

Our World-Class Ratings Training:

GAME CAPTURE RATING (HELICOPTER)

The game capture rating allows individuals to responsibly cull and tranquilize game animals through training that focuses on mastering precise and potentially hazardous maneuvers near the limits of helicopter performance. This rating is in high demand globally, especially in Africa. Our team of experienced instructors is committed to guiding you towards becoming a skilled and cautious game-rated pilot, prioritizing safety for everyone involved.

The South African minimum requirements for a Game Capture Rating (H) are:

- 18 Years or older
- Hold a valid PPL(H), CPL(H) or ATPL(H)
- Fluent in English (Speak, read, write, and understand) and pass the English Proficiency Examination
- A Class I or II Aviation Medical.
- We will assist you with booking your Aviation Medical appointment
- To obtain the Helicopter Game or Livestock Cull Rating, one must pass a skills test conducted by a DFE (Designated Flight Examiner) using a suitable helicopter. This test assesses the individual's competency in performing the required procedures and manoeuvres at a level appropriate to the privileges granted to the rating holder.

Flight Hours:

- A minimum of 5 hours
- A skill test of 1 hour

Pass Requirements for your Game Capture Rating (H):

To qualify for a Helicopter Game or Livestock Cull Rating, applicants must meet certain experience requirements. This includes accumulating a minimum of 250 hours of flight time as the Pilot in Command (PIC) of a helicopter. Additionally, at least 5 hours of flight time must be dedicated to game or livestock cull operations, supervised by a Grade I or Grade II flight instructor who holds a valid Helicopter Game or Livestock Cull Rating. No specific examinations are required for this rating.

Ground School Subjects:

approx. 2hours

Henley Air Flight Training has an approved training syllabus for a game capture rating.

- Syllabus:
 - Airmanship
 - Understanding animals
 - Herding game/livestock
 - Emergency training