SAR Patterns

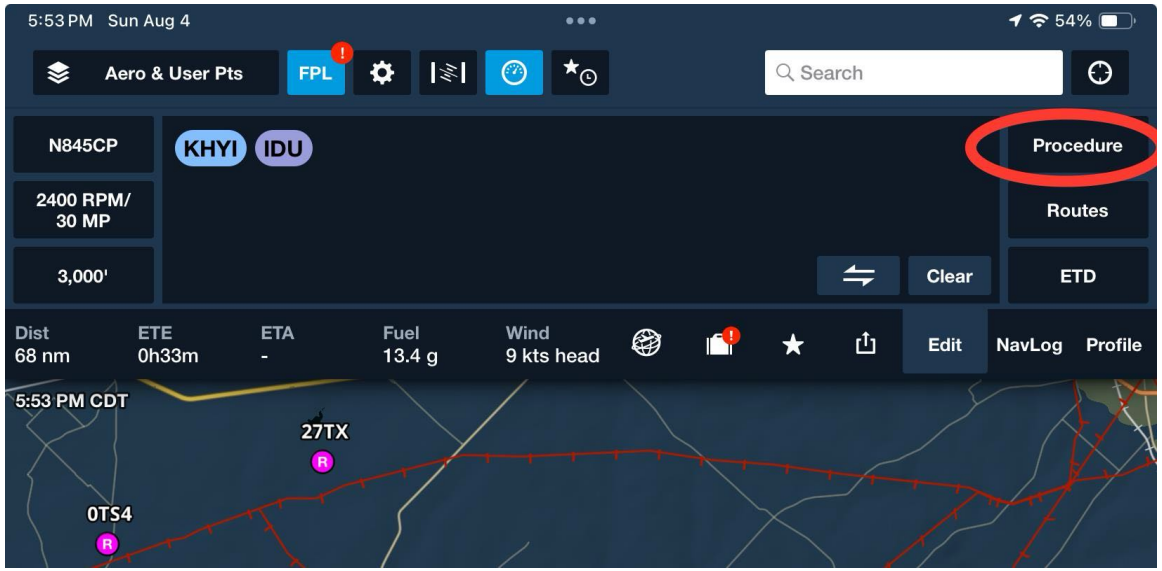
ForeFlight vs G1000 vs GTN 650

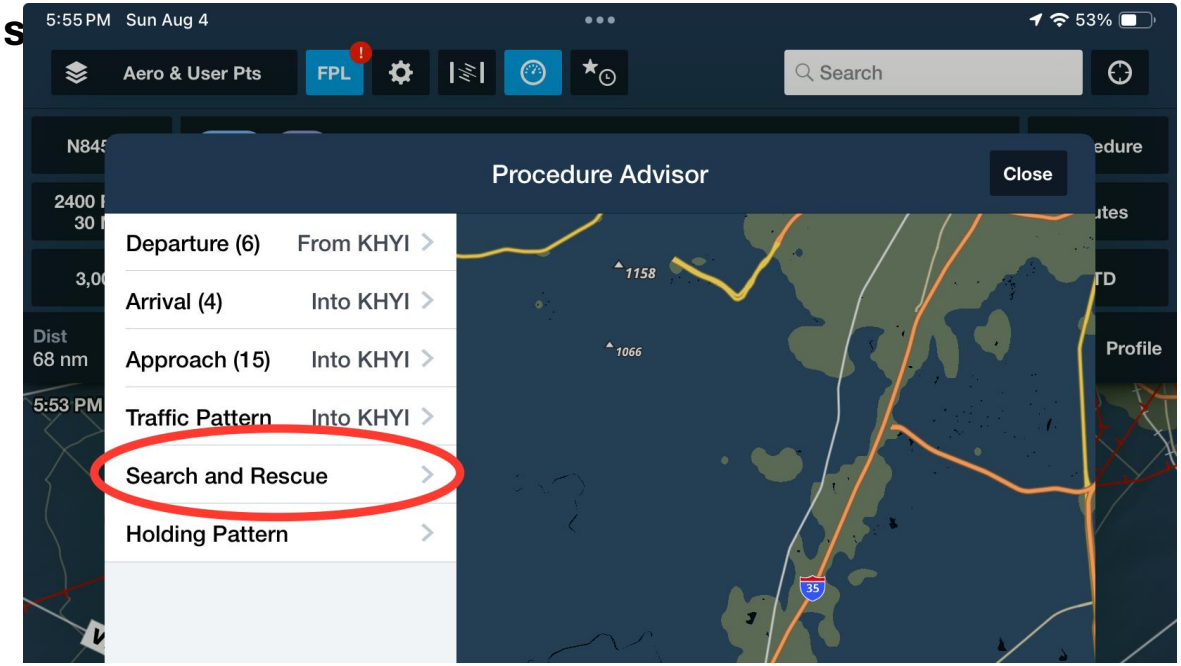
ForeFlight

Getting to SAR patterns

From the FPL
- Tap Procedures
- Tap Search and Rescue
  - Make Selections
- Tap Add to Route
- Tap Close

Review for accuracy



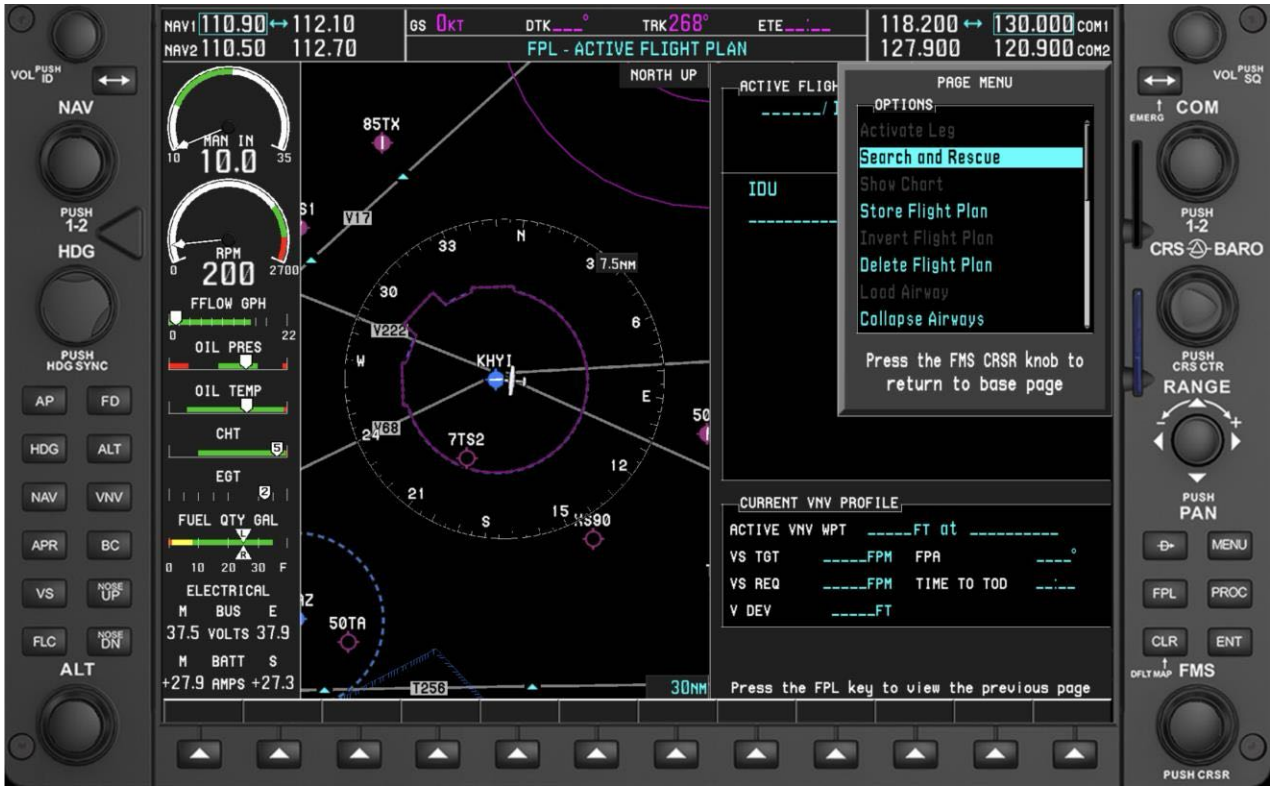


G1000

Getting to SAR patterns

From the FPL
- **Push Menu**
- **Select Search and Rescue**
- **Push ENT**
  - **Make Selections**
- **Select Activate SAR**
- **Push ENT**

