RCHN PPP Level 2: Basic Sport (16 Maneuvers/25 Cumulative)			
Maneuver ID	**Title**	**Description**	**Variations**
2.0	Level 1	Complete Level 1.	N/A
2.1	Constant-Heading Figure 8	From landing area take-off, hover for 5 seconds, move the model forward 15 feet (5 meters) and then move the model forward and to the right in a clockwise circle 15 feet (5 meters) in diameter while keeping the model in the tail-in orientation. When the model reaches the starting point for the first circle, then continue to move the model forward and to the left in a counter-clockwise circle 15 feet (5 meters) in diameter while keeping the model in the tail-in orientation. When you reach the starting point this time, move backward to the landing area and hover for 5 seconds before landing with skids completely within the landing area. Repeate in the opposite (reverse start) direction.	Forward, Reverse
2.2	Circuits	Take off from landing area and hover at a height of 6 feet (2 meters) for 5 seconds, then move the model forward 30 feet (10 meters) and execute a left turn such that the model is now parallel to the flight line. Continue to fly straight and level for 30 feet (10 meters) and then climb to 60 feet (20 meters) and execute a 180-degree right turn (tracing left side of circuit) and fly straight and level for 60 feet (20 meters) parallel to the flight line. Now execute another 180-degree right turn (tracing right side of circuit) and fly straight and level for 30 feet (10 meters) and stop in a hover over the circuit starting point. Descend to 6 feet (2 meters) and rotate the nose of the model 90 degrees to the right to the tail-in orientation, move backward 30 feet (10 meters), hover over the landing area for 5 seconds, and then land with skids completely within the landing area. Repeat in opposite (counter-clockwise direction).	CW, CCW
2.3	Figure 8	Begin as described in 2.1 Circuits except execute a 225-degree right turn after the climb-out to enter the Figure 8. This will cause the model to cross in front of the pilot at a 45-degree right-side nose-in orientation at which point the model should be turned 270 degrees left to complete the right side of the Figure 8 and end up back in the center. Repeat in opposite (reverse start) direction.	Forward (Tail-In), Reverse (Nose-In)
2.4	Side-In Landing	From straight and level flight from right to left (left side-in landing), execute a 180-degree right turn away from the pilot once model passes the pilot. Begin to slow down and execute another 180-degree turn towards the pilot once the model passes the pilot again. Now begin to reduce speed and height to descend gradually to the landing area. Land with skids completely within the landing area in left side-in orientation. Repeat in opposite direction.	Left, Right
2.5	Stationary Pirouette	From a stationary hover, turn the nose of the model 360 degrees either right or left while maintaining constant altitude and control. Repeat in the opposite direction.	Left, Right
2.6	180-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 180 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
2.7	Inside Loop	From straight and level flight from right to left (left-side loop), pull the model vertically through a smooth loop, keeping the loop as round as possible with appropriate collective inputs until the model resumes straight and level flight where the maneuver began. Repeat from left to right (right-side loop).	Left, Right