

SAA Helicopter Hovering Competency - Flight Components

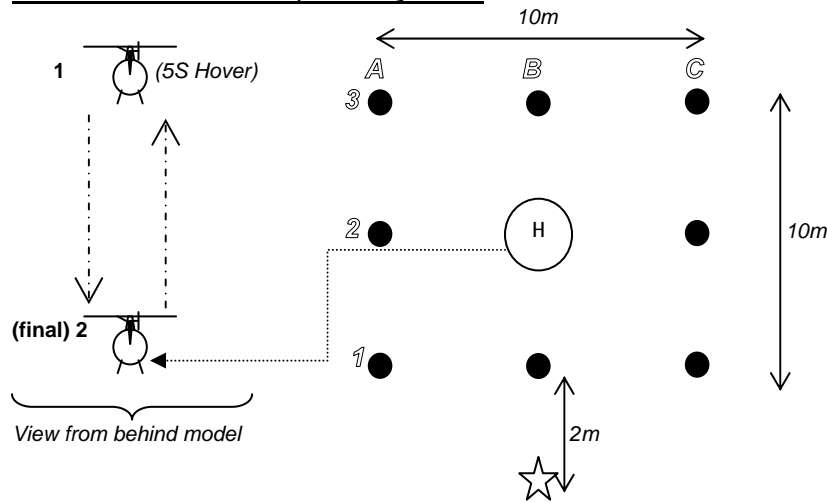
KEY: Pilots Stance:

Rear View:

Top View:

Side View:

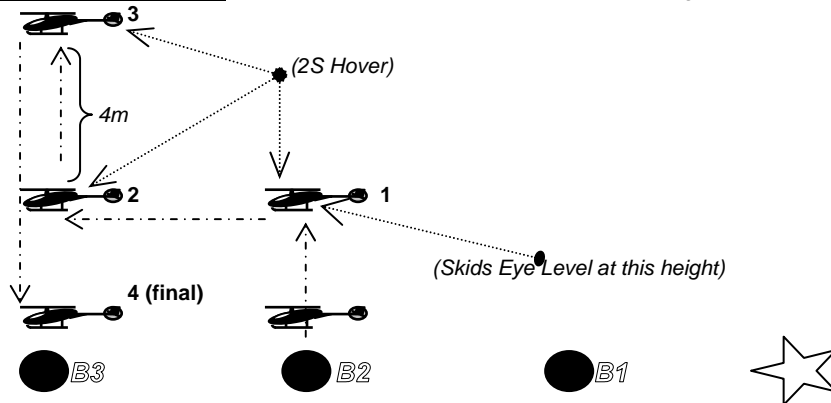
1. Take Off 5 Second Hover, Skids Eye level



Notes

- Model expected to hover over centre marker (B2) and land on same marker.
- Tail towards pilot at all times.

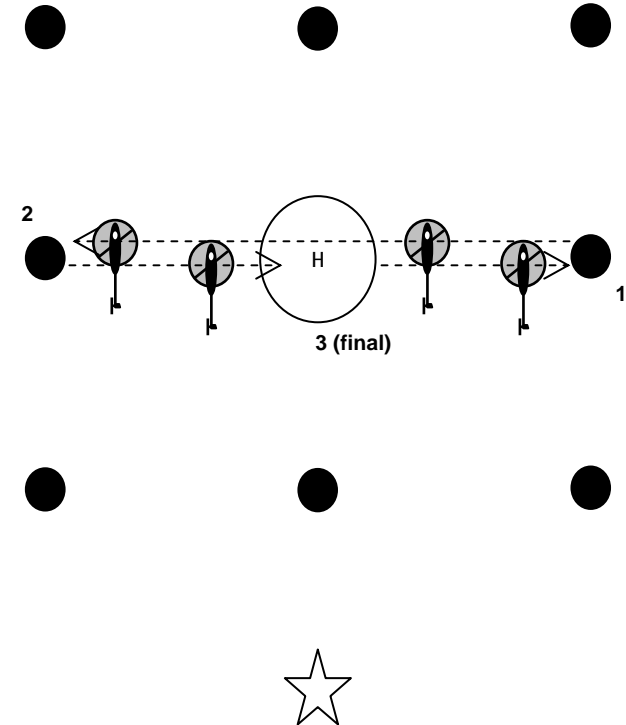
2. Perform a Vertical H (Vertical plane, side view from left side of grid)



Notes

- Schedule finishes on (B3), but pilot has option of rearward flight to land on centre marker (B2) to commence next manoeuvre.
- Tail towards pilot at all times.
- All manoeuvres between points are direct lines, off set is shown to improve clarity

3. Sideways Flight (Horizontal plane, viewed from above)



Notes

- Schedule starts and finishes on (B2).
- After take off an initial two second hover is required over B2 followed by helicopter transit to C2; A2; B2 and is expected to hover for two seconds at each marker prior to next transition.
- Skids must be eye level at all times during hovering and transition between markers.
- Tail towards pilot at all times.
- All manoeuvres between points are direct lines, off set is shown to improve clarity