Review for accuracy



GTN 650

Getting to SAR patterns

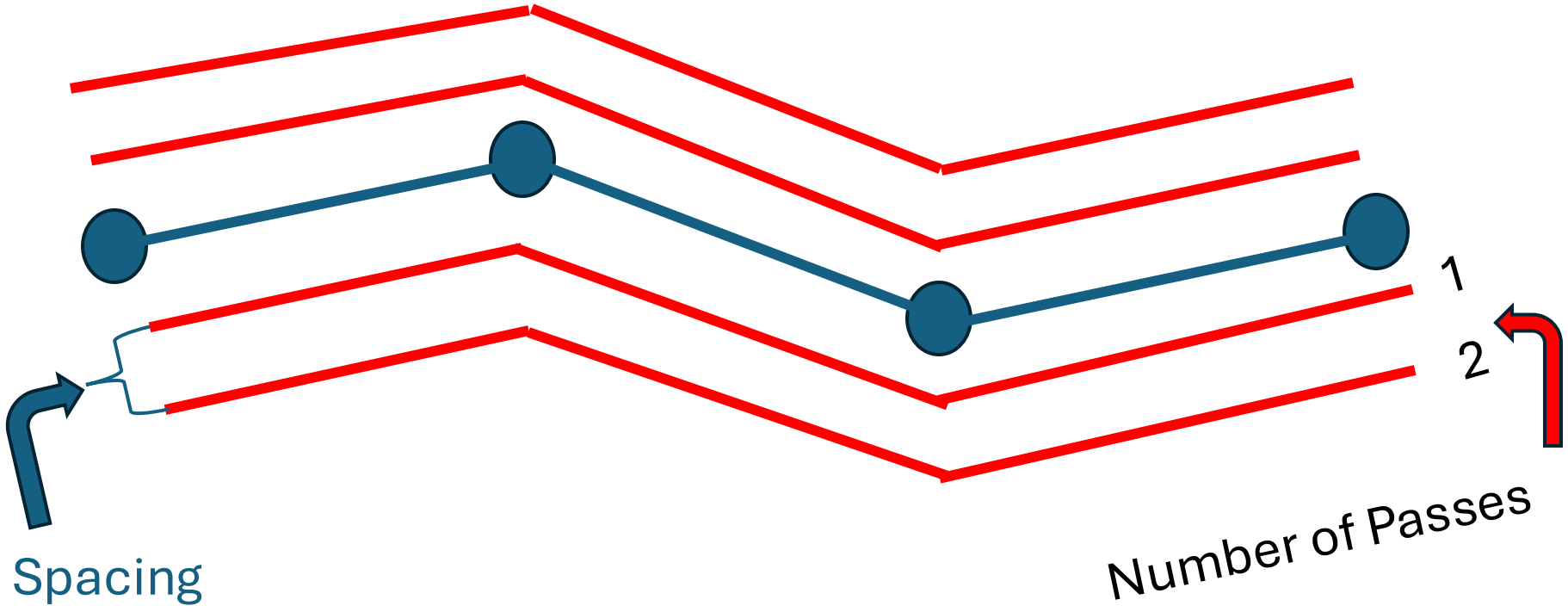
From Flight Plan
- **Select a Waypoint**
- **Select Load SAR**
  - **Make Selections**

Load Pattern or Load PTRN & Activate
Review for accuracy





Route Search



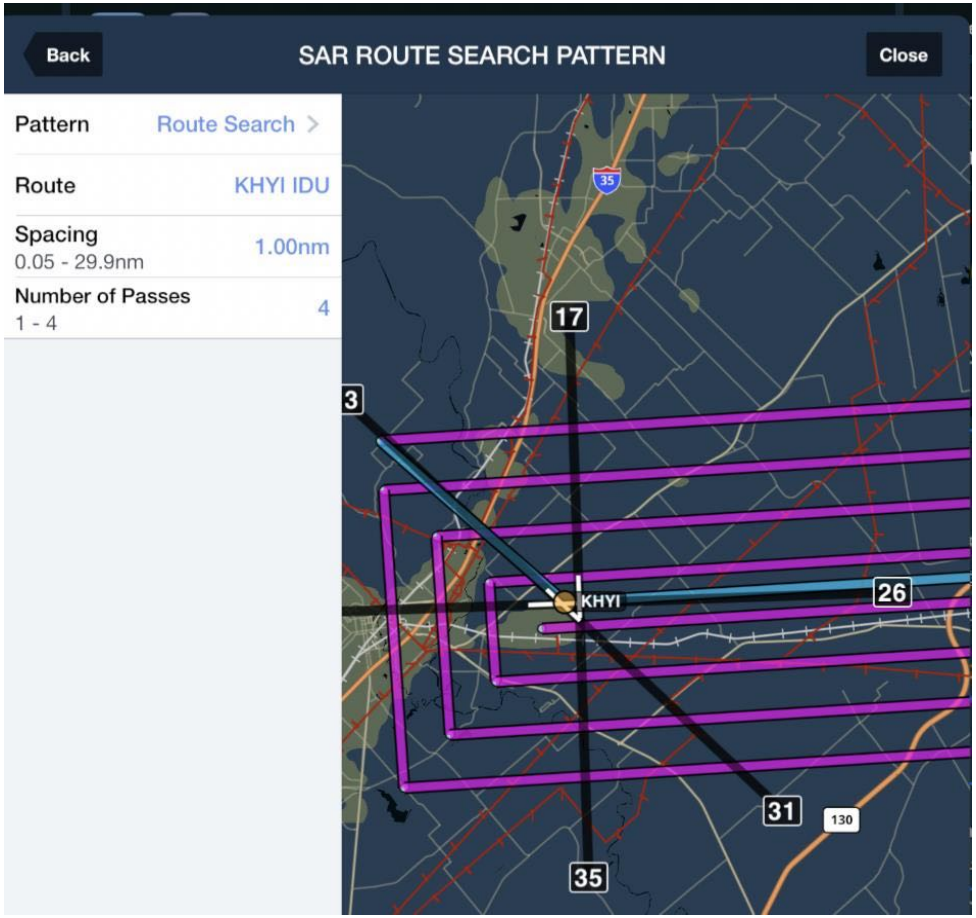
ForeFlight Route Search

Pattern - Route Search

Route – Enter all points or clear previous route and it will populate from the FPL when reselecting SAR pattern

Spacing – Distance from center route and distance from previous pass

Number of Passes – How many laps around the route. 1 pass = 1 round trip. First leg is to the right of the center route.



G1000
Route Search

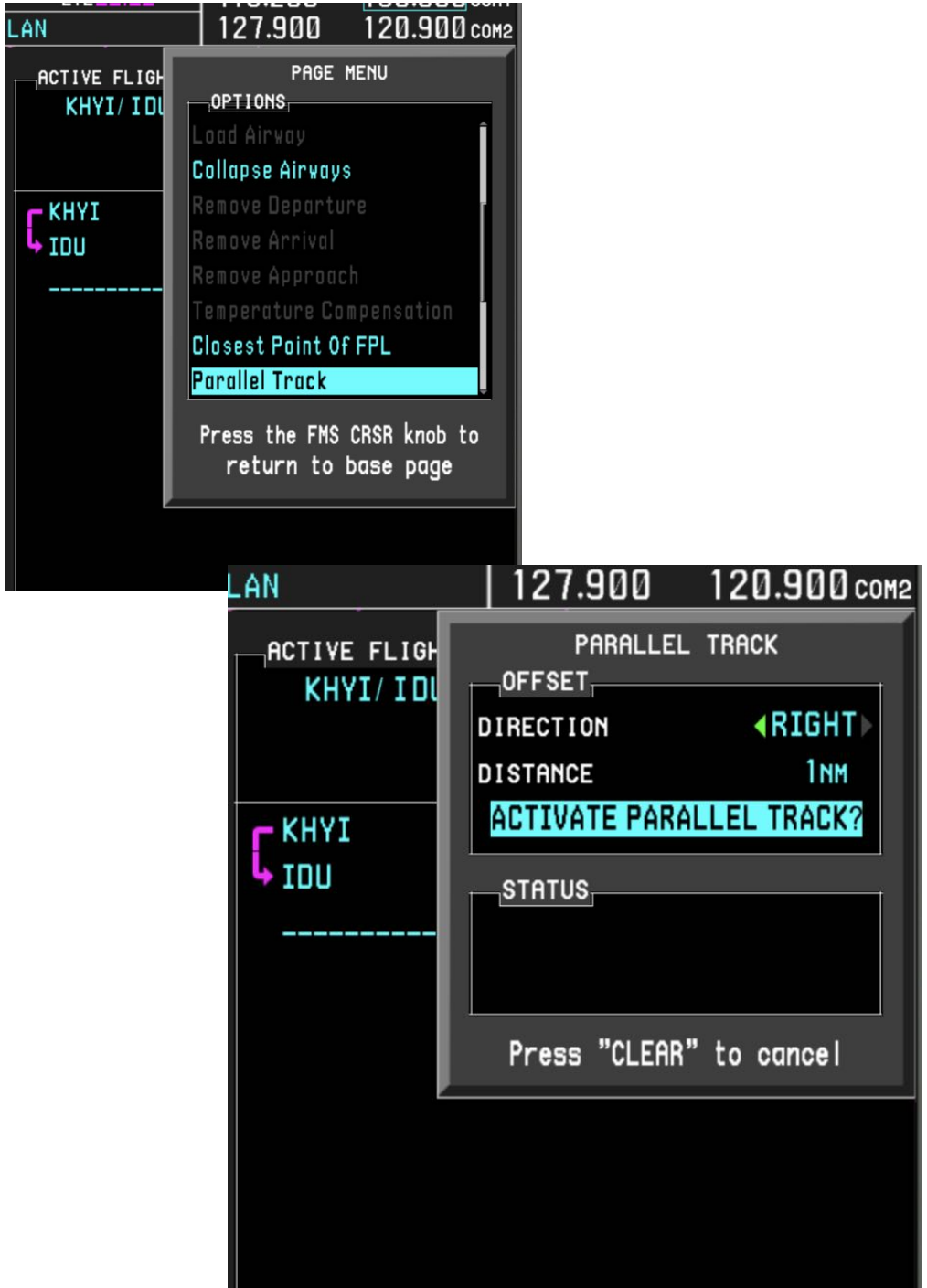
Pattern – Parallel Track (Press Menu and scroll down, not a SAR pattern

