

# League for Electric Soaring

## FLIGHT ACHIEVEMENT PROGRAM

L.E.S. - 157 Tennyson Cove, Picayune, MS 39466

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### PERFORMANCE VOUCHER FOR LEVEL I

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#### THERMAL DURATION — Two Flights Required

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Min. Req'd Time,	10 Minutes	Witness	Date
Actual Time - 1st	_____	_____	_____
Actual Time - 2nd	_____	_____	_____

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SPOT LANDINGS	Dist.	Witness	Date	Dist.	Witness	Date
10 within 10'	1.____	_____	_____	6.____	_____	_____
	2.____	_____	_____	7.____	_____	_____
	3.____	_____	_____	8.____	_____	_____
	4.____	_____	_____	9.____	_____	_____
	5.____	_____	_____	10.____	_____	_____

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(Note: All correspondence to L.E.S. should include three 1st class postage stamps.) I certify that all tasks on this voucher were performed by me in accordance with all criteria of the L.E.S. Flight Achievement Program.

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Name \_\_\_\_\_ Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ ZIP \_\_\_\_\_ Ph. \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

Fax? \_\_\_\_\_ E-Mail? \_\_\_\_\_

# *League for Electric Soaring* - FLIGHT ACHIEVEMENT PROGRAM

**Section I - Introduction** The L.E.S. Flight Achievement Program is a multi-level program for electric-powered duration models. L.E.S. is totally apolitical. One does not join L.E.S. but rather qualifies for membership by achieving Level I in the Flight Achievement Program.

**Section II - Launching** Different motor runtimes are established but variations in flying conditions preclude the normalization of all power systems. It is the pilot's overall flying ability that is to be challenged; consequently, different models and power systems may be used to achieve any particular proficiency level.

**Section III - MotorRuntimes** Seven-cell Sailplanes, 45 seconds; More than seven-cell Sailplanes, 30 seconds; Models published before 1943, 1 minute. All ferrite motor runtimes are 2 minutes.

**Section IV - Witnesses** One adult witness is required for Levels I and II; two adult witnesses are required above Level II. Official witness for competition is the Contest Director or Official Scorer.

**Section V - Procedure** Attempts for any Level can only commence after the relevant voucher is received. A single performance may be used for more than one task on a given voucher but not on more than one voucher.

**Section VI - Thermal Flights** Timing of a thermal flight begins when the motor is switched off and concludes when the model touches the ground or when the motor is switched back on. Slope lift is not to be used during thermal flights. No two thermal flights can occur on any given day. No parts may be jettisoned after launch.

**Section VII - Precision Spot Landings** For spot landing credit, the distance is measured from circle center to any part of the model, providing the model does not rest inverted or has lost parts. For landing attempts, motors are to run a minimum of 10 seconds. The powered portion of the flight is to attain altitude, not to align the model with the landing spot; i.e., on no part of the powered portion of the flight is the model directed toward the landing spot.

**Section VIII - (1) Unpowered Goal and Return Flight** Model must be flown over the release point after the motor has been switched off, flown past a predesignated goal at the required straight-line distance (0.5 miles for Level III), and return to land within 100 yards of the release point. The attempt is terminated if the power is switched back on.

**(2) Powered Goal and Return Flight** To be valid, model must be flown past a predesignated goal at the required straight-line distance and return to land within 100 yards of the release point. Motor may be switched on and off as the pilot prefers.

**Section IX - Competition** For competition credit, the tasks must have limited motor runs, thermal flights intended to last at least 8 minutes, and have three or more opportunities to score. At least five contests are required for each appropriate Level but more contests may be necessary.

Points are attained by the following formula:

$$\frac{\text{Participant's score}}{\text{Winning score}} \times 100 \times (\text{Number of entrants} - \text{Participant's position} + 1)$$

Example: Participant received 523 points  
Winner received 625 points  
There were 6 entrants  
Participant was 2nd  
 $(523/625) \times 100 \times (6 - 2 + 1) = 418$

## Section X - Flight Achievement Level Requirements

- I -
  - o Two 10-minute thermal flights
  - o Ten spot landings within 10 feet of a mark
- II -
  - o Two 15-minute thermal flights
  - o Ten spot landings within 5 feet of a mark
  - o Competition performance - at least 5 entrants resulting in 1 place or 2,000 pts.
- III -
  - o Two 30-minute thermal flights
  - o 0.5-mile Unpowered Goal and Return Flight or
  - o 0.75-mile Powered Goal and Return Flight
  - o Competition performance - at least 5 entrants resulting in 2 places or 3,500 pts.
- IV -
  - o Two 45-minute thermal flights
  - o 0.75-mile Unpowered Goal and Return Flight or
  - o 1.5-mile Powered Goal and Return Flight
  - o Competition performance - at least 7 entrants resulting in 1 win and 2 places or 5,000 pts.
- V -
  - o One 1-hour thermal flight
  - o 1.0-mile Unpowered Goal and Return Flight or
  - o 2.0-mile Powered Goal and Return Flight
  - o Competition performance - at least 10 entrants resulting in 3 wins or 8,000 pts.
- VI -
  - o Two 1-hour thermal flights
  - o 2.0 mile Unpowered Goal and Return Flight or
  - o 4.0 mile Powered Goal and Return Flight
  - o Competition performance - at least 10 entrants resulting in 3 wins and 8,000 pts.