

**Workshop**

**Reg. EU No 83/2014 - EASA Flight Time Limitations**

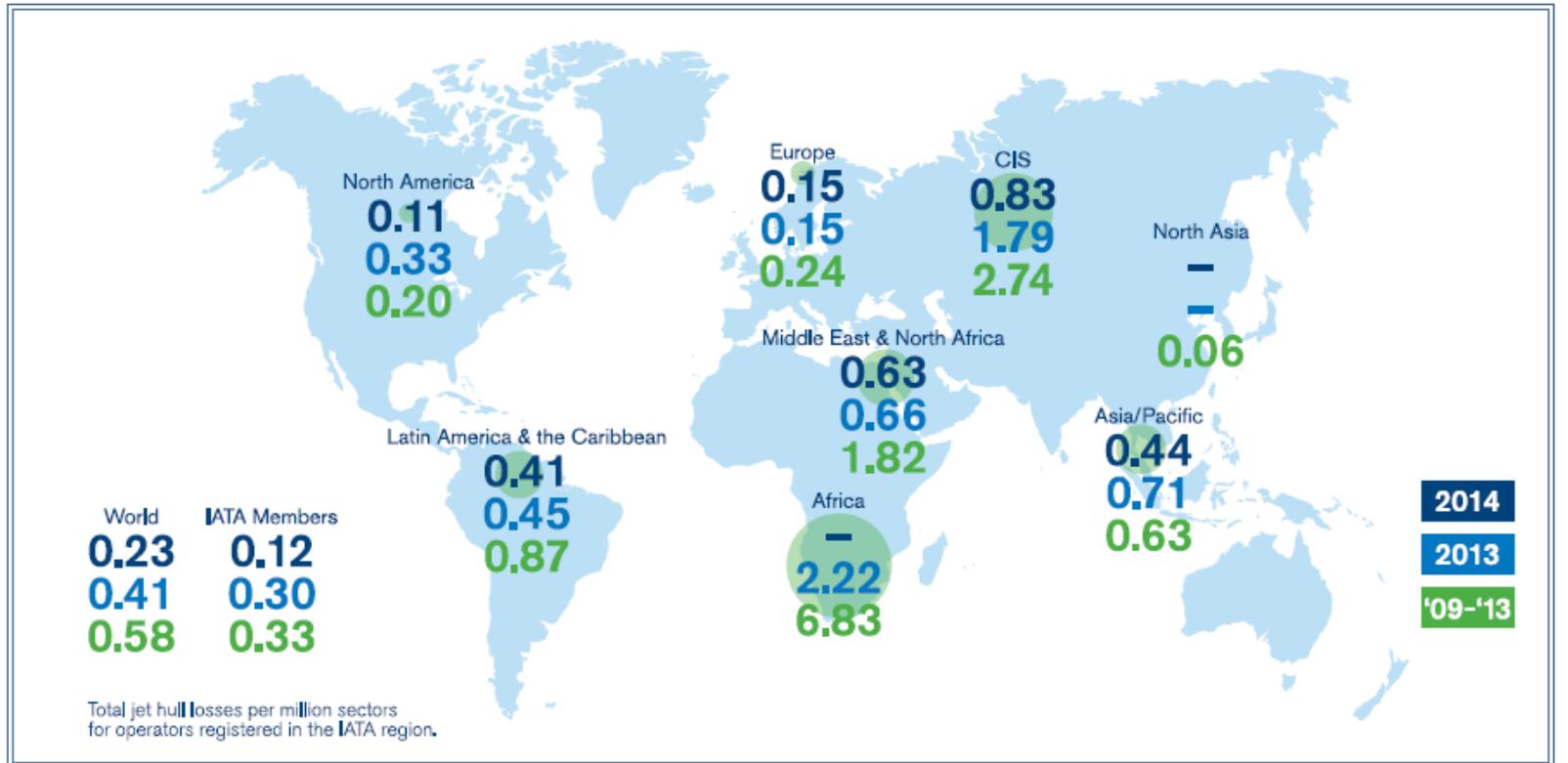
# ***“The new scenario”***

**Alitalia