Route – Enter points in the FPL first

Direction – Which side of the route do you want to offset to

Distance – Spacing from center route

Will need to add for each leg. This is a one time offset, not a real SAR pattern.



GTN 650
Route Search

Pattern – Parallel Track (Press Menu, not a SAR pattern

Route – Enter points in the FPL first

Direction – Which side of the route do you want to offset to

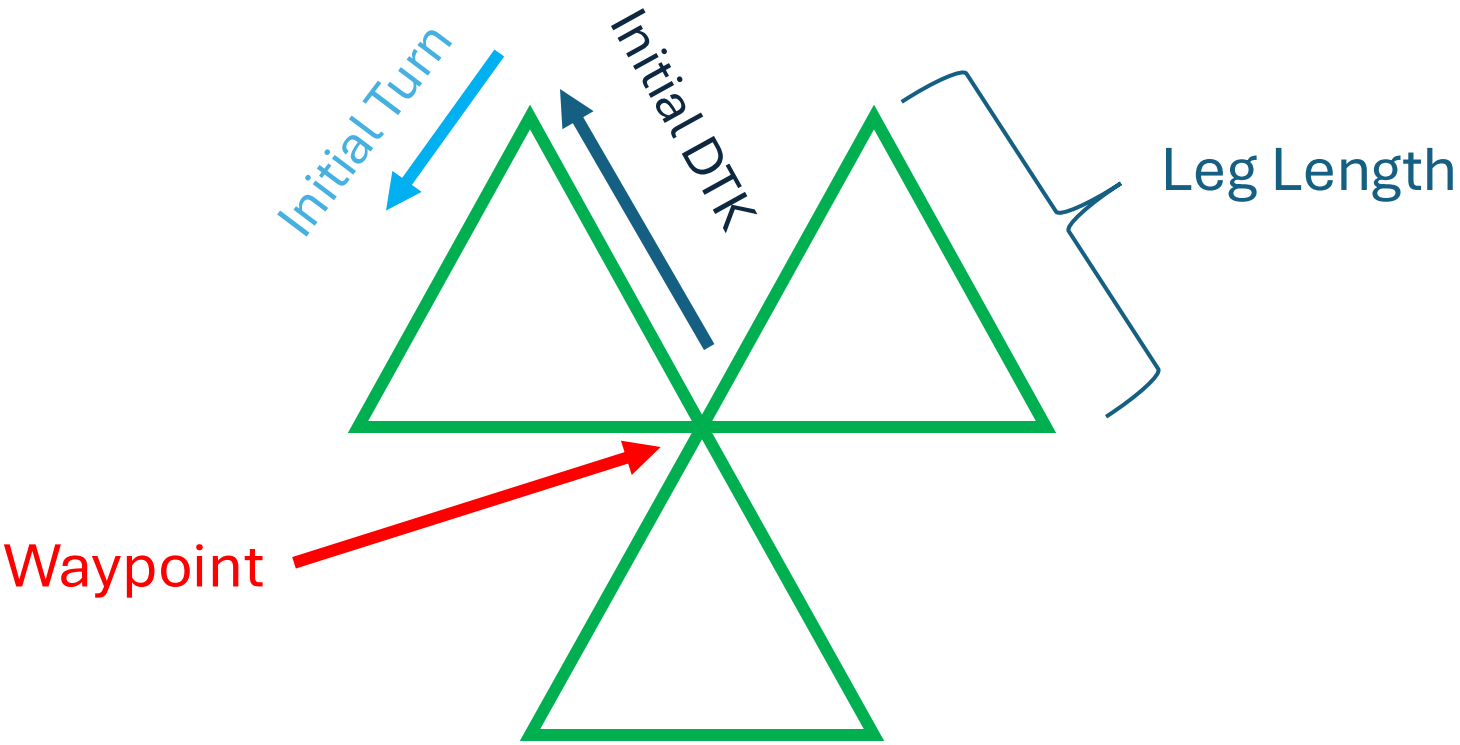
Offset – Spacing from center route

Will affect whole route. This is a one time offset, not a real SAR pattern.





Sector Search



ForeFlight Sector Search

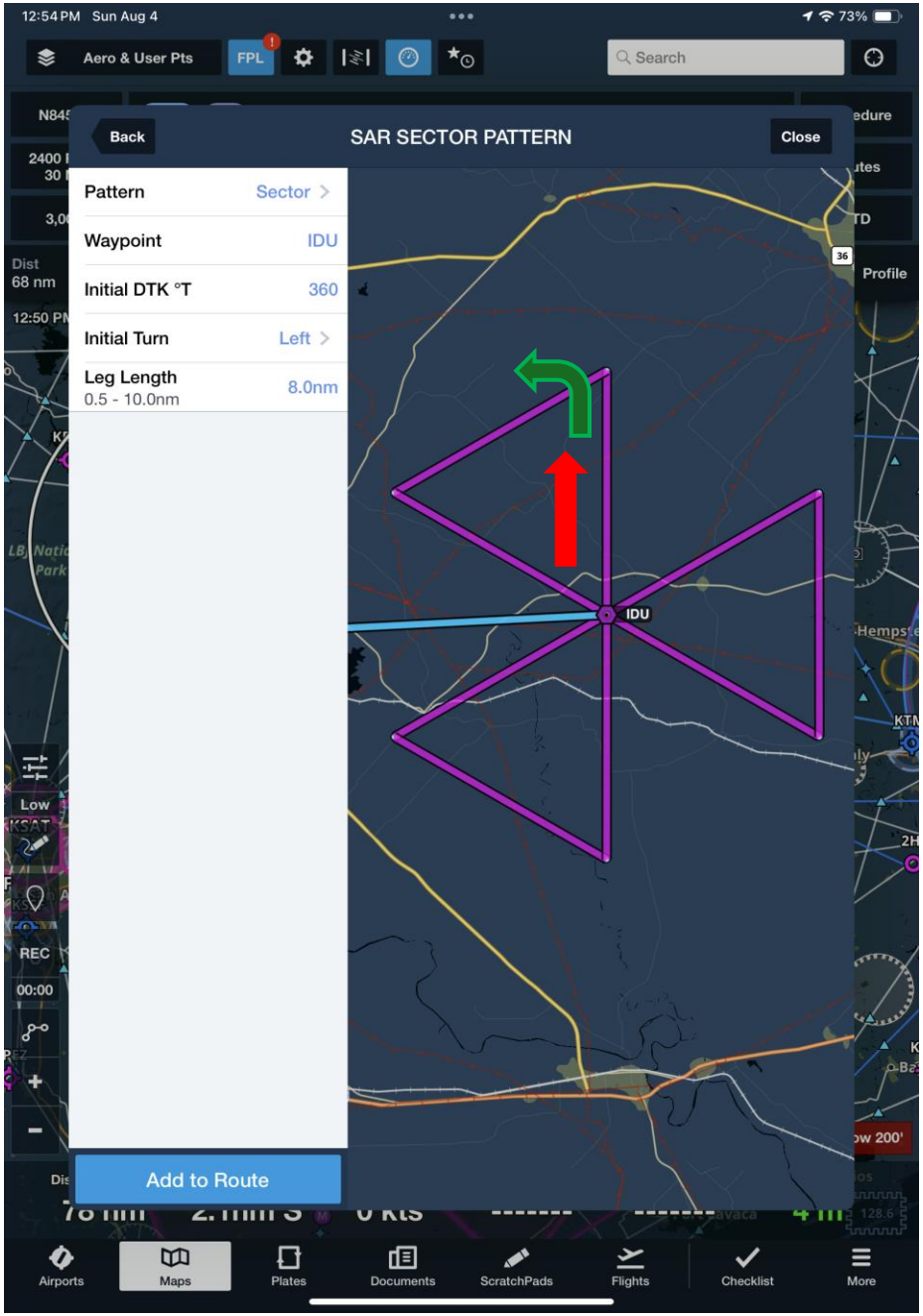
Pattern - Sector

Waypoint – Center point, create a User Waypoint for easier entry

Initial DTK T – Direction of first leg in degrees true. (Red Arrow)

