

Workshop

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

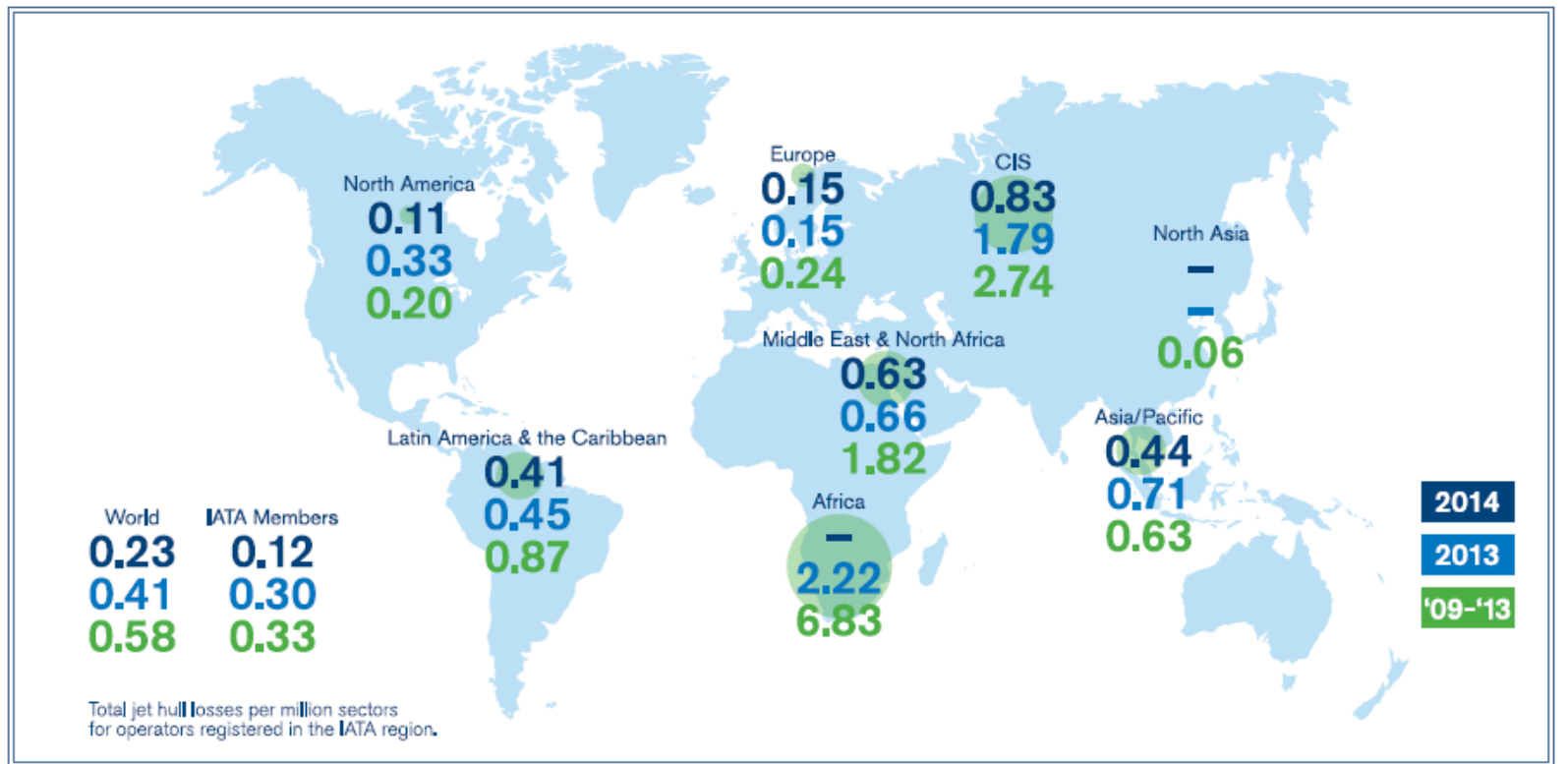
“The new scenario”

