

# NNPRCC Pilot Accomplishment Program

The goal of the NNPRCC Pilot Accomplishment Program, which is a conglomeration of many other fine programs, is to recognize individual proficiency and accomplishment in RC flying through a set of successively harder tasks that measure a pilot's skills. The modeler has the opportunity to complete these tasks with a plane of his or her choice. These tasks are designed to challenge and entertain, while allowing the pilot to measure and improve his flying skills against a proven set of standards.

The NNPRCC Pilot Accomplishment Program is organized into several levels of achievement, starting with Level 1, the simplest. These levels are arranged so that beginning flyers can pace themselves and gain confidence and skill. There is no time limit or pressure for completion of any task or level. Accomplishment of individual tasks may take only a few weeks or completion of levels may extend over several years, depending on the individual's own interest and activity.

Participation in the NNPRCC Pilot Accomplishment Program is strictly voluntary. The following procedures will be followed to attain each level of achievement:

1. Each participating pilot is responsible for obtaining signatures of any two club members in good standing for each task on the appropriate Accomplishment Level Form.
2. It is the responsibility of the pilot to provide proof of contest participation/placement for contests where other NNPRCC members are not available to act as witnesses. This proof could take the form of published contest results or the signature of the CD.
3. The pilot should practice the individual tasks until he is comfortable and then ask the club members to witness the attempt and to sign off the task upon successful completion.
4. The pilot must declare each task prior to completing the maneuver.
5. The tasks within an individual level may be completed in any order.
6. All tasks from the preceding level need to be completed prior to obtaining signatures on subsequent levels.
7. When all tasks for the current level have been signed-off, submit the completed Accomplishment Form to the **Program Directors** or the **Club Secretary**.

Level 1 – **Sport Pilot** (Pilot Name: \_\_\_\_\_)

Each task must be witnessed and signed off by two club members in good standing.

Task	Description	Signatures	Date
1	2 Horizontal Figure 8s		
2	3 Inside Loops		
3	2 Consecutive Rolls		
4	Immelman		
5	Dead Stick Landing		
6	Right Hand Pattern and Landing		
7	Left Hand Pattern and Landing		

Notes:

**Horizontal Figure 8s** – Figure 8s must be done consecutively without pause. Altitude should essentially remain constant and the cross over point should be essentially in front of the pilot.

**Inside Loop** – Loops must be done consecutively with no pauses between loops. Aircraft should essentially remain in the same plane of motion.

**Consecutive Rolls** – Rolls must be done with no pauses between rolls. Heading and altitude should essentially remain constant.

**Immelman** – The Immelman must be demonstrated 3 successive times. The goal is to perform a recognizable maneuver without major deviation.

**Dead Stick Landing** – Pilot takes off and flies for a minimum of 30 seconds. At any time after the 30 seconds, the witness calls “land” and the engine must be immediately stopped. Landing must be on the runway and the plane must be undamaged. The runway is defined as the area including the asphalt strip and the manicured grass landing area.

**Pattern and Landings** – Pattern and landing is one complete maneuver. Missing the landing on the pass (going-around) or stopping engine requires starting over. The landing must begin and end in a full stop on the runway with the engine running. The runway is defined as the area including the asphalt strip and the manicured grass landing area.

Level 2 – **Advanced Pilot** (Pilot Name: \_\_\_\_\_)

Each task must be witnessed and signed off by two club members in good standing.

Task	Description	Signatures	Date
1	5 Touch and Goes – Right to Left		
2	5 Touch and Goes – Left to Right		
3	Spot Landing		
4	3 Outside Loops		
5	Stall Turn		
6	3 Consecutive Rolls		
7	2 Inverted Rectangular Patterns		

Notes:

**Touch and Goes** – The five touch and goes must be done on 5 consecutive passes and must be completed on the runway. Missing touch on pass or stopping engine requires starting over. The runway is defined as the area including the asphalt strip and the manicured grass landing area.

**Spot Landing** – Aircraft must touch down on the runway in front of the pilot (+/- 20 feet).

**Outside Loops** – Maneuver will begin with aircraft inverted. Loops must be done with no pauses between loops. Aircraft should essentially remain in the same plane of motion.

**Stall Turn** – Stall turns must be demonstrated two successive times. One stall turn will be to the right and the other to the left

**Consecutive Rolls** – Rolls must be done with no pauses between rolls. Heading and altitude will remain essentially constant. The minimum time between start and completion of maneuver – 4 seconds.

