

Level VII is an advanced level of proficiency and completion of this level takes the pilot to the level of a pilot capable of performing beyond the basics of Pirouetting. Intrinsic to this level is successfully completing all components of the previous levels then advancing to the ability to control the Helicopter in these new orientations. Please use extreme caution when performing these advanced maneuvers the pilots and spectators' safety is of utmost importance.

**Notes: To get credit for a maneuver all required variations must be demonstrated.**

For these maneuvers the direction of the pirouettes are not specified and it is up to the pilot to determine the direction of rotation.

**Maneuver Description**

A. Completed Levels I, II, III, IV, V, & VI

B. Pirouetting Inside Loop (2 required variations)

1. With the helicopter flying from right to left; start pirouetting the helicopter; as it passes in front of the pilot execute one (1) inside loop while pirouetting. Time the input of the cyclic & collective commands such that the helicopter's path is that of a loop.
2. Exit by flying away straight and level while continuing to pirouette.
3. Repeat the above, but flying from left to right.

C. Pirouetting Roll (4 required variations)

1. With the helicopter flying from right to left, start pirouetting, before the helicopter passes in front of the pilot start a roll away from the pilot, while pirouetting. The helicopter should be inverted as it passes in front of the pilot. Time the input of the cyclic & collective commands such that the helicopter maintains constant altitude, heading, and speed.
2. Exit by completing the roll and fly away straight and level while continuing to pirouette.
3. Repeat the above, but roll toward the pilot.
4. Repeat both of the above, but flying from left to right.

D. Stationary Pirouetting Tumbles (4 required variations)

1. With the helicopter hovering, start pirouetting; execute at least one (1) forward tumble while pirouetting. Time the input of the cyclic & collective commands such that the helicopter maintains constant altitude.
2. Repeat the above, but tumble backward.

**Maneuver Description**                      Continued

E. Traveling Pirouetting Tumbles (4 required variations)

1. With the helicopter flying from right to left, start pirouetting; execute at least one (1) forward tumble while pirouetting. Time the input of the cyclic & collective commands such that the helicopter maintains constant altitude, direction, & speed.
2. Repeat the above, but tumble backward.
3. Repeat both of the above, but flying from left to right.

F. Pirouetting Outside Loop (2 required variations)

1. With the helicopter flying from right to left, start pirouetting; as the helicopter passes in front of the pilot execute one (1) outside loop while pirouetting. Time the input of the cyclic & collective commands such that the helicopter's path is that of a loop.
2. Exit by flying away straight and level while continuing to pirouette.
3. Repeat the above, but flying from left to right.

G. Pirouetting Autorotation (2 required variations)

1. Starting from an altitude of no less than twenty (20) meters and on a heading parallel to the flight line, and to the pilot's right start your Autorotation. The helicopter does not have to be pirouetting when the Autorotation starts.
2. During the Autorotation pirouette the helicopter a minimum of three (3) times.
3. Try for a smooth constant rate of descent directly to the one (1) meter/yard landing circle.
4. Any part of the helicopter's landing skids must be within the one (1) meter/yard landing circle.
5. Repeat the above but start the Autorotation from the pilot's left.

**Notes:** There is not limit on the number of tries to complete this maneuver. Please note the change to the requirement of landing completely within the landing circle. For this maneuvers only the landing requirement is that at least part of the landing skids are within the landing circle.

**Maneuver Description**              Continued

H. Pirouetting Auger (1 required variations)

1. Starting from any altitude and orientation and to the pilot's right start your Auger. The helicopter does not have to be pirouetting when the Auger starts.
2. To complete this maneuver at least one part of the helicopter must be six (6) inches below the normal surface level.

**Note:** The softer the ground in the "landing" zone the easier it is to complete this maneuver.

**Just Kidding!** IRCHA does not encourage this type of maneuver, but hey stuff happens and I'm tried. <G>

I. Straight Upright Flight (1 required variations)

1. After watch you flip flop and whatnot it has been brought to my attention that some of you may have forgotten how to flight upright straight and level. This maneuver requires that the pilot flies the helicopter for one complete tank of fuel and that the helicopter remains upright for the entire flight. A flight must last at least 10 minutes, this goes double for the likes of Todd B, Gary W, & Curtis Y!

**International Radio Control Helicopter Association**  
**Pilot Proficiency Program**  
Level VII                      15 April 1999

	<u>Witness #1</u>	<u>Witness #2</u>
A. Completed all Previous Levels	_____	_____
B. Pirouetting Inside Loop (2 required variations)	_____	_____
C. Pirouetting Roll (4 required variations)	_____	_____
D. Stationary Pirouetting Tumbles (2 required variations)	_____	_____
E. Traveling Pirouetting Tumbles (4 required variations)	_____	_____
F. Pirouetting Outside Loops (2 required variations)	_____	_____
G. Pirouetting Autorotation (2 required variations)	_____	_____

Name: \_\_\_\_\_ IRCHA #: \_\_\_\_\_ Date: \_\_\_\_\_

Helicopter(s), Engine & radio used for this Level: \_\_\_\_\_

\_\_\_\_\_  
Email: \_\_\_\_\_

Witness #1: \_\_\_\_\_ IRCHA #: \_\_\_\_\_ PPP Level: \_\_\_\_\_

Witness #2: \_\_\_\_\_ IRCHA #: \_\_\_\_\_ PPP Level: \_\_\_\_\_

\*\*\* Please keep a copy of this for your records \*\*\*

www.ircha.org