

CVA Pilot Accomplishment Program

The goal of the CVA Pilot Accomplishment Program, which is modeled after the League of Silent Flight (LSF) Soaring Accomplishment Program, is to recognize individual proficiency and accomplishment in RC flying through a set of successively harder tasks that measure the pilot's skills. The modeler has an opportunity to achieve these specific tasks with a plane of his or her choice. These tasks are designed to challenge and entertain, while allowing the pilot to measure and improve his flying skills against a proven set of standards.

The CVA Pilot Accomplishment Program is organized into several levels of achievement, starting with Level I, the simplest. These levels are arranged so that the beginning flyer can pace himself and gain confidence and skill. There is no time limit or pressure for completion of any task or level. Accomplishment of individual tasks may take only a few weeks or completion of levels may extend over several years, depending on the individual's own interest and activity.

Participation in the CVA Pilot Accomplishment Program is strictly voluntary. Each participating pilot is responsible for obtaining signatures of a witness for each task on the appropriate Accomplishment Level Form. The pilot should practice the individual tasks until he is comfortable and then ask another CVA member to witness the attempt and to sign if the task is successfully completed. When all of the tasks for the current level have been completed, submit the completed Accomplishment Level Form to John Backes.

CVA Pilot Accomplish Program - Level 1

Each task must be witnessed and signed off by another CVA member.

Task	Description	Signature	Date
1	5 Touch and Goes – Right to Left		
2	5 Touch and Goes – Left to Right		
3	Immelman		
4	Dead Stick Landing		
5	10 Consecutive Loops		
6	2 Consecutive Rolls		

Notes:

Touch and Goes – The five touch and goes must be done on 5 consecutive passes. Missing touch on pass or stopping engine requires starting over.

Immelman – The Immelman (1/2 inside loop, 1/2 roll to upright) must be demonstrated 3 successive times. The goal is to perform a recognizable maneuver without major deviation.

Dead Stick Landing – Pilot takes off and flies for 30 seconds. At any time after the 30 seconds, the witness calls "land" and the engine must be immediately stopped. Landing must be on the runway and the plane must be undamaged.

Consecutive Loops – Loops must be done with no pauses in between loops.

Consecutive Rolls – Rolls must be done with no pauses in between rolls.