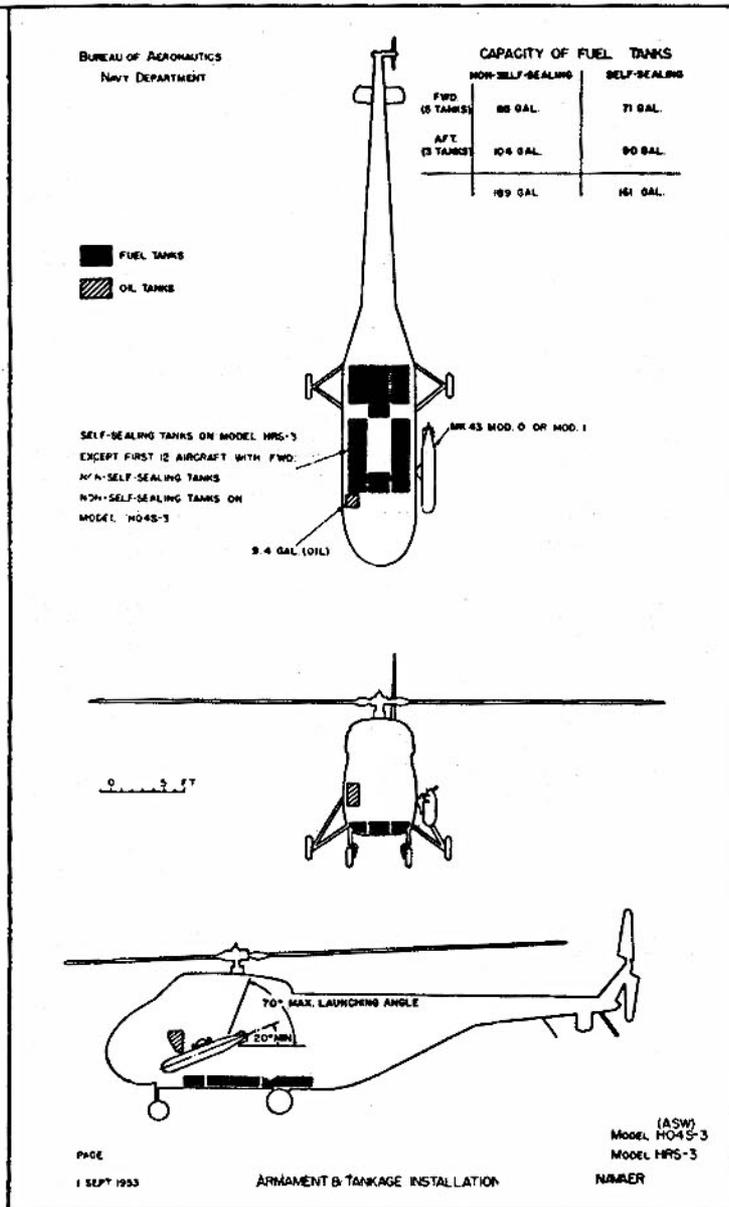
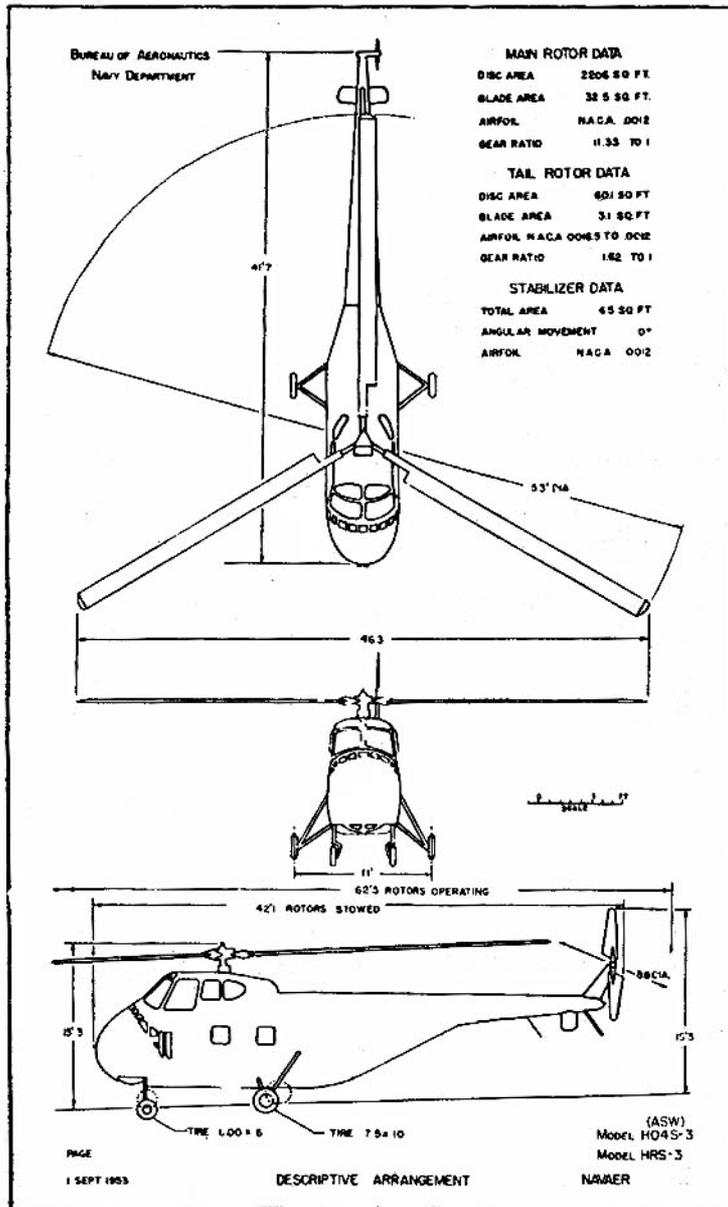




