SECTION 1 PRE-FLIGHT OPERATIONS AND TAKE-OFF		
Use of checklist, airmanship, control of sailplane by external visual reference, look-out procedures, etc. apply in all sections.		
a	Pre-flight sailplane (daily) inspection, documentation, NOTAM and weather briefing	
b	Verifying in-limits mass and balance and performance calculation	
c	Passenger briefing	
d	Sailplane servicing compliance	
e	Pre-take-off checks	
SECTION 2 LAUNCH METHOD		
Note: at least for one of the three launch methods all the mentioned items are fully exercised during the skill test.		
SECTION 2 (a) WINCH OR CAR LAUNCH		
A	Signals before and during launch, including messages to winch driver	
B	Initial roll and take-off climb	
C	Adequate profile of winch launch	
D	Launch failures (simulated)	
E	Situational awareness	
SECTION 2 (b) AEROTOW LAUNCH		
a	Signals before and during launch, including signals to or communications with tow plane pilot for any problems	
b	Initial roll and take-off climb	
c	Launch abandonment (simulation only or 'talk-through')	
d	Correct positioning during straight flight and turns	
e	Out of position and recovery	
f	Correct release from tow	
g	Lookout and airmanship through whole launch phase	
SECTION 2 (c) SELF LAUNCH (TMGs excluded)		
a	ATC compliance	
b	Aerodrome departure procedures	
c	Initial roll and take-off climb	
d	Simulated engine failure after take-off	
e	Engine shut down and stowage	
f	Lookout and airmanship through whole launch phase	
SECTION 3 GENERAL AIRWORK		
a	Maintain straight flight: attitude and speed control	
b	Steep (45 ° bank) turns, look-out procedures and collision avoidance	
c	Turning on to selected headings visually and with use of compass	
d	Flight at high angle of attack (critically low air speed)	
e	Clean stall and recovery	
f	Spin avoidance and recovery	
g	Local area navigation and awareness	
SECTION 4 CIRCUIT, APPROACH AND LANDING		
a	Aerodrome circuit joining procedure	
b	Collision avoidance: look-out procedures	
c	Pre-landing checks	
d	Circuit, approach control and landing	
e	Precision landing (simulation of out-landing: short field)	
f	Cross wind landing if suitable conditions available	