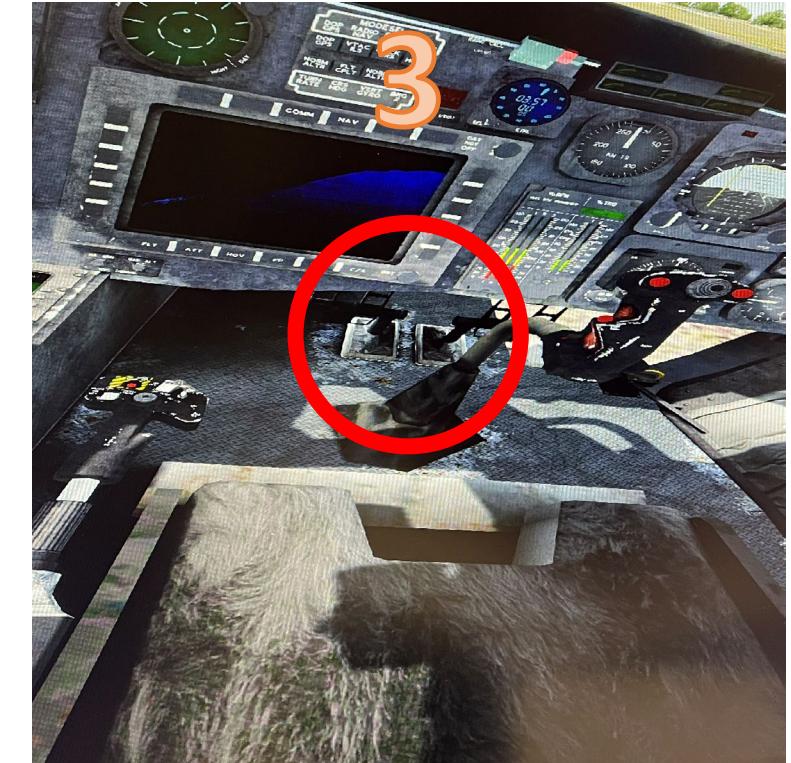


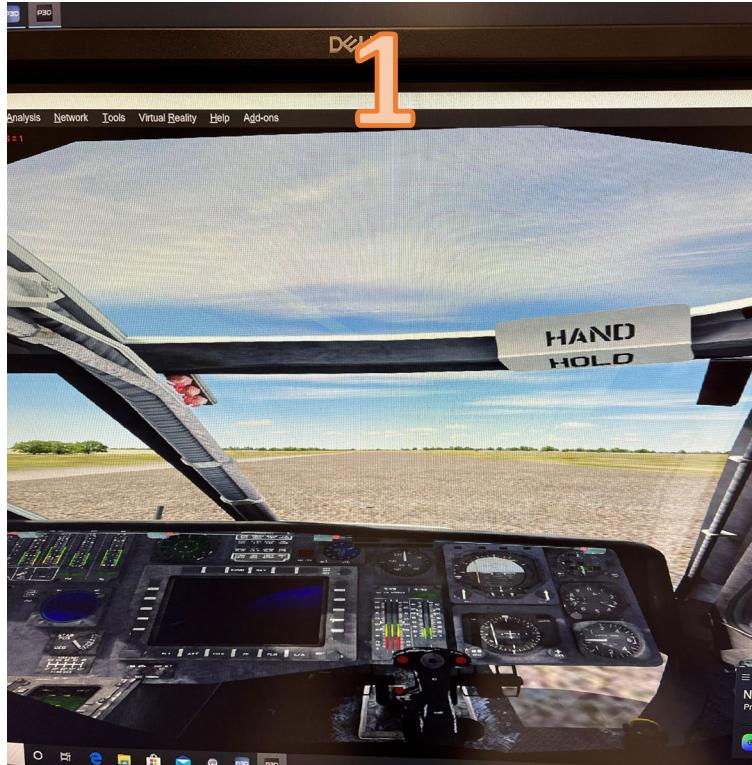
Flight Control Orientation

1. Between your legs you will find the cyclic control. This control enables to pilot to control pitch and vertical movement.
2. On your left, next to your leg, you can find the collective which is used to control power inputs and ultimately controls your accent and decent rates.
3. The pedals, located near both your left and right feet, are used to control yaw while in flight and will be instrumental in controlling the heading during take off and landing.



VMC Takeoff

1. Maintain takeoff heading ± 10 degrees below 50 feet above ground level (AGL) or until clear of obstacles.
2. Maintain desired ground track. For this exercise it will be takeoff heading until turn to crosswind.
3. Maintain aircraft in trim above 50 feet AGL or as appropriate for obstacle clearance or transition to terrain flight. Upon transition to traffic pattern flight maintain prescribed altitude.