Training Center  
Fiumicino, 12 June 2015**

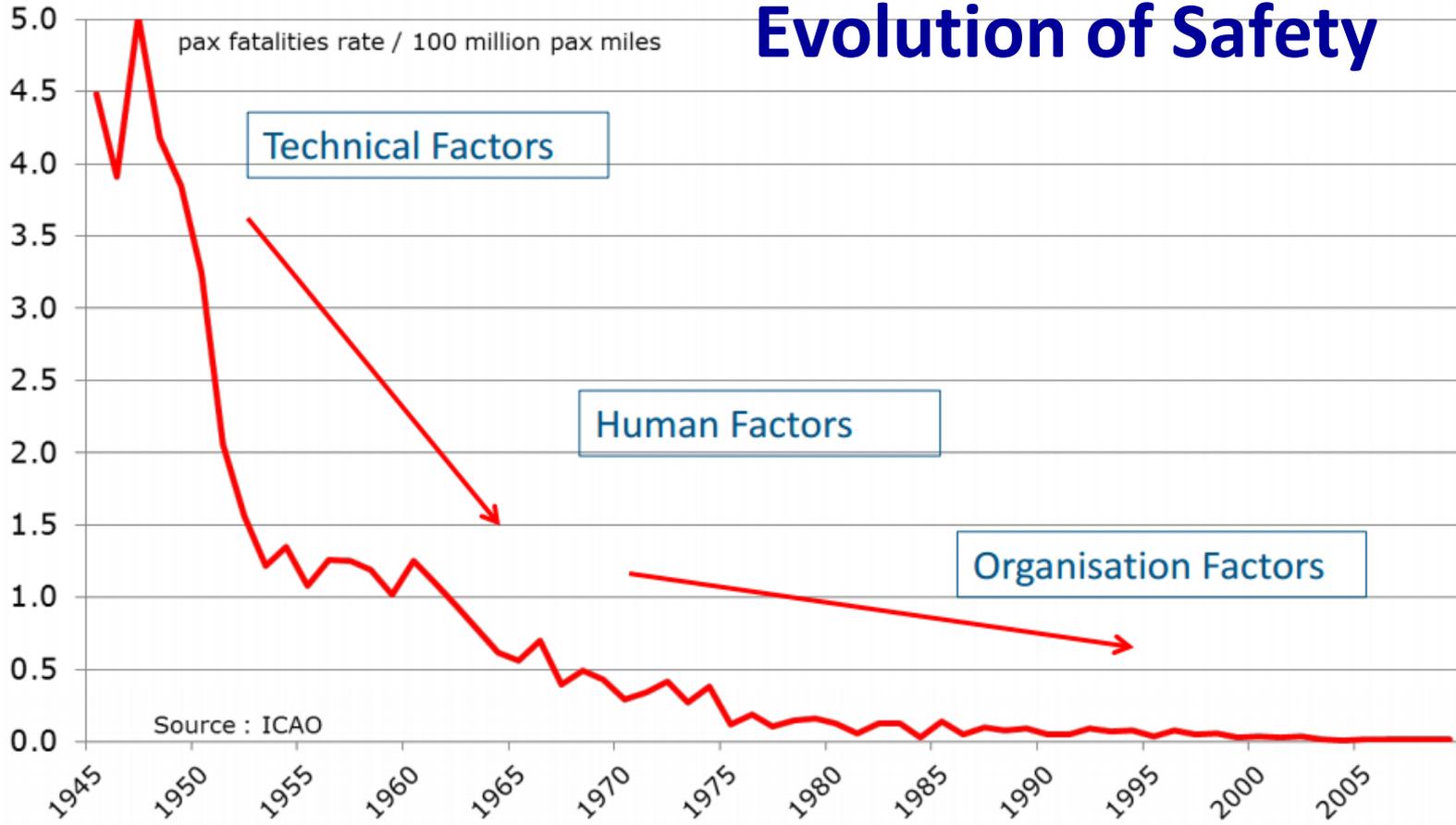
***Ing. Benedetto Marasà  
E.N.A.C. Deputy Director General***