Initial Turn – First leg to Second leg (Green Arrow)

Leg Length – Length of each leg (equilateral triangle)



G1000
Sector Search

Waypoint – Center Point (Create User Waypoint First and then look in Recents or Nearby

Pattern – Sector

Initial DTK – Direction in Degrees Mag or True depending on main setting (Mag is Default)

Initial Turn– Direction to turn from Leg 1 to leg 2

Leg Length – Length of each leg



GTN 650 Sector Search

Waypoint – Tap Waypoint, then Load SAR

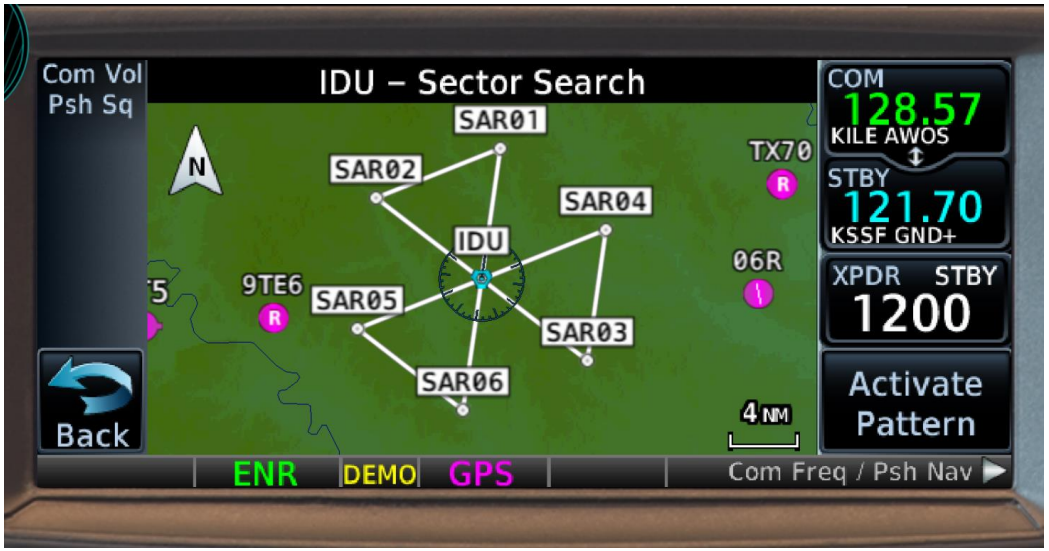
SAR Pattern – Sector Search

Init TRK – Direction in Degrees Mag or True depending on main setting (Mag is Default)

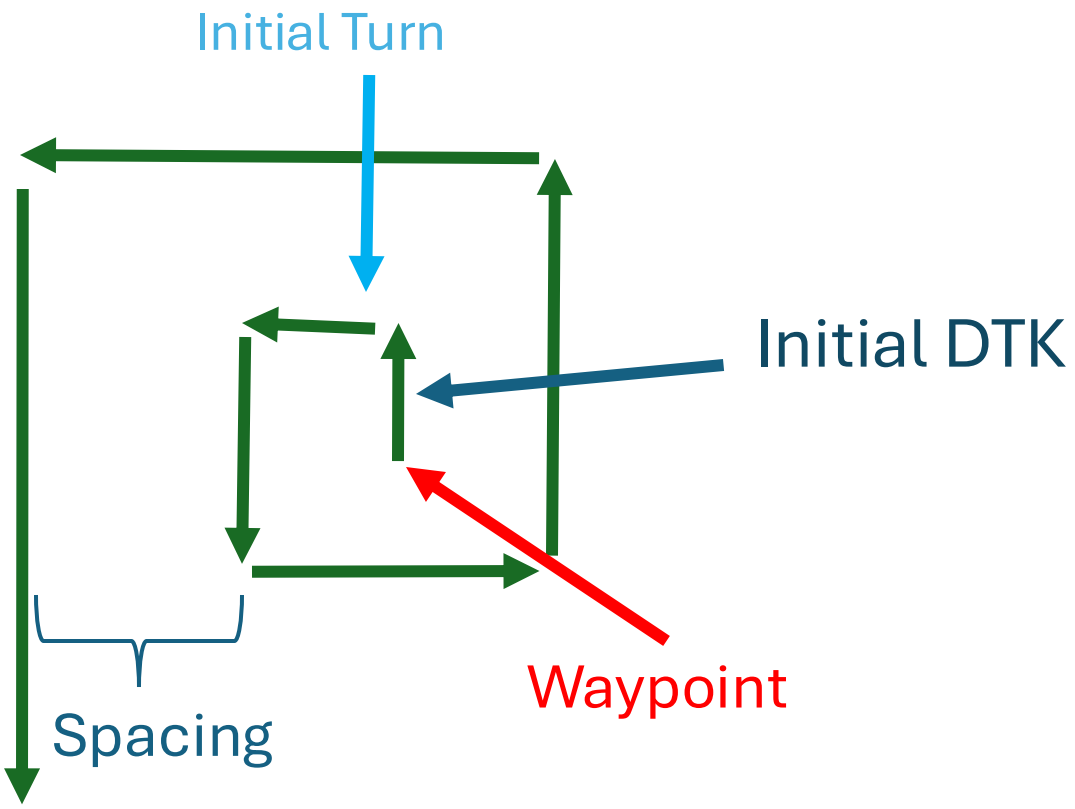
Init Turn– Direction to turn from Leg 1 to leg 2

Leg Length – Length of each leg





Expanding Square



ForeFlight Expanding Square

Pattern – Expanding Square

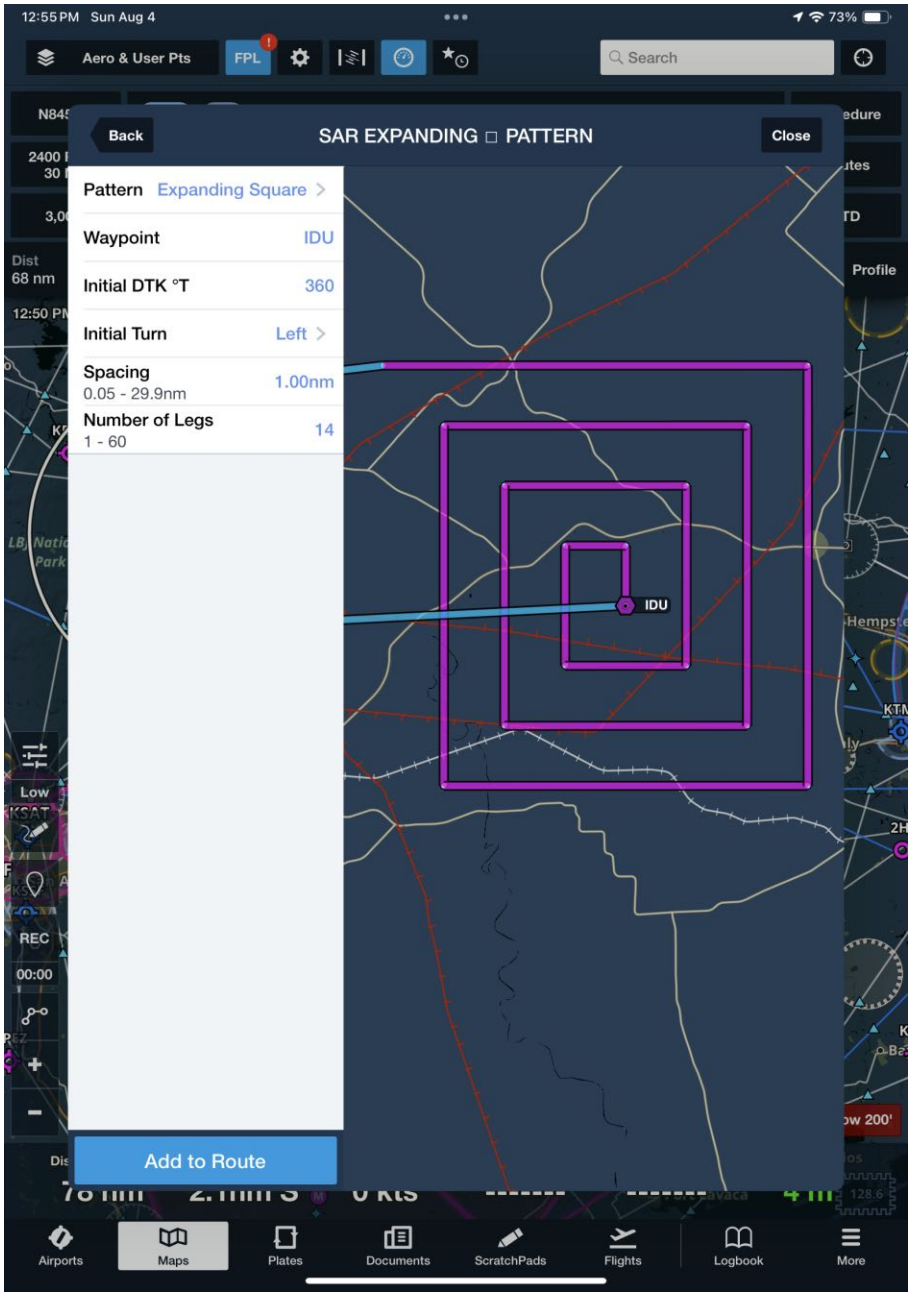
Waypoint – Center point, create a User Waypoint for easier entry

