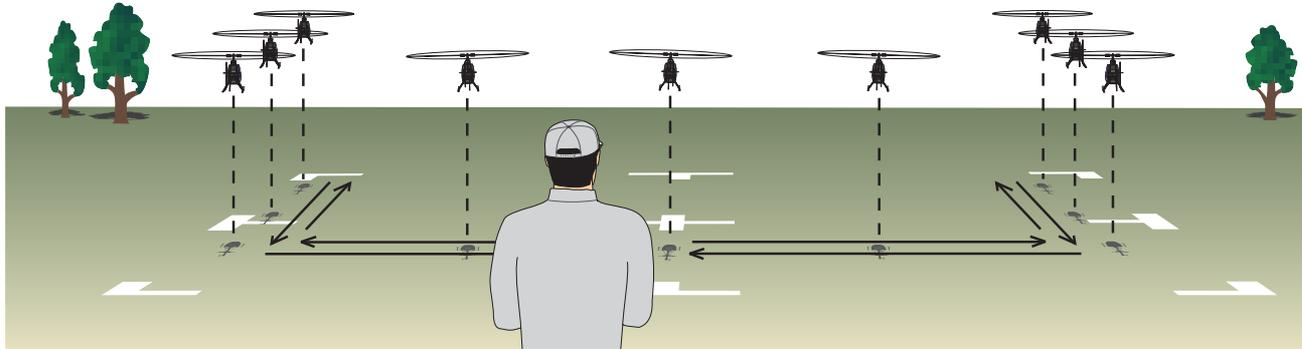
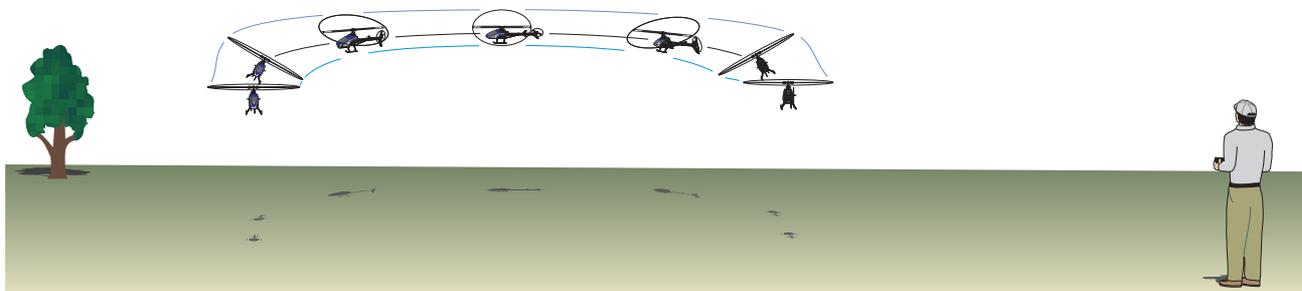


Pre-Flight Ground School



Basic Maneuvering Procedure Turns Recovery & Auto-Rotation

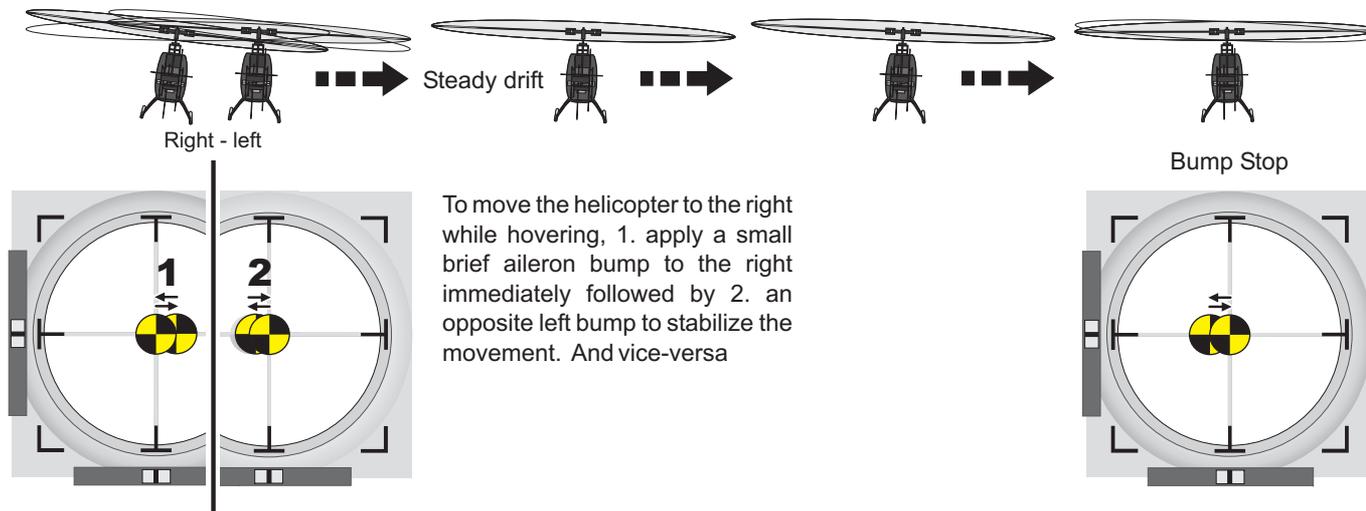


Basic Maneuvering During Hover

Maneuvering a collective pitch helicopter takes the analogy comparing heli flying to balancing a marble on top of a bowling ball to a whole new level, but it's made less challenging when you understand the proper control techniques beforehand: Starting from a stationary hover, the technique required to move a helicopter left or right, forward or backward, is to tilt the heli with a small brief bump and then immediately apply a small opposite bump to prevent the heli from moving too quickly.

Novice pilots must fight the urge to hold in the input until seeing the heli moving since that would result in a very rapid movement and sharp drop toward the ground as a consequence of tilting the rotor disk more than several degrees. Instead, **(1)** input a brief bump to start a trend, **(2)** then immediately apply a small opposite bump before the movement escalates. If it turns out that the movement is too slow, simply repeat the **1-2** bump-counter bump procedure.

Fine tune the direction of the movement by briefly bumping the right control stick, use the rudder to maintain the same body orientation throughout, and continue nudging the throttle to maintain the same height. To stop the movement, input a small brief bump and start making corrections to maintain a stationary hover with an eye on the body of the heli.



KPTR: Change the location of the hover by initiating movement with a small brief bump immediately followed by an opposite counter bump to keep the heli from moving too fast.