

# V-Speeds

## Take-Off

VEF (engine failure)  
 V1 (take-off decision, stop/go)  
 VR (rotation)  
 V2 (take-off safety, over screen)

## Aerodynamics

VS (stall)  
 VS<sub>1g</sub> (stall at 1g)  
 V<sub>md</sub> (minimum drag)  
 V<sub>mp</sub> (minimum power)

## Control

VMU (minimum unstick)  
 VLOF (lift off)  
 VMBE (max. brake energy)

VMC (minimum control)  
 VMCA (minimum control, air)  
 VMCG (minimum control, ground)

## Cruise

VA (maneuver)  
 VB (gust)  
 VC (cruise)  
 VMO (maximum operating)  
 VD (dive)

## Structure

VFE (max. for flaps extended)  
 VLE (max. for landing gear extending)  
 VLO (max. for landing gear operating)  
 VNE (never exceed)

## Landing

Performance  
 VX (best angle)  
 VY (best rate)  
 VBG (best glide)  
 VBE (best endurance)  
 VBR (best range)

V<sub>ref</sub> (landing reference)  
 VAPP (approach)  
**Note: V-speeds are IAS**  
[https://en.wikipedia.org/wiki/V\\_speeds](https://en.wikipedia.org/wiki/V_speeds)

Speed	Jet	Prop
VX (best angle)	V <sub>md</sub>	equation
VY (best rate)	equation	V <sub>mp</sub>
VBGT (best glide time)		V <sub>mp</sub> = 1/1.3161 V <sub>md</sub>
VBGA (best glide angle) = VBG		V <sub>md</sub>
VBE (best endurance)	V <sub>md</sub>	1/1.3161 V <sub>md</sub> = V <sub>mp</sub>
VBR (best range)	1.3161 V <sub>md</sub>	V <sub>md</sub>