Initial DTK T – Direction of first leg in degrees true.

Initial Turn – First leg to Second leg

Spacing – Distance between legs

Number of Legs – Self Explanatory



G1000 Expanding Square

Waypoint – Center Point (Create User Waypoint First and then look in Recents or Nearby

Pattern – Expanding Square

Initial DTK – Direction in Degrees Mag or True depending on main setting (Mag is Default)

Initial Turn– Direction to turn from Leg 1 to leg 2

Spacing - Distance between legs

Number of Legs – Self Explanatory



GTN 650 Expanding Square

Waypoint – Tap Waypoint, then Load SAR

Pattern – Expanding Square

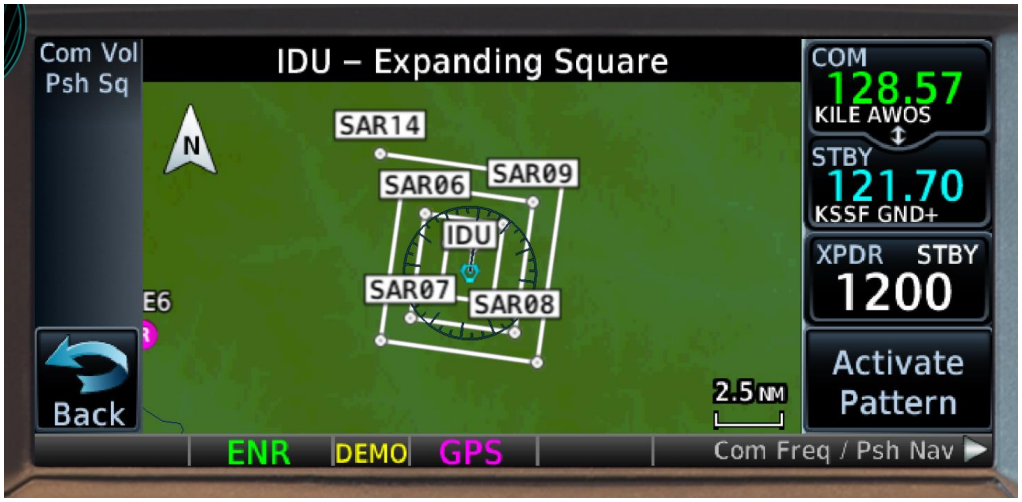
INIT TRK – Direction in Degrees Mag or True depending on main setting (Mag is Default)

INIT Turn– Direction to turn from Leg 1 to leg 2

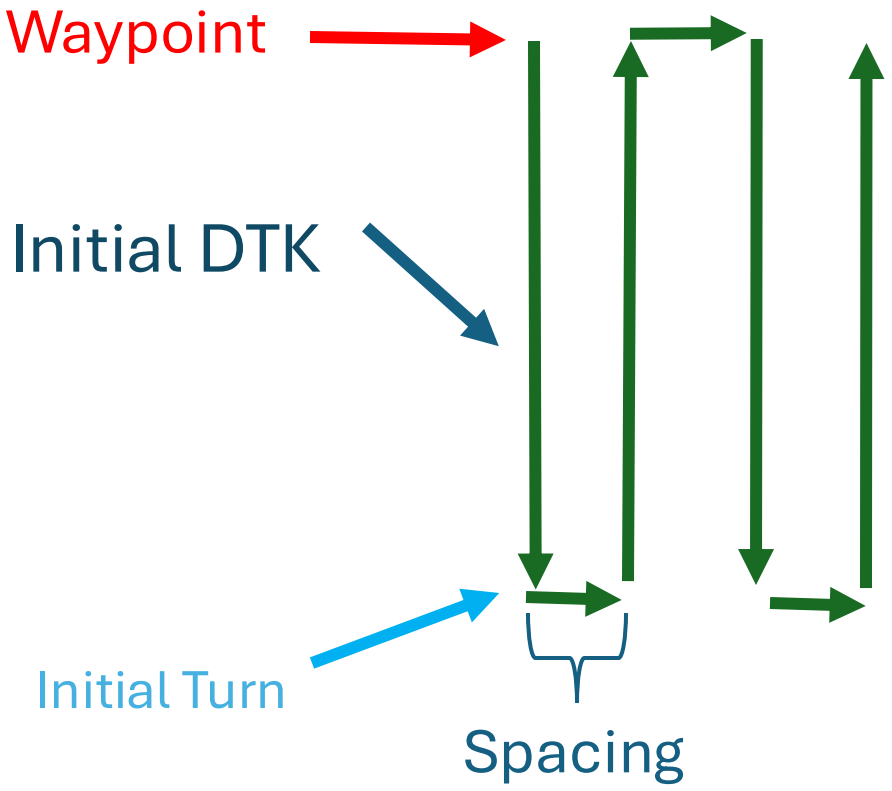
TRK SPCNG - Distance between legs

Leg Count – Self Explanatory





Parallel Search



ForeFlight Parallel Search

Pattern – Parallel

Waypoint – Start point, create a User Waypoint for easier entry. This will be a corner of the rectangle or grid

