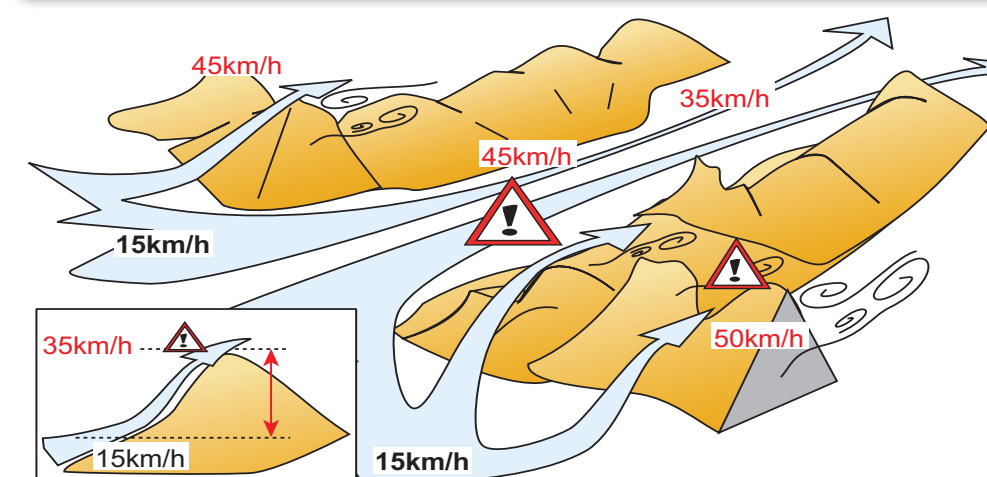
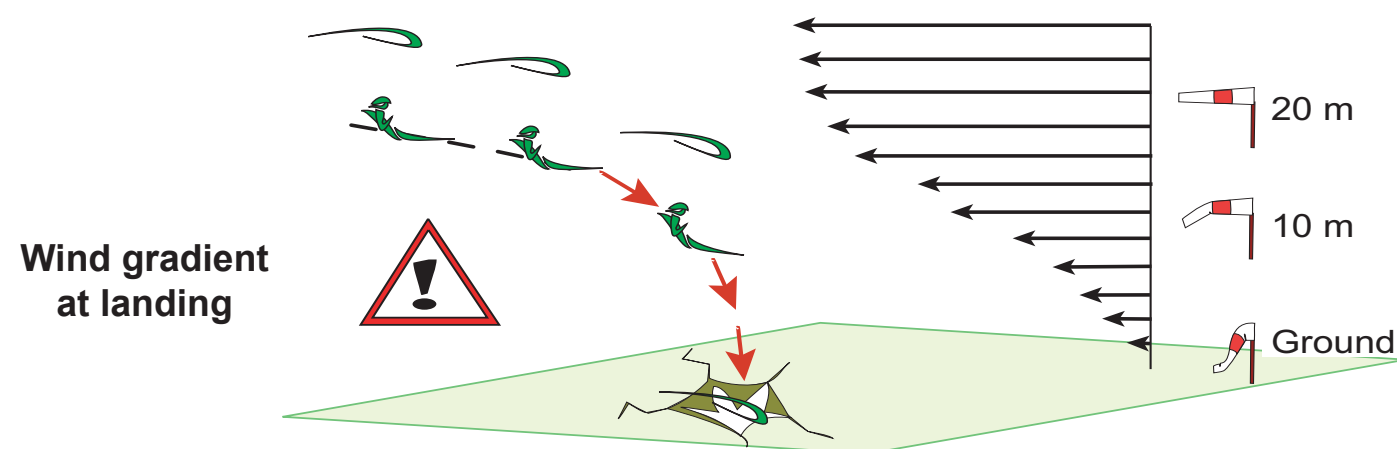


# - Aerological traps - (Green level)

It's the rapid decrease of wind speed close to the ground (viscosity of the air that sticks to ground, obstacle made turbulences) which influences flying speed of an aircraft. Phenomenon can be dangerous while landing in strong wind (flying path sinks, possible stall if flying too slow).