Alitalia Training Center
Fiumicino, 12 June 2015

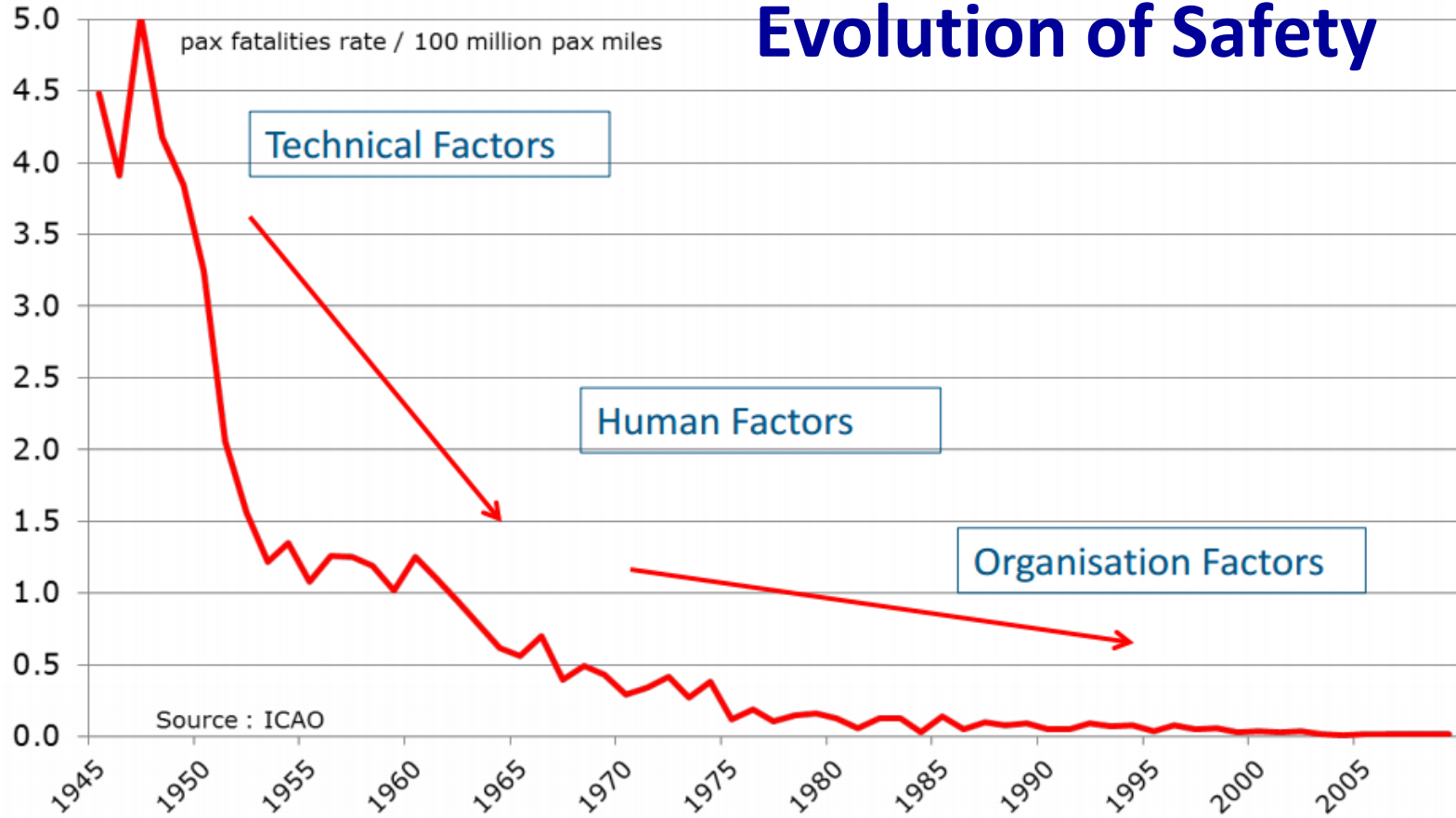
Ing. Benedetto Marasà
E.N.A.C. Deputy Director General

