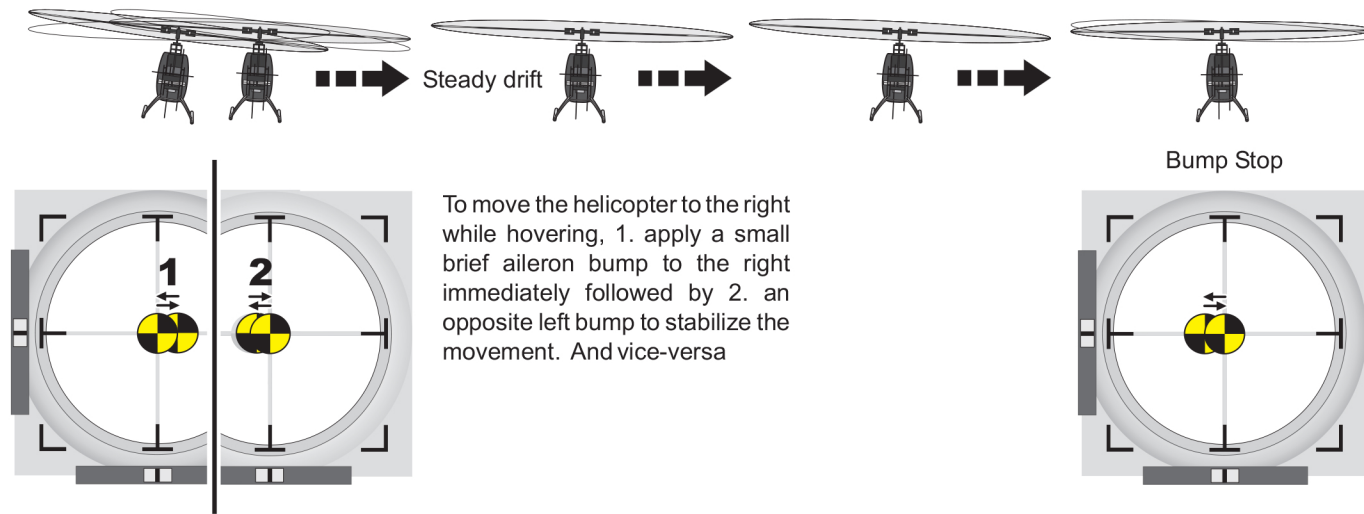


Basic Maneuvering During Hover

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.

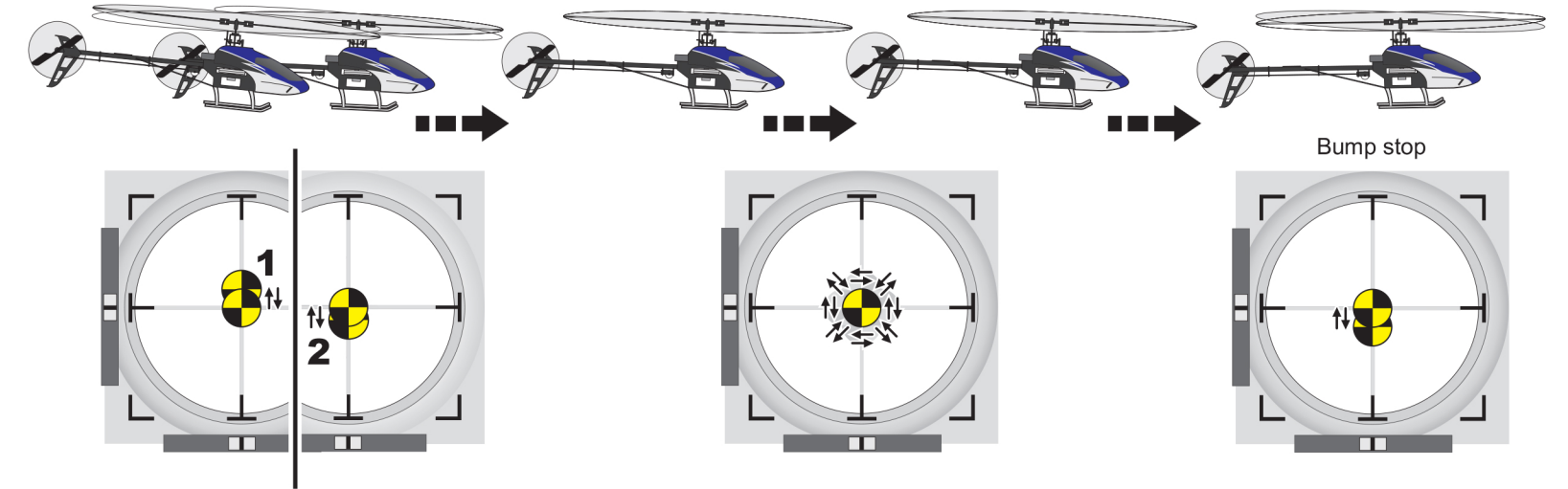
Fine tune the direction of the movement by briefly bumping the right control stick, use the rudder to maintain the same body orientation throughout, and continue nudging the throttle to maintain the same height. To stop the movement, input a small brief bump and start making corrections to maintain a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

Moving Forward During Hover

To move forward or backward while hovering, tilt the heli with a small brief bump of elevator immediately followed by an opposite bump to keep the heli from moving too quickly. Nudge the throttle to control height and use tiny bumps to fine tune the speed and direction of the movement until it's time to stop with a bump of elevator.



Note: The technique used to move a highly stable fixed pitch heli is slightly different than that used to move a collective pitch heli; A pilot still initiates the movement by tilting the heli with a small bump, however, the helicopter will gradually return to level on its own. There's certainly no harm to inputting an opposite bump after the initial bump, and it's good to get experience with the technique required to reposition a collective pitch heli, but inputting a counter bump after the initial bump isn't mandatory with entry level helis.

Once again, this training program mainly emphasizes the control techniques required to fly more agile collective pitch helis, with the understanding that learning the techniques required to fly a collective pitch heli in a sim will make flying a highly stable fixed pitch seem like child's play in the real world.

KPTR: Once the movement has begun, fine tune the pace and flight path with tiny bumps.