

# League for Electric Soaring - FLIGHT ACHIEVEMENT PROGRAM 2

L.E.S. - 157 Tennyson Cove, Picayune, MS 39466  
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## PERFORMANCE VOUCHER FOR LEVEL -- I

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THERMAL DURATION I

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Min. Req'd Time, Minutes 10 Witness Date

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Actual Time – 1<sup>st</sup> \_\_\_\_\_ 1. \_\_\_\_\_

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Actual Time – 2nd \_\_\_\_\_ 1. \_\_\_\_\_

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SPOT LANDINGS Dist. Witness Date Dist. Witness Date

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Level I -- 10@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 1<sup>st</sup> 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.

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

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_ Phone \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_ 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** Motors and power systems are normalized by the use of an altitude limiter for motor power. Any limiter is permitted as long as it can reliably turn off the motor at a required altitude. Should motor be turned on again during that flight, there will be no flight achievement recognized; including spot landing.

**Section III - Motor Altitude Limited** Limited to a maximum of 400 feet above ground level or 30 seconds of motor run time, whichever occurs first. In lieu of an altitude limiter, motor runtime is limited to 20 seconds.

**Section IV - Witnesses** One witness is required for Levels I and II; two 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. 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. There are to be no ground arresting functions on the model such as skegs to stop the normal landing of the model. 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 -- 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.

**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:

(Participant's score/Winning score)x100 x(Number of entrants-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 Goal and Return Flight or
  - 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 Goal and Return
  - 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 Goal and Return Flight
  - 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 Goal and Return Flight
  - o Competition performance - at least 10 entrants resulting in 3 wins and 8,000 pts.

[lesoff25/101295 - 17/62397 - 62113]