Safety – Fatal Accident Rate

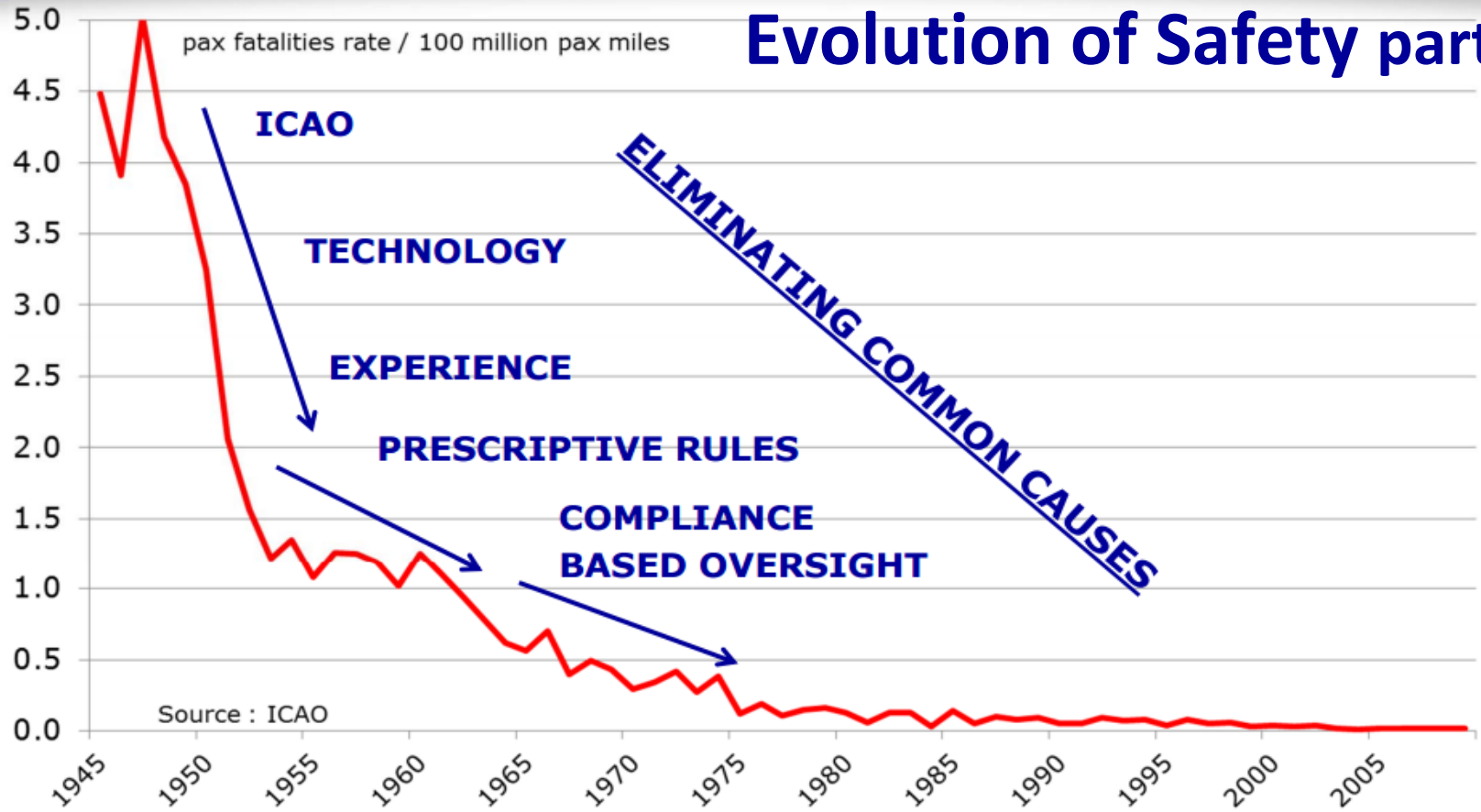
(IATA Safety Report 2014)



