



PILOTING PRACTICE



● Instructions for Flight Director of the Red Team

- The flight director transmits these directions to the capcom.
- The capcom transmits these directions to the pilot.
- The pilot will move the capsule (ball) accordingly.

1. 5 rotations forward
2. 3 rotations to the right
3. 4 rotations forward
4. 2 rotations to the left
5. 6 rotations forward
6. 3 rotations to the left
7. 4 rotations forward
8. 4 rotations to the right
9. 2 rotations forward
10. 3 rotations to the left
11. 2 rotations forward
12. 3 rotations to the right
13. 3 rotations forward
14. 2 rotations to the left
15. 2 rotations forward





PILOTING PRACTICE



● Instructions for Flight Director of the Blue Team

- The flight director transmits these directions to the capcom.
- The capcom transmits these directions to the pilot.
- The pilot will move the capsule (ball) accordingly.

1. 3 rotations forward
2. 4 rotations to the right
3. 2 rotations forward
4. 3 rotations to the left
5. 6 rotations forward
6. 5 rotations to the left
7. 3 rotations forward
8. 5 rotations to the right
9. 2 rotations forward
10. 4 rotations to the left
11. 2 rotations forward
12. 5 rotations to the right
13. 1 rotation forward
14. 2 rotations to the left
15. 1 rotation forward





PILOTING PRACTICE



● Instructions for Flight Director of the Yellow Team

- The flight director transmits these directions to the capcom.
- The capcom transmits these directions to the pilot.
- The pilot will move the capsule (ball) accordingly.

1. 5 rotations forward
2. 3 rotations to the right
3. 5 rotations forward
4. 2 rotations to the left
5. 6 rotations forward
6. 3 rotations to the left
7. 5 rotations forward
8. 3 rotations to the right
9. 3 rotations forward
10. 2 rotations to the left
11. 2 rotations forward
12. 2 rotations to the left
13. 3 rotations forward
14. 1 rotation to the left
15. 3 rotations forward





PILOTING PRACTICE



● Instructions for Flight Director of the Green Team

- The flight director transmits these directions to the capcom.
- The capcom transmits these directions to the pilot.
- The pilot will move the capsule (ball) accordingly.

1. 6 rotations forward
2. 2 rotations to the left
3. 6 rotations forward
4. 1 rotation to the left
5. 6 rotations forward
6. 2 rotations to the left
7. 5 rotations forward
8. 1 rotation to the right
9. 3 rotations forward
10. 1 rotation to the left
11. 6 rotations forward
12. 2 rotations to the right
13. 3 rotations forward
14. 1 rotation to the left
15. 5 rotations forward