STANDARD AIRCRAFT CHARACTERISTICS
UH-19F



PERFORMANCE SUMMARY

TAKE-OFF LOADING CONDITION	(1) ASW SEARCH CREW 3 AN/AQS-4 Sonar	(2) ASW ATTACK CREW 2 1 MK 43 Mine			
TAKE-OFF WEIGHT	lb.	7,517	6,945		
Fuel	lb.	1,008	648		
Payload	lb.	--	375		
Disc loading	lb./sq.ft.	3.4	3.1		
Vertical rate of climb at S.L.	(A) fpm.	400	860		
Absolute hovering ceiling	(A) ft.	5,400	7,800		
Max. rate of climb at S.L.	(A) fpm.	1,230	1,450		
Service ceiling (100 fpm)	(A) ft.	14,800	17,400		
Speed at S.L.	(A) kn.	102	104		
Max. speed/altitude	(A) kn./ft.	107/5,700	108/5,700		
Combat range	n.mi.	270	180		
Average cruising speed	kn.	78	78		
Cruising altitude	ft.	S.L.	S.L.		
Combat radius	n.mi.	--	80		
Average cruising speed	kn.	--	85		
Search endurance	hrs.	2.7	--		
% NRP Req'd to hover at S.L., no wind		93	84		

NOTES

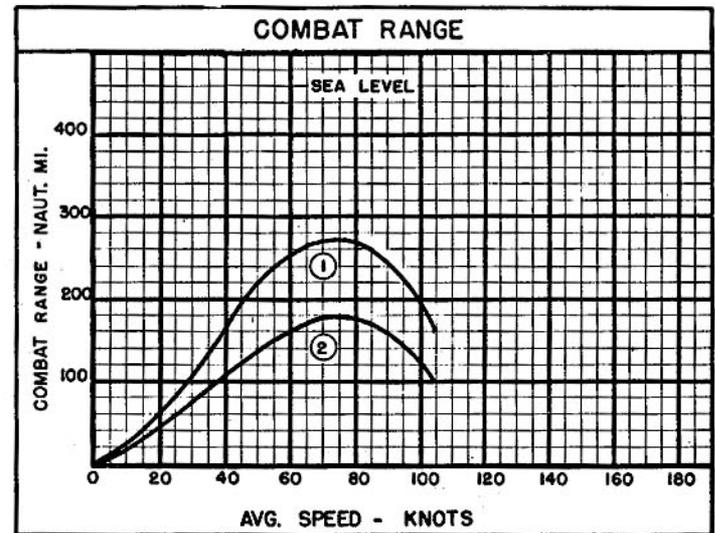
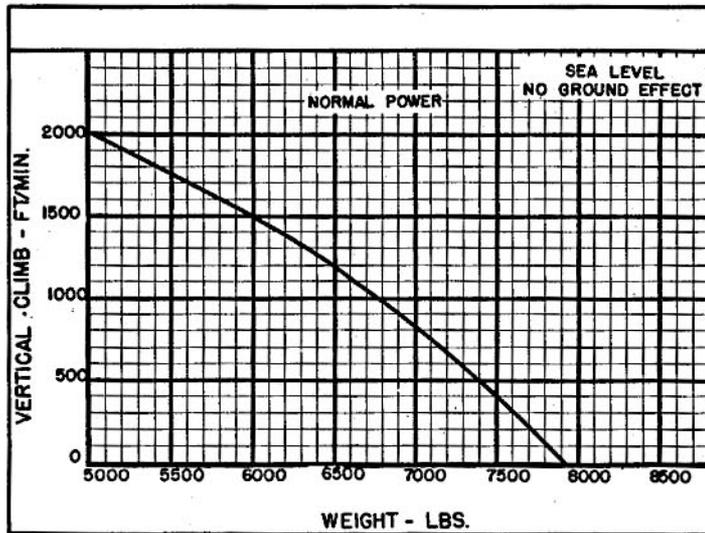
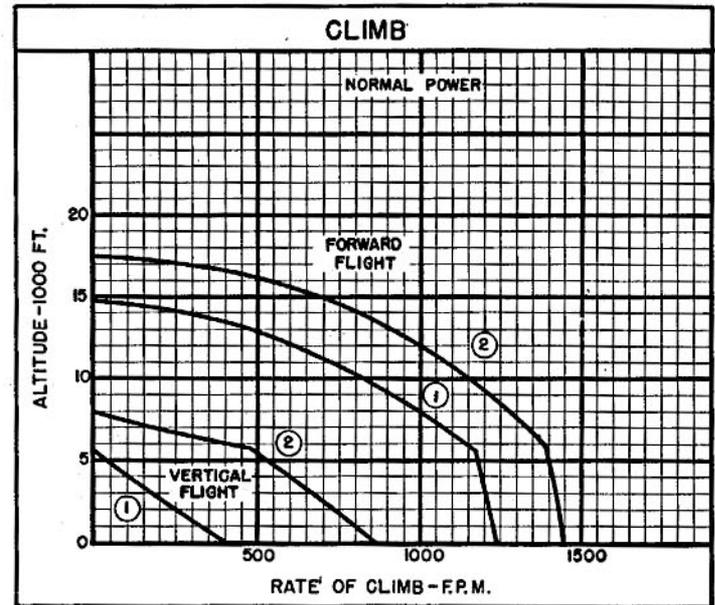
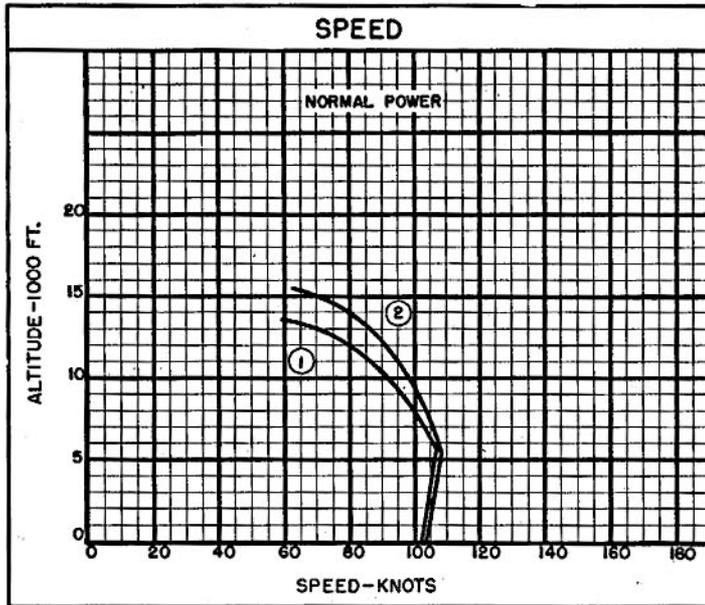
(A) Normal power.

 All performance is out of ground effect and in standard atmosphere (59°F).

PERFORMANCE BASIS: NATESTCEN flight test of the HRS-3 and HO4S-3S helicopters and
 Air Force flight test of the H-19B helicopter.