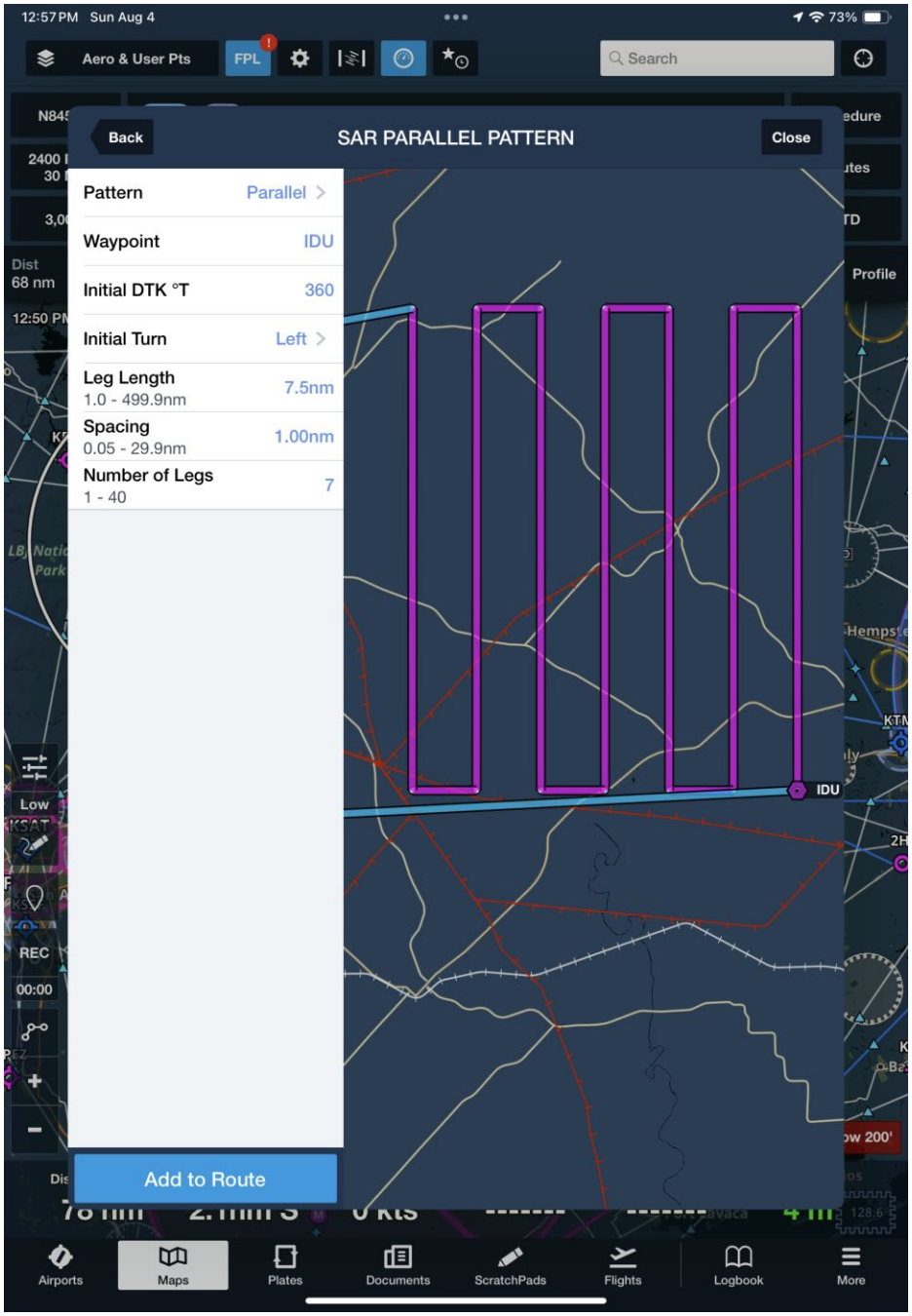
Initial DTK T – Direction of first leg in degrees true.

Initial Turn – First leg to Second leg

Leg Length – Full width, first leg will be half of this

Spacing – Distance between legs

Number of Legs – Self Explanatory



ForeFlight Grid Search (Parallel in a Grid)

Pattern – Grid Aligned

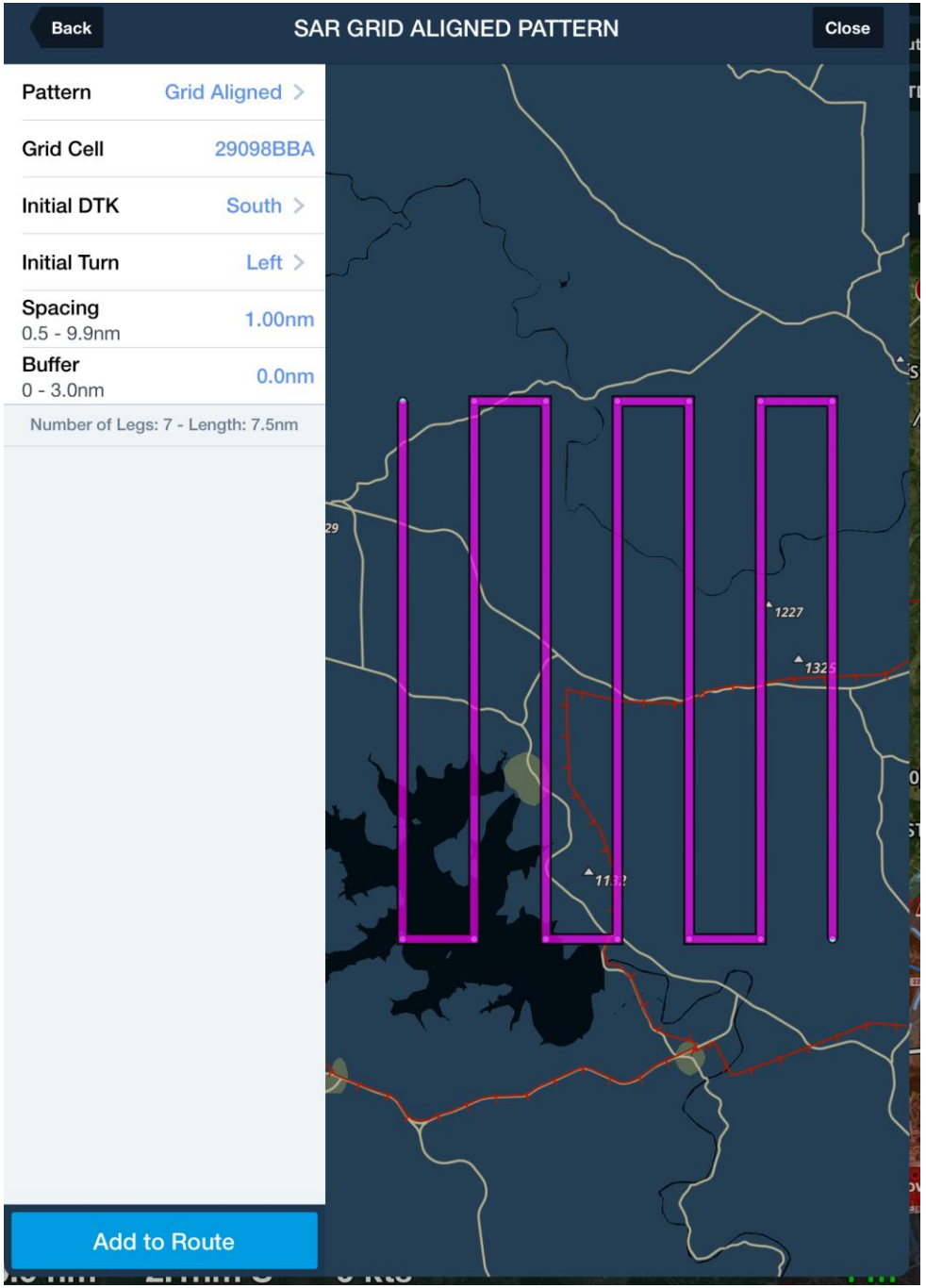
Grid Cell – Grid to be used Can use old (SAT212B) or new (29098BBB) format

Initial DTK – Direction of first leg (N, E, S, or W)

Initial Turn – First leg to Second leg

Spacing – Distance between legs

Buffer – Distance to remain inside grid (0 = no buffer)



G1000
Parallel Search

Waypoint – Start Point (Create User Waypoint First and then look in Recents or Nearby. This point is different than in ForeFlight. It will be the far left or right side or the pattern

