[HoverPosition == true]

[Chopper.Y >= HoverLocation1.Y]

[delay <= 0.0]

[delay <= 0.0 && Chopper.Z != HoverLocation2.Z]

[Chopper.Y <= LandingPad.Y]

[delay <= 0.0 && Landed == false]

**Forward**

**Land**

**Hover**

**TakeOff**

**Idle**