# Safety – Fatal Accident Rate

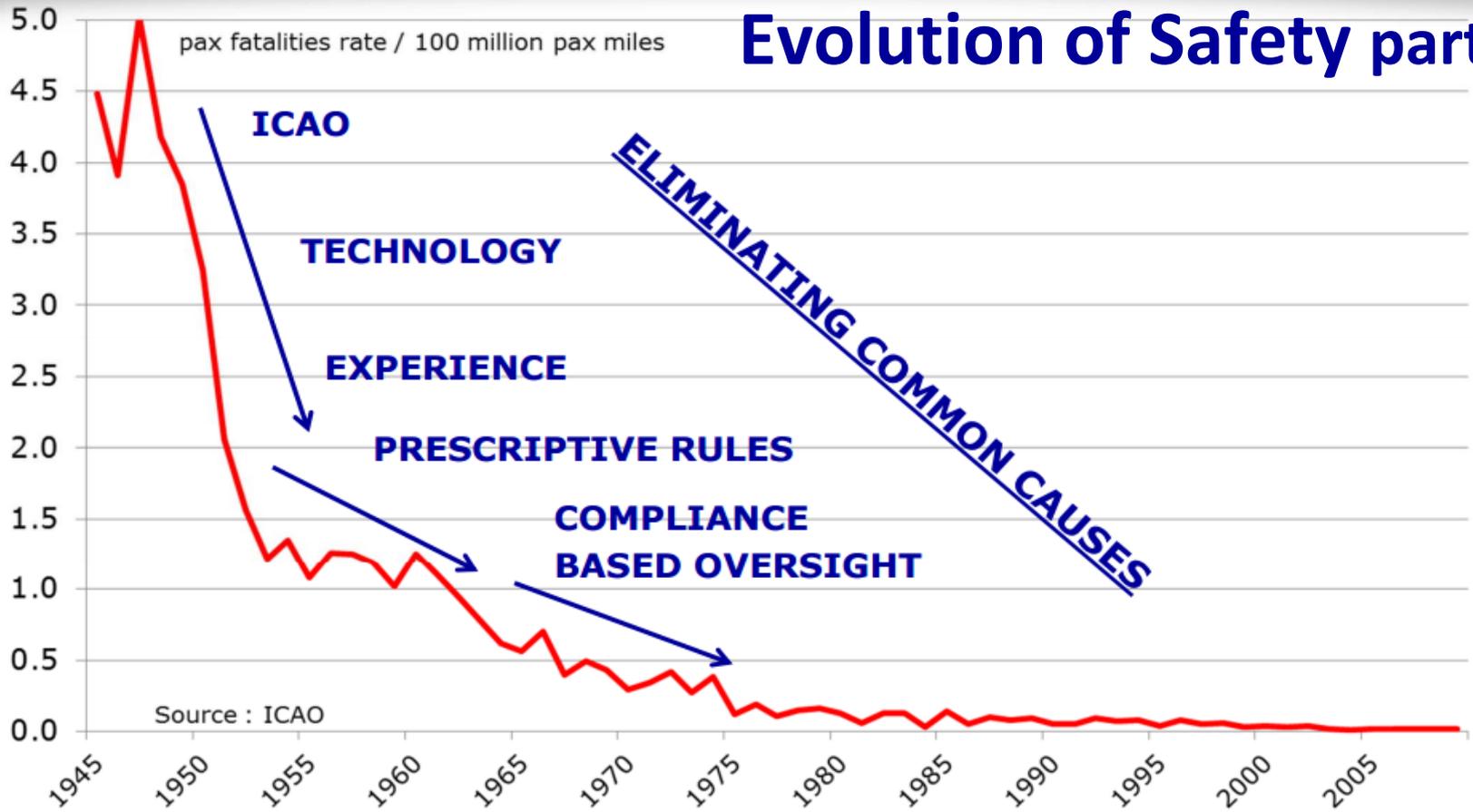
(IATA Safety Report 2014)