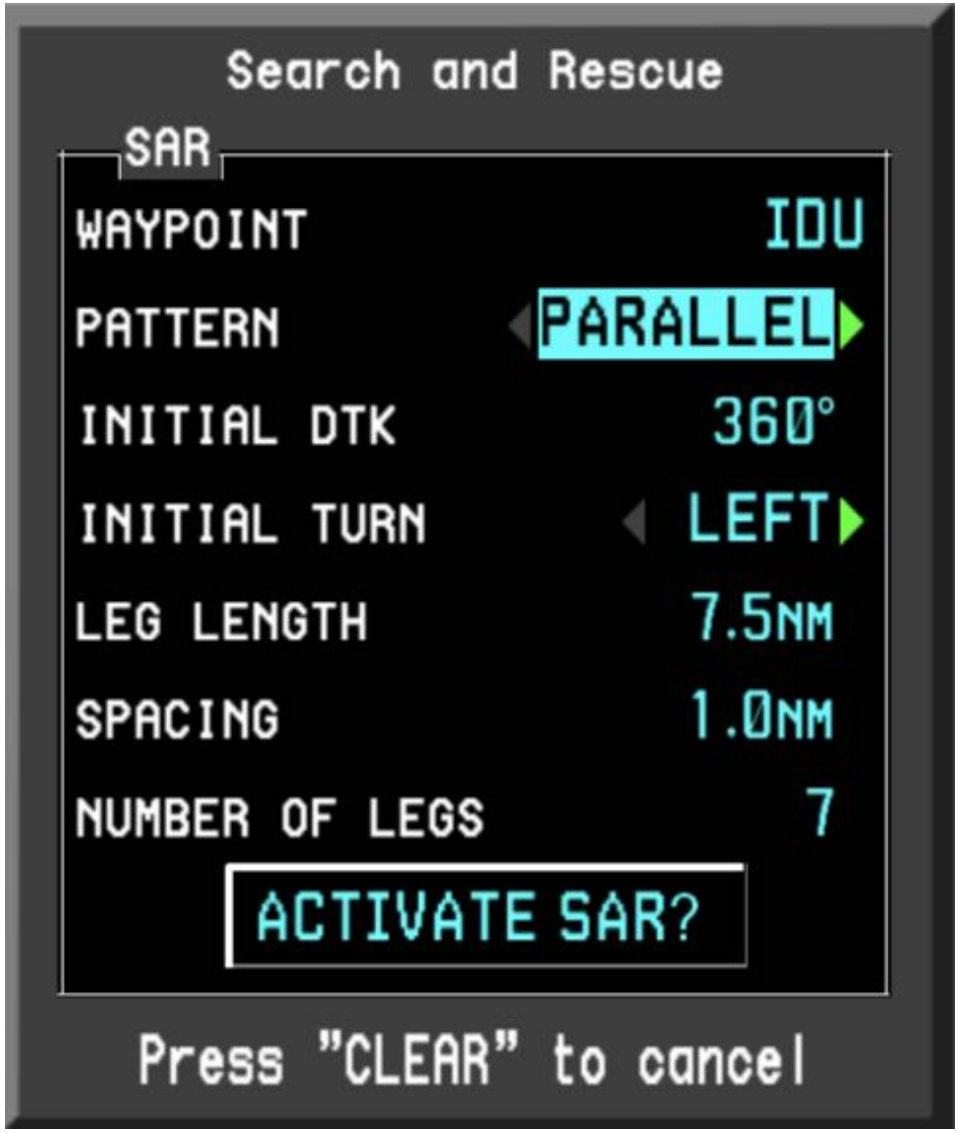
Pattern – Parallel

Initial DTK – Direction in Degrees Mag or True depending on main setting (Mag is Default). This direction is 90 degrees from the overall direction of travel.

Initial Turn– Direction to turn from Leg 1 to leg 2

Spacing - Distance between legs

Number of Legs – Self Explanatory



GTN 650
Parallel Search

Waypoint – Tap Waypoint, then Load SAR.

SAR Pattern – Parallel Track

INIT TRK – Direction in Degrees Mag or True depending on main setting (Mag is Default). This direction is 90 degrees from the overall direction of travel.

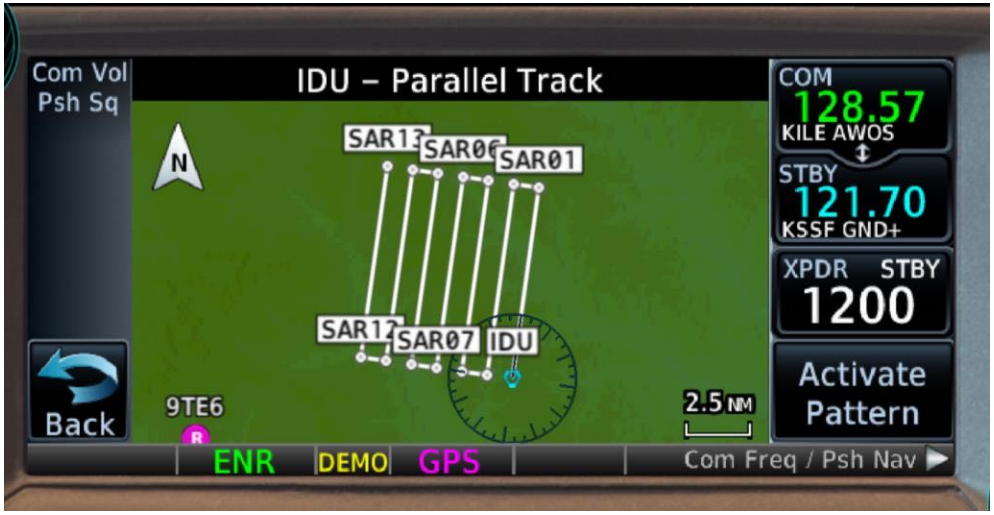
INIT Turn– Direction to turn from Leg 1 to leg 2

Leg Length – Full Width

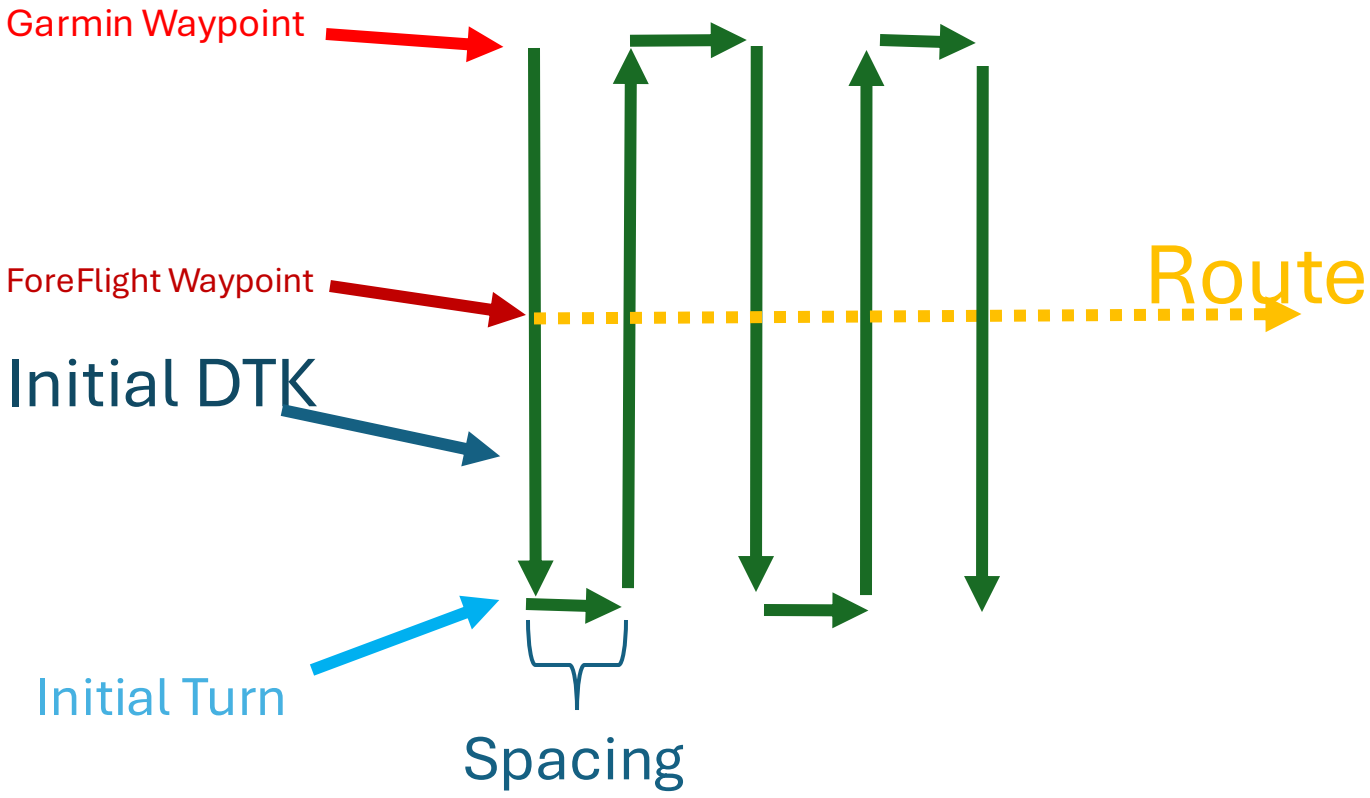
TRK Spacing - Distance between legs

Leg Count – Self Explanatory





Creeping Line Search



ForeFlight Creeping Line

Pattern – Creeping Line

Waypoint – Start point, create a User Waypoint for easier entry. This point is on the center of the down track. (See Creeping line Search diagram on previous page)