Evolution of Safety



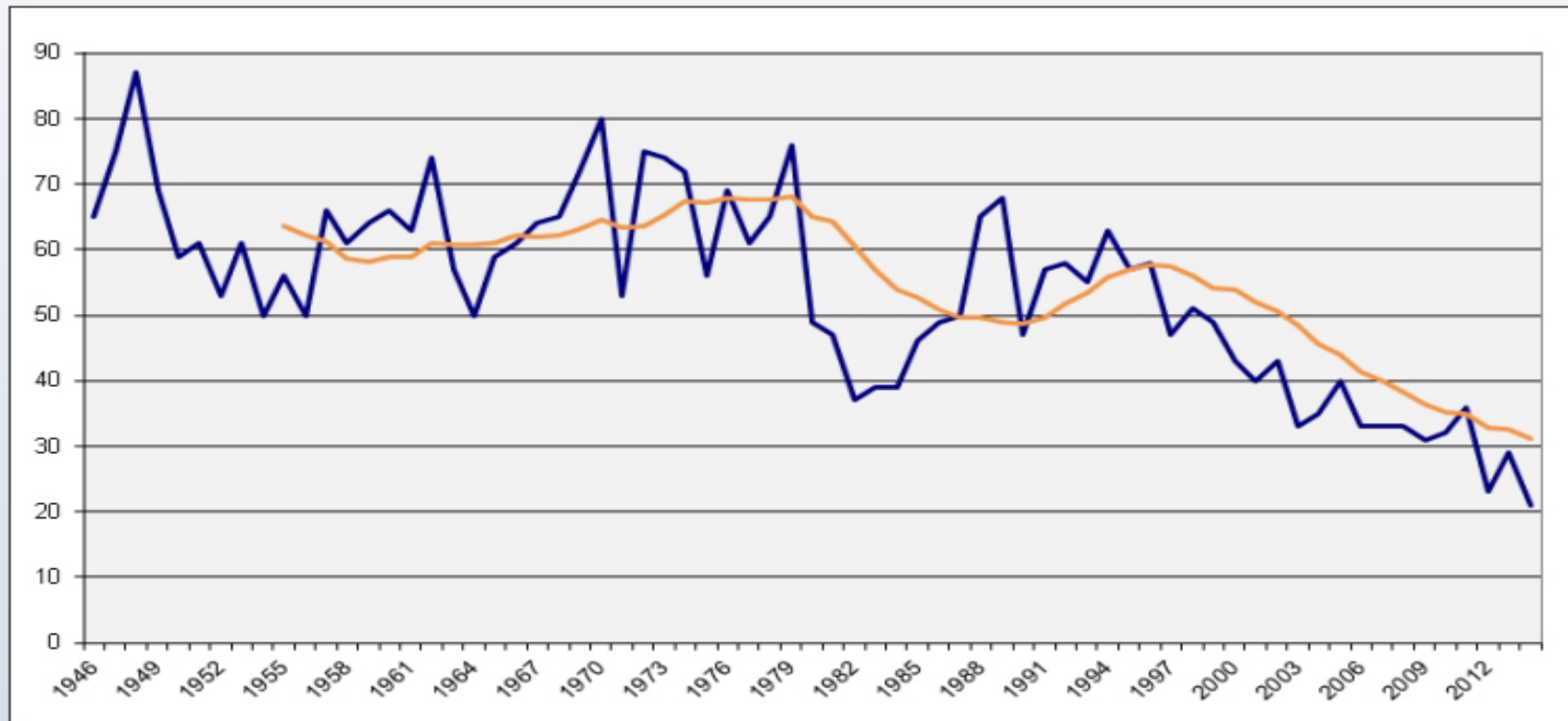
Evolution of Safety part II



Safety – Trend

(Flight Safety Foundation – Aviation Safety Network)