# Evolution of Safety



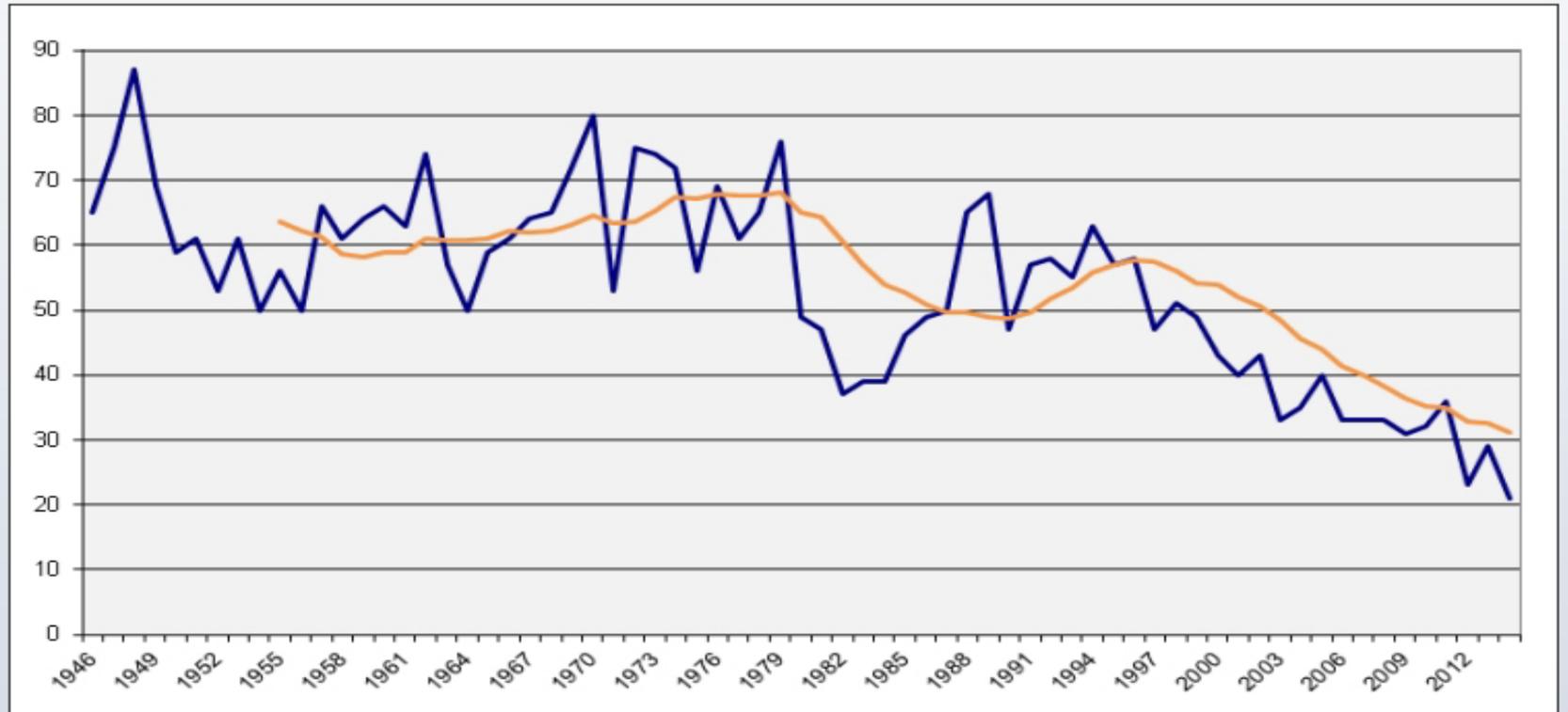
# Evolution of Safety part II



# Safety – Trend

(Flight Safety Foundation – Aviation Safety Network)

Fatal accidents per year (moving ten-year average in orange)



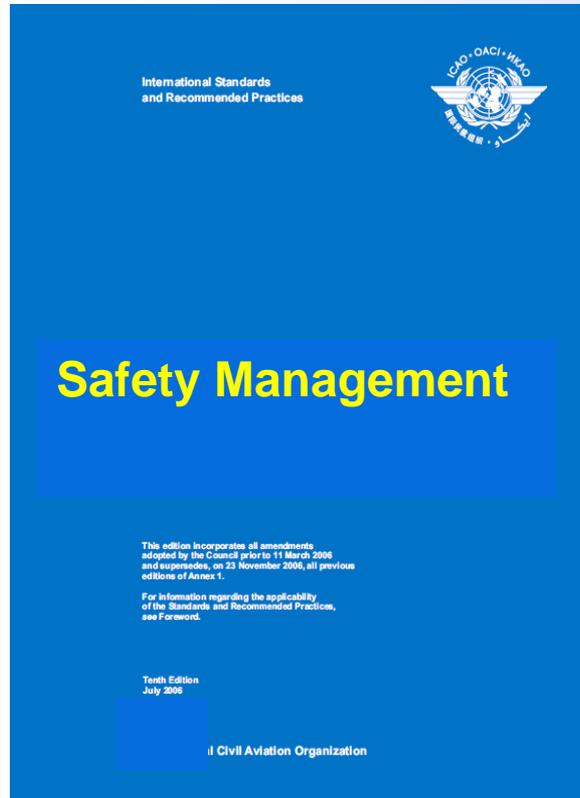
# Approach to Safety

- **Traditional (Reactive)** – Accident/serious incident investigation
  - Aviation system performs most of the time as per design specifications (base line performance)
  - Compliance based
  - Outcome oriented (accident rate)
- **Evolving (Proactive)**– Safety management
  - Aviation system does not perform most of the time as per design specifications (practical drift)
  - Performance based
  - Process oriented (safety measurement)



# The European framework: UE ed EASA

ICAO Annex 19



EU Regul.



