

## RCHN PPP Level 3: Intermediate Sport (30 Maneuvers/55 Cumulative)

Maneuver ID	Title	Description	Variations
3.0	Level 2	Complete Levels 1-2.	N/A
3.1	Stationary Hover (Nose-In)	Hold a stationary nose-in hover with minimal vertical or lateral movement and hold for 1 minute.	N/A
3.2	Take-Off (Nose-In)	Starting from a nose-in orientation, take off straight up from the landing area with a constant rate of climb and minimal lateral movement. Come to a complete stop at a height of approximately 3 feet (1 meter) with minimal vertical and lateral movement.	N/A
3.3	Constant-Heading Circle (Nose-In)	From landing area take-off into nose-in orientation, hover for 5 seconds, move the model forward (away from pilot) 15 feet (5 meters) and then move the model in a clockwise circle 30 feet (10 meters) in diameter while keeping the model in the nose-in orientation. Stop where you began the circle and hover for 5 seconds, then move backward to the landing area and hover for 5 seconds before landing nose-in with skids completely within the landing area. Repeat the same maneuver in a counter-clockwise manner.	N/A
3.4	Landing (Nose-In)	From a stationary nose-in hover, land while still nose-in with the skids completely within the landing area.	N/A
3.5	540-Degree Stall Turn	From straight and level flight from right to left (left-side stall turn), pull the model vertical with a smooth input of backward elevator until the nose is pointing perpendicular to the horizon. When the model stops climbing, rotate the nose of the model 540 degrees left and allow the model to fall the same distance that it climbed before pulling back into straight and level flight. Repeat a left-side stall turn with a right pirouette and a right-side stall turn with left and right pirouettes.	Left-Side/Left-Piro, Left-Side/Right-Piro, Right-Side/Left-Piro, Right-Side/Right-Piro
3.6	Traveling Rolls	From straight and level flight from right to left (left-side roll), execute a 360-degree roll to the left. Ensure that the model roles on its long axis rather than in a corkscrew (barrel roll). Repeat with other three variations.	Left-Side/Left-Roll, Left-Side/Right-Roll, Right-Side/Left-Roll, Right-Side/Right-Roll
3.7	Loop with Pirouette at Top	Start by performing an inside loop as described in 2.7, but when the model is inverted and at the top of the loop, perform a 360-degree left pirouette and then complete the loop. The loop should remain parallel to the flight line at all times during the maneuver. Repeat with other three variations.	Left-Side/Left-Piro, Left-Side/Right-Piro, Right-Side/Left-Piro, Right-Side/Right-Piro
3.8	Immelmann	With the model flying straight and level from right to left, perform a 1/2 loop to inverted and then perform a 1/2 roll to upright. Then continue flying straight and level after the roll. Repeat from left to right and with both right and left rolls.	Left-Side/Left-Roll, Left-Side/Right-Roll, Right-Side/Left-Roll, Right-Side/Right-Roll
3.9	1/2 Cuban 8	With the model flying straight and level from right to left, perform a 5/8 loop to inverted on a 45-degree angled downline and then perform a 1/2 roll to upright. Then level the model and continue flying straight and level after the roll. Repeat from left to right and with both right and left rolls.	Left-Side/Left-Roll, Left-Side/Right-Roll, Right-Side/Left-Roll, Right-Side/Right-Roll
3.10	Flying Circle	Starting from a tail-in hover, rotate the model 90 degrees to a left side-in orientation and fly in a circle back to the starting point while maintaining constant altitude and speed. Repeat in counter-clockwise direction.	CW, CCW
3.11	Center-Heading Figure 8	Starting from an eye-level hover, move the model out to a SAFE distance and height. While maintaining constant altitude, speed, and heading, begin a circle to the right with the tail pointing to the center of the circle. As the model reaches the starting point, continue moving, but in the opposite direction with the nose pointing to the center of the circle. Repeat starting the circle to the left.	CW, CCW

3.12	Autorotation Landing	Starting from an altitude of no less than 60 feet (20 meters) and on a heading parallel to the flight line, start the autorotation. Maintain a smooth and constant rate of descent directly to a 6-foot (2-meter) landing circle located 20 feet (6 meters) in front of you. The skids of the model must be entirely within the landing circle. The maneuver must be done starting from the right and from the left of the pilot.	Left, Right
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