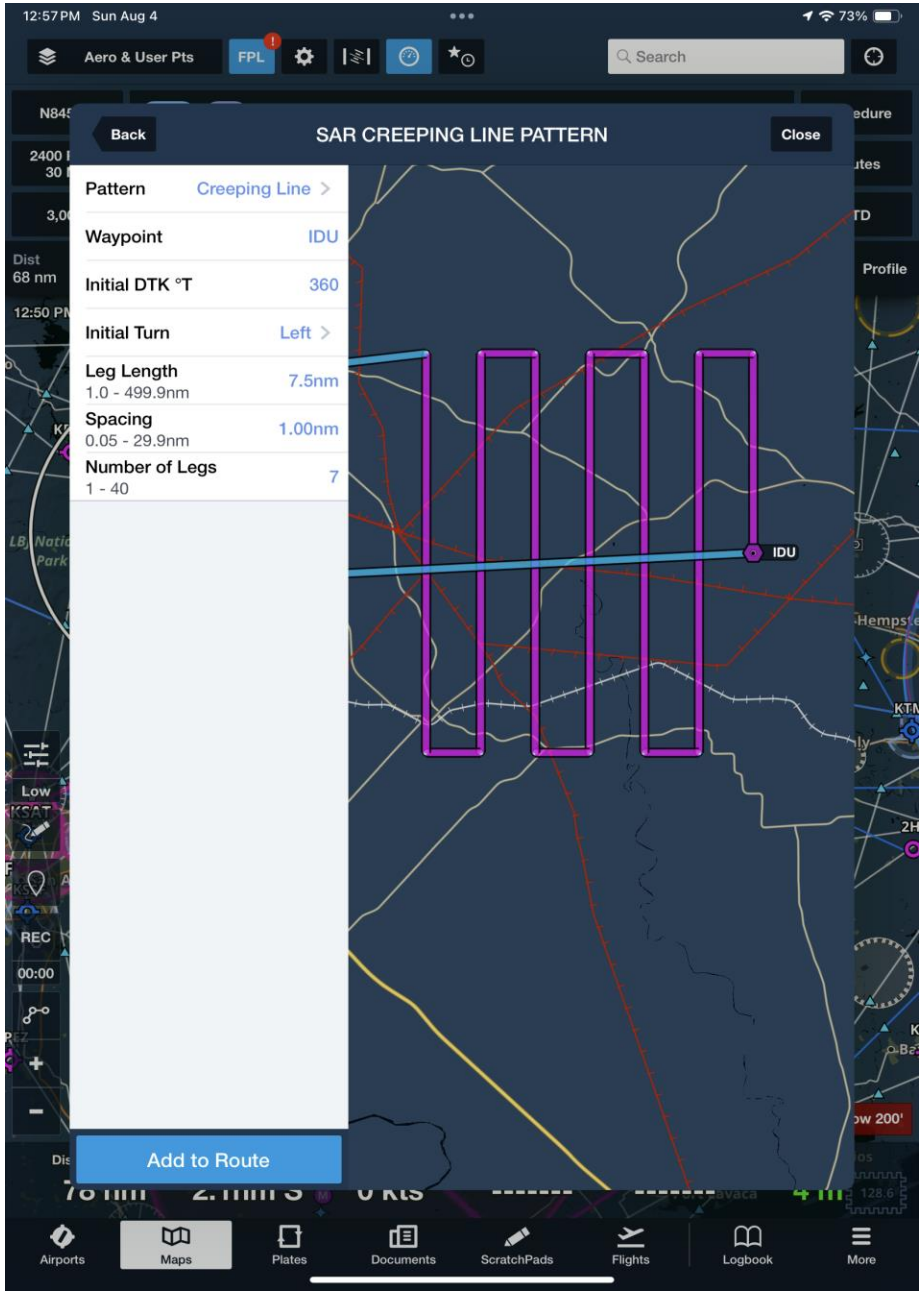
Initial DTK T – Direction of first leg in degrees true.

Initial Turn – First leg to Second leg

Leg Length – Full width, first leg will be half of this

Spacing – Distance between legs

Number of Legs – Self Explanatory



G1000
Creeping Line

Waypoint – Start Point (Create User Waypoint First and then look in Recents or Nearby. This point is different than in ForeFlight. It will be the far left or right side or the pattern. (See diagram two pages up)

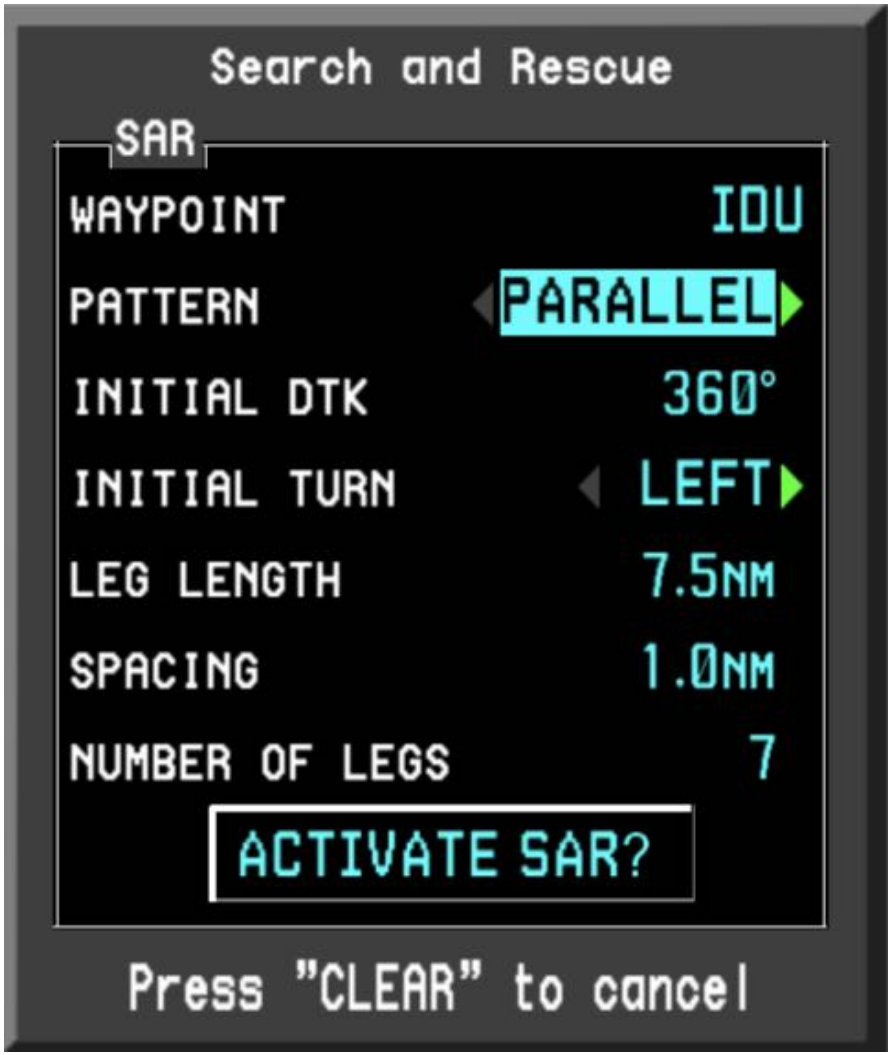
Pattern – Parallel

Initial DTK – Direction in Degrees Mag or True depending on main setting (Mag is Default). This direction is 90 degrees from the overall direction of travel.

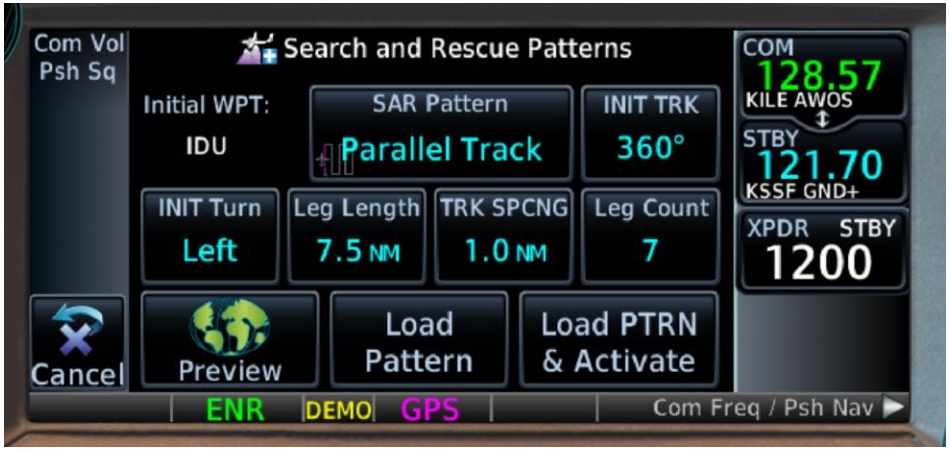
Initial Turn– Direction to turn from Leg 1 to leg 2

Spacing - Distance between legs

Number of Legs – Self Explanatory



GTN 650
Creeping Line



Waypoint – Start Point (Create User Waypoint First and then look in Recents or Nearby. This point is different than in ForeFlight. It will be the far left or right side or the pattern. (See diagram three pages up)

Pattern – Parallel

Initial DTK – Direction in Degrees Mag or True depending on main setting (Mag is Default). This direction is 90 degrees from the overall direction of travel.

Initial Turn– Direction to turn from Leg 1 to leg 2

Spacing - Distance between legs

Number of Legs – Self Explanatory