EASA CS, AMC & GM



# Hard law / Soft law

The NEW approach :

- Place essential safety elements in the rules (IR)

***“Hard Law”***

- Leave non-essential implementation aspects to Certification Specifications (CS) or Acceptable Means of Compliance (AMC)

***“Soft Law”***

Despite their non-binding nature, the **CS** and **AMC** play an important role in providing sufficient flexibility in the implementation of the EU requirements.



# Safety Oversight: Prescriptive vs Performance Based

**A prescriptive environment establishes “what” shall be reached and “how”**

**Ex:** An operator shall not conduct **fuelling procedures** when passengers are embarking, on board or disembarking

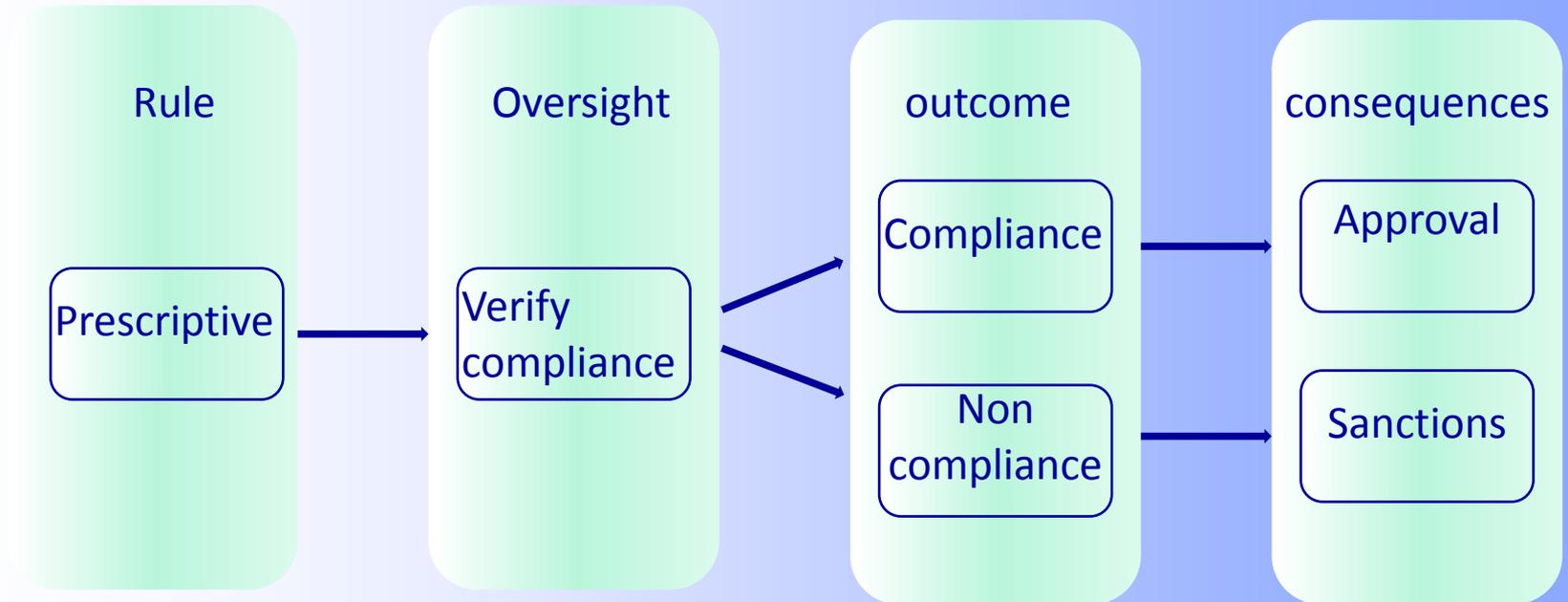
**A performance based environment establishes “what” but is flexible on “how”**

**Ex:** An operator shall establish **procedures for the protection** against fire during fuelling operations



# Compliance vs Performance Based Oversight

## “Compliance Based” system



# Compliance vs Performance Based Oversight

## “Performance Based” system