RANGE, RADIUS, AND ENDURANCE are based on NATESTCEN fuel consumption tests data
 increased by 5% and allowing fuel for warm-up and take-off (5 minutes at NRP) and a
 10% fuel reserve. 2,400 engine rpm is used at all airspeeds.

Power is limited to a maximum value of 700 BHP by helicopter transmission capacity.
 Engine is limited to 2400 rpm.



○ LOADING CONDITION COLUMN NUMBER

NOTES

Empty and Basic weight values shown are for the ASW attack version. The addition of electronic equipment for the ASW search version increases the empty weight to 5,687 pounds and the basic weight to 5,759 pounds.

ASW SEARCH ENDURANCE PROBLEM

WARM-UP AND TAKE-OFF: 5 minutes at NRP.
CRUISE: At speed for long range 40% of time at sea level.
HOVER: Out of ground effect 60% of time at sea level.
RESERVE: 10% of initial fuel load.

SEARCH ENDURANCE = CRUISE TIME + HOVER TIME

ASW ATTACK COMBAT RADIUS PROBLEM

WARM-UP AND TAKE-OFF: 5 minutes at NRP.
CRUISE TO TARGET: At airspeed for 80% NRP at sea level.
DROP MINE
RETURN CRUISE: At speed for maximum range at sea level.
RESERVE: 10% of initial fuel load.

COMBAT RADIUS = CRUISE DISTANCE FROM START OF CRUISE TO TARGET