

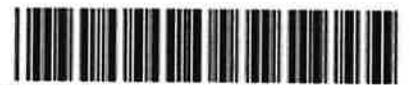


TASK CARD AMC-Fleet

Task Card: Fastener/Turnbuckle Safetying			Date: Feb 2017	Aircraft: N/A
E/C:	P/N:	S/N:	A/C Pos:	NLA Pos:
Description: This is a 4-person team task worth a maximum of 100 points. The time period to complete the task is 30 minutes. The team will work together to perform all the safetying tasks on both training boxes using the equipment and procedures outlined below.				

Area:	Labor Hours:	W/O Phase:
Skills:		

ITEM:	INSTRUCTIONS	MECH:	QC
	<p>OBJECTIVE: Given safety wire plyers, diagonal cutters, needle nose plyers, duckbill plyers, .032 stainless steel safety wire, and cotter pins, properly safety fillister head screws, AN bolts, castle nut and bolt, and turnbuckle on both trainer boxes in as little time as possible with zero assistance from non-team members:</p> <p>EVALUATION CRITERIA: Each team will be evaluated on the following skills, abilities, and outcomes:</p> <p>Safety wire will be installed according to the following standards from AC 43.13 1B:</p> <ol style="list-style-type: none"> 1) 6 to 8 twists per inch (a 6-inch rule will be used to determine number of twists). 2) Installed in a manner that will prevent the tendency of the part to loosen (the direction of pull on fasteners determines the correct installation). 3) Must be pulled taut when being twisted, and maintain a light tension when secured (wire will be tight enough to be reasonably straight between fasteners). 4) Must be bent under and inward toward the part to avoid sharp or projecting ends (After completion, it should not be possible to catch the end of the wire on a finger). 5) Wrap each wire around the shank of a turnbuckle at least 4 turns. <p>Cotter pin will be installed according to the following standards from AC 43.13-1B:</p> <ol style="list-style-type: none"> 1) Prong end bent over the bolt (bent up) is seated firmly against the bold shank. 2) Prong end bent over nut (bent down) is flat against nut and does not contact the surface of the washer. <p>Additionally, when using the double twist method:</p> <ol style="list-style-type: none"> 1) Twisting will start at the fastener hole and end as close to the fastener hole as possible (there should be minimal "V" sections near the holes in the safety wire). 2) Wire will be as close to the fastener as possible when looped around fasteners (Wire will conform to the shape of the fastener) 3) This event will be timed and additional points will be given based on lowest time elapsed. 		



ITEM:	INSTRUCTIONS	MECH:	QC
	<p>PROCEDURES: Teams may choose any allocation of team members to accomplish safetying tasks.</p> <ol style="list-style-type: none"> 1. Using the single wire method, safety wire the group of fillister head screws. 2. Using the double twist method, safety wire the group of AN cross drilled bolts. 3. Using the single wrap method, safety wire the turnbuckle inside the box. 4. Install a cotter pin in the castle nut and bolt using the primary method, bending prongs vertically, not horizontally. 5. Upon completion of event, carefully remove safety wire and properly dispose of wire. Arrange tools and supplies to prepare trainer for next team. <p style="text-align: center;">----- END -----</p>		

FASTENER/TURNUCKLE SAFETYING SCORE SHEET

School/Team Name: _____

Judge Name: _____

Items 1-3 below will be scored on a 5 point scale.

5 = Perfect: desired result achieved with no room for improvement.

4 = Above Average: slight defects, room for some improvement.

3 = Average: defects but generally follows standards.

2 = Below Average: substantial defects, not all standards followed.

1 = Poor: many defects and many departures from standards.

0 = Unacceptable: does not satisfy any standards.

Use the 5 point scale number, multiply times the difficulty weight number and compute a item score.

Determine the score for elapsed time as follows:

First quartile times	20 points
Second quartile times	15 points
Third quartile times	10 points
Fourth quartile times	5 points
Did not finish	0 points

The total team score is the sum total of the individual items.

ITEM	EVALUATION CRITERIA	SCORE
1	Single wire fillister head screws. 15 points possible. _____ X 3 =	
2	Double twist wire AN bolts. 25 points possible. _____ X 5 =	
3	Install cotter pin. 15 points possible. _____ X 3 =	
4	Single wrap turnbuckle. 25 points possible. _____ X 5 =	
5	Time score	
TOTAL TEAM SCORE:		