## The wind gradient

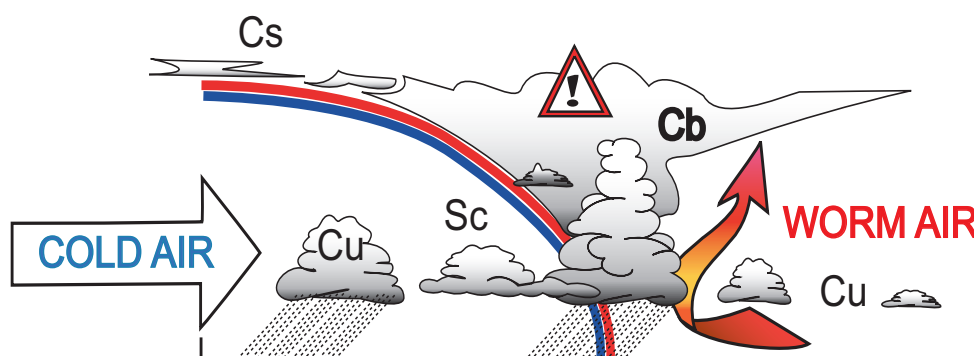


## The venturi

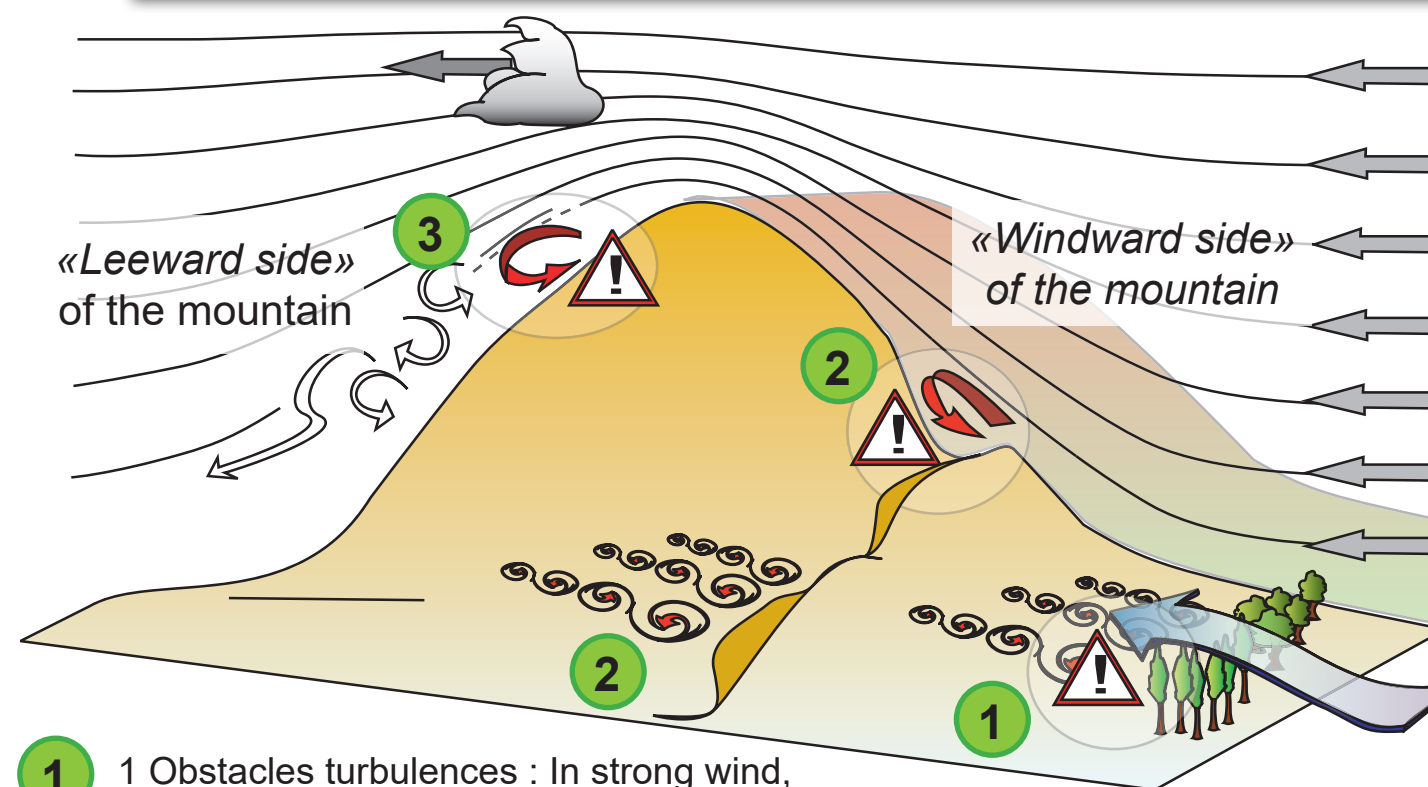
Similar to water in a river bed, wind speed increases while forced in a restricted size area. It's occurring in valleys, at cols and over ridges.

## Thunderstorms

Strong and sudden winds blow in thunderstorms, threatening all aircrafts kilometers around. «No flight at all and necessarily anticipate stormy conditions»

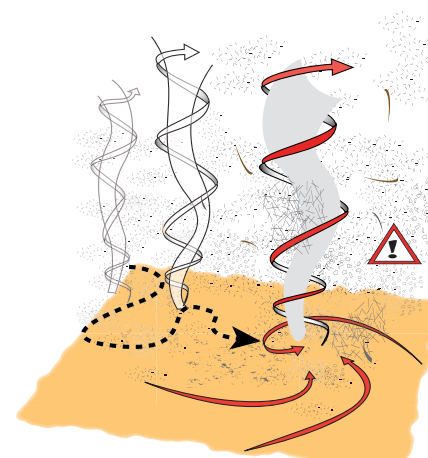


## Turbulences areas – «Windward side» – «Leeward side»



- 1 Obstacles turbulences : In strong wind, leeward turbulences of trees can extend up to 200 meters.
- 2 Relief turbulences : Terrain irregularity along a slope or some edge modifying wind flow in a valley can produce severe turbulences.
- 3 Rotors : Beware of rotors existing lee side of a summit which can have a regular and permanent shape (have a look to mid and high level clouds for example)

## The «dust devil»



This low pressure air column runs erratically on the ground looking for air to feed and fill itself. «Dust devils» build more commonly from over warmed air in a «stable» air mass. As soon as it has been detected there's no other way to preserve ourselves from this spinning phenomenon than disconnecting from our wing.