**Inverted Rectangular Patterns** – Patterns must be done consecutively without pause. Altitude should essentially remain constant with one leg of the pattern above and parallel to the runway. Inverted low approaches are not required nor encouraged. Rolling the aircraft upright prior to completion will require starting over.

Level 3 – **Aerobatic Pilot** (Pilot Name: \_\_\_\_\_)

Each task must be witnessed and signed off by two club members in good standing.

Task	Description	Signatures	Date
1	Demonstrate Slipping Aircraft on Landing Approach – Right to Left		
2	Demonstrate Slipping Aircraft on Landing Approach – Left to Right		
3	3 Turn Spin		
4	Slow Roll		
5	Knife Edge Flight		
6	4 Point Roll		
7	Cuban 8		
8	2 Horizontal Figure 8s - Inverted		

Notes:

**Slipping Aircraft** – Aircraft will be side-slipped (cross controlled) on landing approach to demonstrate losing altitude as a result of a high approach. Maneuver must be demonstrated on left to right and right to left approaches. Aircraft must land on the runway from the approach.

**3 Turn Spin** – Aircraft must be stalled. Recovery heading must be w/in 45 degrees of entry heading.

**Slow Roll** – Roll will be continuous without pause. Heading and altitude will remain essentially constant. The minimum time between start and completion of maneuver – 4 seconds.

**Knife Edge Flight** – Maneuver must be demonstrated left to right, right to left, canopy towards, and canopy away on successive passes. (total of 4 passes).

**4 Point Roll** – Hold each point for a minimum of 1.0 seconds. Each pause should be for approximately the same amount of time. Heading and altitude will remain essentially constant.

**Cuban 8** - Each loop and crossover point will be essentially the same. Aircraft should essentially remain in the same plane of motion.

**Horizontal Figure 8s** – Figure 8s must be done consecutively without pause. Altitude should essentially remain constant and the cross over point should be essentially in front of the pilot. Rolling the aircraft upright prior to completion will require starting over.

Level 4 – **Master Pilot** (Pilot Name: \_\_\_\_\_)

Each task must be witnessed and signed off by two club members in good standing.

Task	Description	Signatures	Date
1	Vertical 8		
2	Reverse Cuban 8		
3	Double Immelman		
4	Rolling Circle		
5	Top Hat		
6	Square Loop		
7	Participate as a contestant in an AMA sanctioned contest.		

Notes:

**Vertical 8** – Each loop and crossover point will be essentially the same. Aircraft should essentially remain in the same plane of motion.

**Reverse Cuban 8** – Each loop and crossover point will be essentially the same. Aircraft should essentially remain in the same plane of motion.

**Double Immelman** - Aircraft should essentially remain in the same plane of motion.

**Rolling Circle** – Entry and exit points will be essentially the same. Altitude will remain essentially constant throughout the maneuver. The turn radius and roll rates of the aircraft will be constant throughout the maneuver. Stopping the roll or the turn prior to completion of the maneuver will require starting over. The goal of the maneuver is to accomplish 1, 2 or 4 rolls (pilot’s choice) during the 360 degree circle.

**Top Hat** – Vertical and horizontal legs will be essentially equal in length. 1/2 Roll points will be at approximately the same altitude (half-way point on vertical legs).

**Square Loop** – All segments will be essentially the same length. Aircraft should essentially remain in the same plane of motion. Entry and exit altitude will be approximately equal.

**Contest** - It is the responsibility of the pilot to provide proof of contest participation/placement for contests where other NNPRCC members are not available to act as witnesses.

Level 5 – **Competition Pilot** (Pilot Name: \_\_\_\_\_)

Each task must be witnessed and signed off by two club members in good standing.

Task	Description	Signatures	Date
1	Participate as a contestant in an AMA sanctioned contest.		
2	Finish in the top 5 in an AMA sanctioned contest.		
3	Finish in the top 3 in an AMA sanctioned contest.		
4	Finish in the top 2 in an AMA sanctioned contest.		

Notes:

- 1). Contests for tasks 2,3, and 4 must have a minimum of ten contestants.
- 2). It is the responsibility of the pilot to provide proof of contest participation/placement for contests where other NNPRCC members are not available to act as witnesses.

**HAVE FUN!!!**