						payload for each condition.
2.b.	The simulator must have the computer capacity, accuracy, resolution, and dynamic response needed to meet the qualification level sought. An SOC is required.	**X**	**X**	**X**	**X**	
2.c.	Surface operations must be represented to the extent that allows turns within the confines of the runway and adequate controls on the landing and roll-out from a crosswind approach to a landing.	**X**				
2.d.	Ground handling and aerodynamic programming must include the following:					
2.d.1.	Ground effect.		**X**	**X**	**X**	Ground effect includes modeling that accounts for roundout, flare, touchdown, lift, drag, pitching moment, trim, and power while in ground effect.
2.d.2.	Ground reaction. Ground reaction modeling must produce the appropriate effects during bounced or skipped landings, including the effects and indications of ground contact due to landing in an abnormal aircraft attitude (e.g. tailstrike or nosewheel contact). An SOC is required.		**X**	**X**	**X**	Ground reaction includes modeling that accounts for strut deflections, tire friction, and side forces. This is the reaction of the airplane upon contact with the runway during landing, and may differ with changes in factors such as gross weight, airspeed, or rate of descent on touchdown.
2.d.3.	Ground handling characteristics, including aerodynamic and ground reaction modeling including steering inputs, operations with crosswind, braking, thrust reversing, deceleration, and turning radius.		**X**	**X**	**X**	In developing gust models for use in training, the FSTD sponsor should coordinate with the data provider to ensure that