



The Original Paper Airplane League Accomplishment Program - Level 2 - Sapphire

Memorize

Fold 5 different paper airplanes from memory.

	Airplane Name	Witness	Date
1			
2			
3			

	Airplane Name	Witness	Date
4			
5			

Distance Flight

Five flights that go at least 15m (49.2ft) from launch. (width of basketball court)

	Distance	Witness	Date
1			
2			
3			

	Distance	Witness	Date
4			
5			

Precision Landing

Five flights that land within 1m (3.3ft) of a target set 10m (32.8ft) away.

	Distance	Witness	Date
1			
2			
3			

	Distance	Witness	Date
4			
5			

I hereby certify that all requirements recorded on this form were performed by me in full accordance with all criteria of the OPAL Accomplishments Program.

Name

Signature

OPAL Number

For more information about the OPAL Accomplishment Program, to download a fresh form, to access the official rules and regulations or to submit your completed accomplishment forms, please visit <https://www.foldnfly.com/opal> by scanning the code to the right.



The Original Paper Airplane League Accomplishment Program

Rules and Procedures

SECTION 1 - INTRODUCTION

The Original Paper Airplane League (OPAL) Accomplishment Program consists of sequential performance tests or "Levels", for paper airplane construction and flight. The goal is to progressively improve your skills at constructing, fine tuning and throwing your paper airplanes.

SECTION 2 - PROCEDURES

The tasks required at each Level must be performed by the Pilot whose name is on the accomplishment form. The Pilot must be the one who constructs the paper airplane and throws it. Each paper airplane must be constructed according to the requirements (Section 3). Each task must be verified by a qualified Witness (Section 4). Each task must be accomplished according to the specific rules for each task (Sections 5-9).

When completed, the accomplishment form can be submitted through the website at <https://www.foldnfly.com/opal>

The Tasks for a Level may be completed in any order and on multiple different days. However, tasks for higher Levels may only be achieved once the current Level's accomplishment form has been completed and submitted. You must progress from Level 1 up through the ranks without skipping Levels. After the accomplishment form has been processed and accepted, the Program Director will award the Pilot a certificate of accomplishment. If it is for Level 1, then a membership number will also be issued. This unique membership number will be required for subsequent Levels.

SECTION 3 - QUALIFYING MATERIALS

1) Folded Paper Airplanes: These types of airplanes are folded from a single sheet of regular printer paper. Cutting is allowed. Either US Letter paper (8.5 x 11 inch) or A4 paper (210 x 297 mm) is acceptable. The Pilot may also use up to 1 inch of tape, up to 3 staples, and 1 paperclip.

2) Cut-and-Glue Paper Airplanes: These types of airplanes are constructed by cutting pieces out of cardstock paper and then gluing them together. There is no restriction on the size or quantity of paper used. Glue should be used sparingly. In other words, the airplane needs to be mostly paper. The Pilot may also use up to 1 inch of tape and up to 1 inch of wire to form a hook for catapult launch (Levels 4 and 5). The Pilot may also use up to 4 grams of weight. This can be metal, clay or some other suitable material, as long as this material is used exclusively for adjusting the center of mass of the airplane and does not form any part of the airplane's structure or aerodynamic surfaces.

3) Rubber Band Catapult: Levels 4 and 5 allow the use of a catapult for Outdoor Thermal Flight (Section 9). A qualifying catapult consists of a small wooden dowel handle with a long rubber band formed into a loop and attached to one end. The rubber band shall be no longer than 36 inches in single-strand length. The rubber band can be formed into an 18 inch single loop or a 9 inch double loop.

SECTION 4 - WITNESSES

Verification of each task requires the signature of qualified witnesses.

Level 1: One witness per task. Witness must be at least 18yrs old.

Level 2: One witness per task. Witness must be at least 18yrs old.

Level 3: One witness per task. Witness must be at least 18 years old and hold at least Level 1 status in this program.

Level 4: One witness per task. Witness must be at least 18 years old and hold at least Level 2 status in this program.

Level 5: Two witnesses per task. Both witnesses must be at least 18 years old and hold at least Level 2 status in this program. At least one of the witnesses must be unrelated to the Pilot.

