### RTP - PRIVATE PILOT

<table>
<thead>
<tr>
<th>Ground</th>
<th>2.0</th>
<th>1.0</th>
<th>1.0</th>
<th>1.0</th>
<th>1.0</th>
<th>0.5</th>
<th>-</th>
<th>-</th>
<th>0.5</th>
<th>-</th>
<th>1.0</th>
<th>-</th>
<th>1.0</th>
<th>-</th>
<th>1.0</th>
<th>2.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dual</td>
<td>-</td>
<td>1.5</td>
<td>2.0</td>
<td>2.0</td>
<td>2.0</td>
<td>2.0</td>
<td>-</td>
<td>-</td>
<td>2.0</td>
<td>-</td>
<td>1.0</td>
<td>-</td>
<td>1.5</td>
<td>-</td>
<td>2.0</td>
<td>-</td>
</tr>
<tr>
<td>Solo/PIC</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2.0</td>
<td>2.0</td>
<td>2.5</td>
<td>1.5</td>
<td>1.5</td>
<td>2.0</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Night</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2.0</td>
<td>2.0</td>
<td>2.5</td>
<td>1.5</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

### Private Pilot ACS Flight Requirements

- **Landings (Soft Field)**
- **Landings (Short Field)**
- **Forward Slip to Landing**
- **Stalls (Power Off)**
- **Approach & Landing (Normal)**
- **Approach & Landings (Crosswind)**
- **Approach & Landings (Emergency)**
- **Maneuvers (S-Turns)**
- **Maneuvers (Sleeping Turns)**
- **Maneuvers (Rectangular Course)**
- **Instrument (Straight and Level)**
- **Instrument (Constant A/S/Climbs and Descent)**
- **Instrument (Turns Around a Point)**
- **Instrument (Recovery from Unusual Attitudes)**
- **Two Points and a Heading**
- **Climbs (Normal)**
- **Climbs (Max Performance)**
- **Descent (Normal)**
- **Descent (Emergency)**
- **Maneuver (S-Turns)**
- **Maneuver (Sleeping Turns)**
- **Maneuver (Rectangular Course)**
- **Maneuver (S-Turns)**
- **Maneuver Around a Point**
- **Instrument (Straight and Level)**
- **Instrument (Constant A/S/Climbs and Descent)**
- **Instrument (Turns to a Heading)**
- **Instrument (Recovery from Unusual Attitudes)**
- **Stalls (Power Off)**
- **Stalls (Power On)**
- **Approach & Landing (Normal)**
- **Approach & Landings (Crosswind)**
- **Approach & Landings (Emergency)**
- **Maneuvers (S-Turns)**
- **Maneuvers (Sleeping Turns)**
- **Maneuvers (Rectangular Course)**
- **Maneuvers Around a Point**
- **Instrument (Straight and Level)**
- **Instrument (Constant A/S/Climbs and Descent)**
- **Instrument (Turns to a Heading)**
- **Instrument (Recovery from Unusual Attitudes)**
- **Stalls (Power Off)**
- **Stalls (Power On)**
- **Approach & Landing (Normal)**
- **Approach & Landings (Crosswind)**
- **Approach & Landings (Emergency)**
- **Maneuvers (S-Turns)**
- **Maneuvers (Sleeping Turns)**
- **Maneuvers (Rectangular Course)**
- **Maneuvers Around a Point**
- **Instrument (Straight and Level)**
- **Instrument (Constant A/S/Climbs and Descent)**
- **Instrument (Turns to a Heading)**
- **Instrument (Recovery from Unusual Attitudes)**
- **Stalls (Power Off)**
- **Stalls (Power On)**
- **Approach & Landing (Normal)**
- **Approach & Landings (Crosswind)**
- **Approach & Landings (Emergency)**
- **Maneuvers (S-Turns)**
- **Maneuvers (Sleeping Turns)**
- **Maneuvers (Rectangular Course)**
- **Maneuvers Around a Point**
- **Instrument (Straight and Level)**
- **Instrument (Constant A/S/Climbs and Descent)**
- **Instrument (Turns to a Heading)**
- **Instrument (Recovery from Unusual Attitudes)**
- **Stalls (Power Off)**
- **Stalls (Power On)**
- **Approach & Landing (Normal)**
- **Approach & Landings (Crosswind)**
- **Approach & Landings (Emergency)**
- **Maneuvers (S-Turns)**
- **Maneuvers (Sleeping Turns)**
- **Maneuvers (Rectangular Course)**
- **Maneuvers Around a Point**
- **Instrument (Straight and Level)**
- **Instrument (Constant A/S/Climbs and Descent)**
- **Instrument (Turns to a Heading)**
- **Instrument (Recovery from Unusual Attitudes)**
- **Stalls (Power Off)**
- **Stalls (Power On)**
- **Approach & Landing (Normal)**
- **Approach & Landings (Crosswind)**
- **Approach & Landings (Emergency)**
- **Maneuvers (S-Turns)**
- **Maneuvers (Sleeping Turns)**
- **Maneuvers (Rectangular Course)**
- **Maneuvers Around a Point**
- **Instrument (Straight and Level)**
- **Instrument (Constant A/S/Climbs and Descent)**
- **Instrument (Turns to a Heading)**
- **Instrument (Recovery from Unusual Attitudes)**
- **Stalls (Power Off)**
- **Stalls (Power On)**

#### Flight 0
- Schedule this event if student requires additional ground instruction

#### Flight 13
- Schedule this event if student requires additional flight simulator instruction

**Notes:**
- Use this event for extra SOLO flight
- Use this event for add'l Flight
- Use this event for add'l PIC

**End Of Course FAA:**

**PPL ACS Section I - Tasks F, G**
**PPL ACS Section II - Tasks A, C, D, F**
**PPL ACS Section III - Task F**
**PPL ACS Section IV - Tasks A, B, C, D, E, F, M, N**
**PPL ACS Section V - Tasks A, B**
**PPL ACS Section VII - Tasks A, B, C, D**
**PPL ACS Section VIII - Tasks A, B, C, D, E, F**

**Pilot Qualifications (PPL ACS 1A)**
**Airworthiness Requirements (PPL ACS I-B)**

**Private Pilot ACS Flight Requirements**

---

**Private Pilot ACS Flight Requirements**

**Pilot Qualifications (PPL ACS 1A)**
**Airworthiness Requirements (PPL ACS I-B)**

**Private Pilot ACS Flight Requirements**

---

**Total Ground Hours:** 12.0

**Total Flight Hours:** 20.0