Table A3D - Functions and Subjective Tests						
QPS REQUIREMENTS						INFORMATION
Entry Number	Motion System Effects	Simulator Level				Notes
		A	B	C	D	
	Procedure: Simulate a single tire failure and a multiple tire failure.					failure selected on the same side. This should require the use of the rudder to maintain control of the airplane. Dependent on airplane type, a single tire failure may not be noticed by the pilot and should not have any special motion effect. Sound or vibration may be associated with the actual tire losing pressure.
14.	**Engine failures, malfunction, engine, and airframe structural damage:** Procedure: The characteristics of an engine malfunction as stipulated in the malfunction definition document for the particular flight simulator must describe the special motion effects felt by the pilot. Note the associated engine instruments varying according to the nature of the malfunction and note the replication of the effects of the airframe vibration.		**X**	**X**	**X**	
15.	**Tail strikes, engine pod/propeller, wing strikes:** Procedure: Tail-strikes can be checked by over-rotation of the airplane at a speed below V_r while performing a takeoff. The		**X**	**X**	**X**	The motion effect should be felt as a noticeable bump. If the tail strike affects the airplane angular rates, the