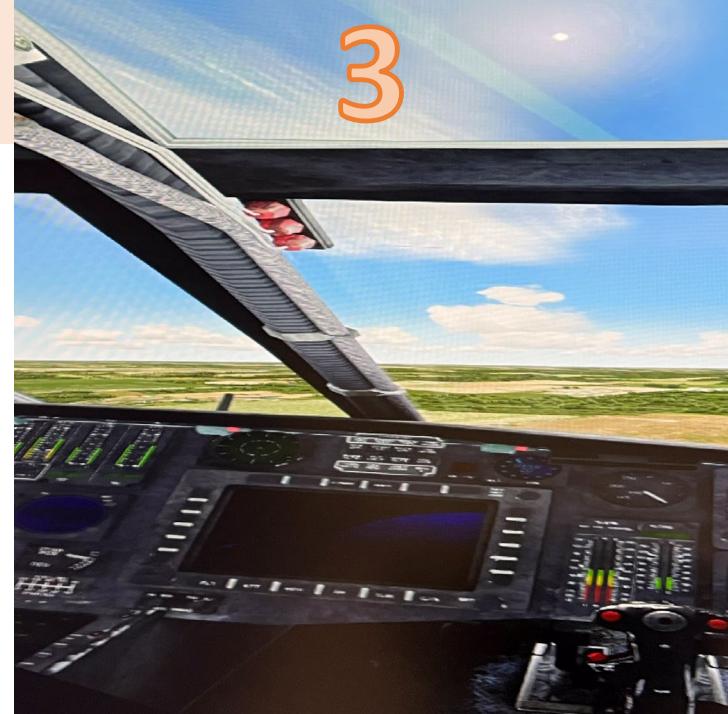
1



Traffic Pattern Flight

- Turns: Rollout on desired heading ± 10 degrees.
- Climbs/Descents: Stop climb/descent at desired altitude ± 100 feet. For this scenario traffic pattern altitude is 1,000ft.
- Comply with all ATC directives.

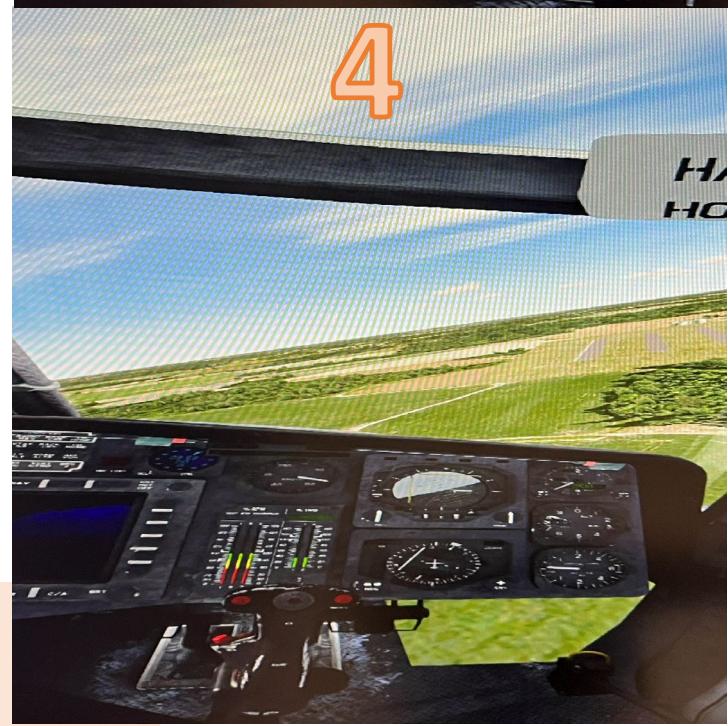
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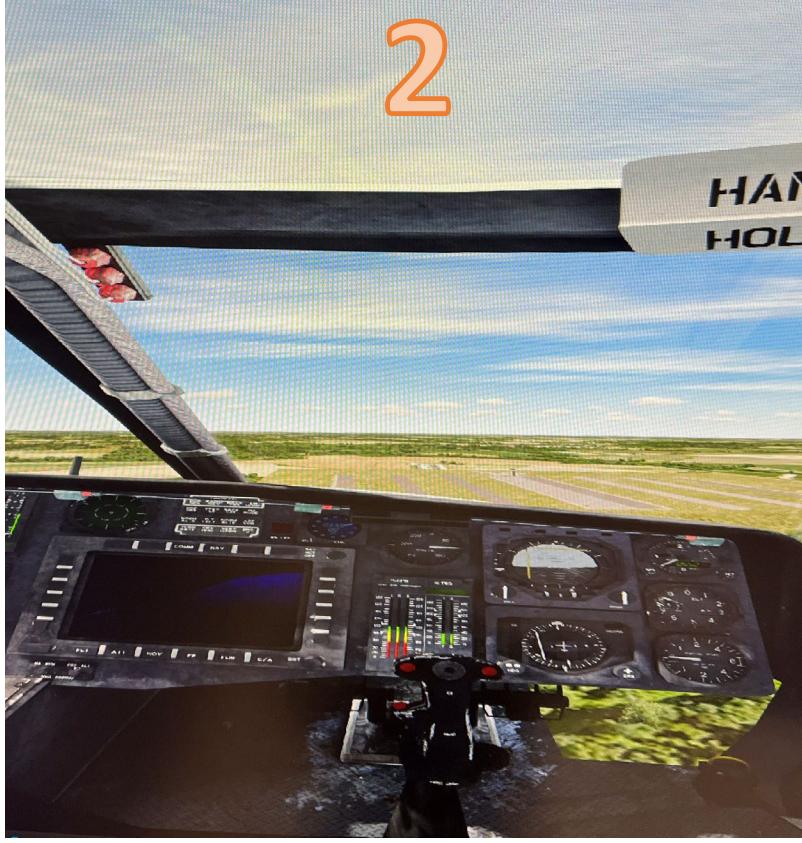


VR Representation

1. Crosswind
2. Downwind after altitude level off
3. Base prior to turn to final
4. Start of final approach

4





VMC Approach

1. Maintain a constant approach angle clear of obstacles to desired point of termination (hover) or touchdown. For this scenario you will terminate to the ground under power conditions. Pic 1 shows the start of Final Approach in VR.
2. Maintain ground track alignment with the landing direction, as appropriate. Pic 2 shows midpoint on Final Approach in VR.
3. Align aircraft with landing direction below 50 feet or as appropriate for transition from terrain flight. Pic 3 shows Final Approach at 50ft in VR.

Landing Terminate to the Ground

- Perform a smooth and controlled termination to a hover or touchdown to the surface.

1. Pic 1 Illustrates over threshold in VR.
2. Pic 2 Illustrates termination to the ground in VR.