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



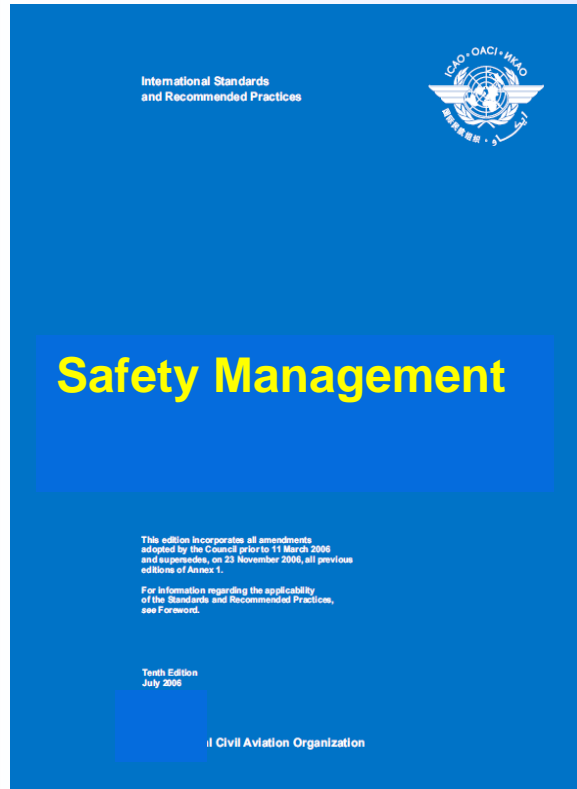
Approach to Safety

- **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

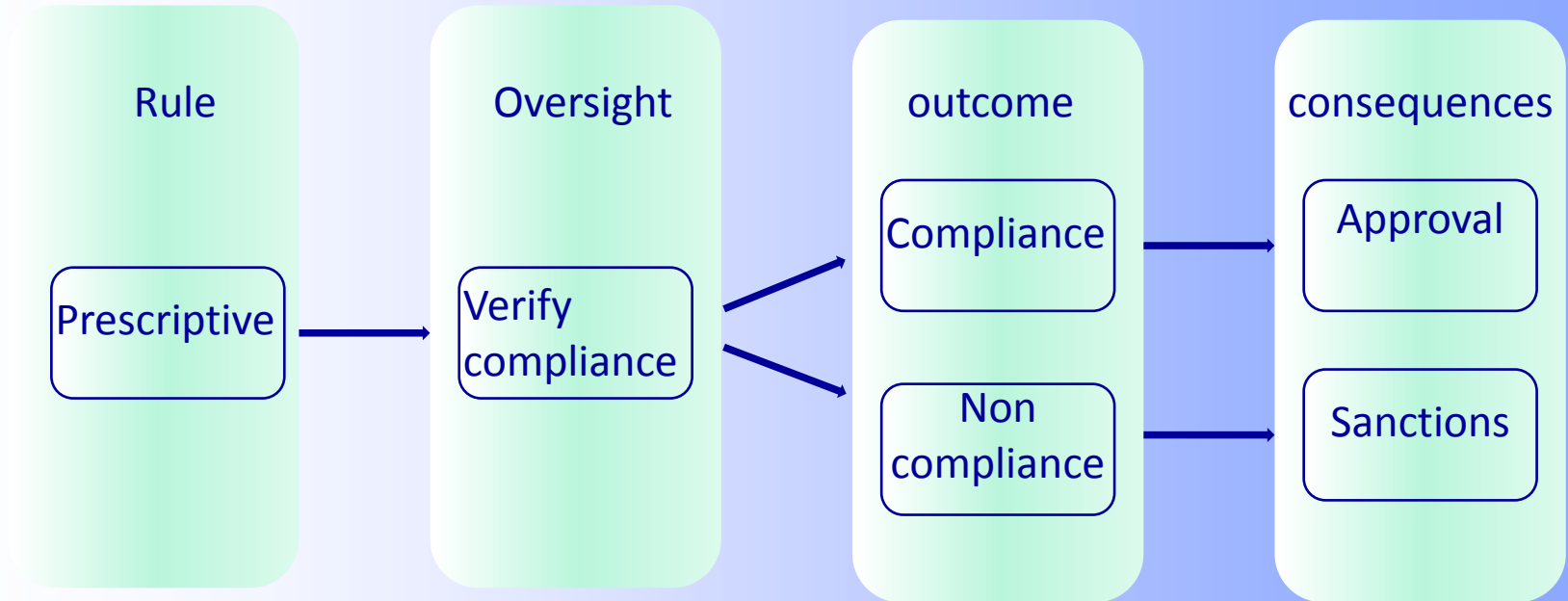
A performance based environment establishes “what” but is flexible on “how”

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

