have requested guidance on the application of 14 CFR part 142.65(a)(1). This section of the regulation states:

§ 142.65 Limitations.

(a) A certificate holder shall—

(1) Ensure that a flight simulator or flight training device freeze, slow motion, or repositioning feature is not used during testing or checking.

Compliance with the regulation (and preservation of realism) requires that simulator/FTD freeze and slow motion functions not be used during testing or checking. If operationally necessary and advantageous to a particular scenario, however, it is permissible to <u>briefly suspend</u> a testing or checking event long enough to accomplish a simulator reposition from one point on the ground to another point on the ground (including a different airport) at which the next phase of the test or check will begin.

The use of simulator reposition is never *required* but if it is used, it should be used to the minimum extent necessary to accomplish the required testing or checking scenarios. The following guidelines must be complied with:

- The evaluator must include, as part of the simulator period briefing, the information that at one or more points the test or check will be temporarily suspended while the device is repositioned.

- Each time it is necessary to reposition the simulator an announcement must be made that testing or checking is suspended. Once reposition is complete, a clear announcement must be made that the test or check has resumed.

- Repositioning of the simulator must take place only from one ground point to another, and only after the simulator has been brought to a complete stop.