SECTION 5 - MEMORIZE

The Pilot must create a qualifying Folded Paper Airplane (Section 3) from memory using a standard piece of printer paper. Each paper airplane folded as part of a Level's tasks must be unique. Designs folded as part of one Level may be reused for subsequent Levels.

SECTION 6 - DISTANCE FLIGHT

The Pilot must construct a qualifying Folded Paper Airplane or Cut-and-Glue Paper Airplane (Section 3) and then throw it at least as far as the required minimum distance. The airplane must be hand thrown. No catapults or other mechanical launchers are allowed.

The task can be conducted indoors or outdoors. The field/floor must be predominantly flat and level. The Pilot must throw the paper airplane from the ground on the same level at which the landing will be recorded.

Pilots must throw their paper airplane with their feet behind a starting line. A running start and jump is allowed, but if any part of the Pilot's body touches the ground beyond the starting line, then that attempt will be disqualified. The release of the airplane, and the Pilot's hand or arm may extend over the starting line.

Distance will be measured from the starting line to where the paper airplane first touches the ground. If the airplane touches a person or object first, then the point directly below that person or object will be used.

SECTION 7 - PRECISION LANDING

The Pilot must construct a qualifying Folded Paper Airplane or Cut-and-Glue Paper Airplane (Section 3) and then throw it towards a target placed on the ground a specified distance away. The airplane must be hand thrown. No catapults or other mechanical launchers are allowed.

The task can be conducted indoors or outdoors. The field/floor

must be predominantly flat and level. The Pilot must throw the paper airplane from the ground on the same level at which the landing will be recorded.

Pilots must throw their paper airplane with their feet behind a starting line. A running start and jump is allowed, but if any part of the Pilot's body touches the ground beyond the starting line, then that attempt will be disqualified. The release of the airplane, and the Pilot's hand or arm may extend over the starting line.

The target should be something that lays flat on the ground, such as a flexible measuring tape. If you are on grass, you can use a nail as the target and stick it through the measuring tape, holding it to the ground. Then you can swing the loose end around the nail to measure the distance. If you are indoors you can use a piece of masking tape to mark the target on the ground and then use the measuring tape to measure distance.

After the airplane has come to rest on the ground, the precision landing is measured from the tip of the nose of the airplane to the center of a designated target on the ground. The landing attempt shall be voided if the paper airplane touches any person or object (other than the target) during flight or while landing.

SECTION 8 - INDOOR DURATION FLIGHT

The Pilot must construct a qualifying Folded Paper Airplane or Cut-and-Glue Paper Airplane (Section 3) and then throw it into the air. The airplane must be hand thrown. No catapults or other mechanical launchers are allowed.

The task must be completed indoors. The floor must be predominantly flat and level. The Pilot must throw the paper airplane from the ground on the same level at which the landing will be recorded. A running start and jumping are allowed as long as the Pilot is jumping from the ground.

The timer will be started when the paper airplane is released from the Pilot's hand. The timer will be stopped at the moment when the airplane first touches the ground or contacts any person or object during flight.

The timer must be accurate enough to measure and display tenths of seconds. The timer must be operated by someone other than the Pilot.

SECTION 9 - OUTDOOR THERMAL DURATION FLIGHT

The Pilot must construct a qualifying Folded Paper Airplane or Cut-and-Glue Paper Airplane (Section 3) and then throw or launch it into the air. The airplane may be hand thrown or launched via a qualifying Rubber Band Catapult (Section 3).

The task must be completed outdoors. The field must be predominantly flat and level. The Pilot must throw/launch the paper airplane from the ground on the same level at which the landing will be recorded. A running start and jumping are allowed as long as the Pilot is jumping from the ground.

The timer will be started when the paper airplane is released from the Pilot's hand. The timer will be stopped at the moment when the airplane first touches the ground or contacts any person or

object during flight.

The timer must be accurate enough to measure and display tenths of seconds. The timer must be operated by someone other than the Pilot.

SECTION 10 - LEVEL REQUIREMENTS

Level 1 - Topaz

1. Fold 2 paper airplanes from memory.
2. Distance Flight: Five flights over 8m.
3. Precision Landing: Five landings within 1m of a target set 5m away.

Level 2 - Sapphire

1. Fold 5 paper airplanes from memory.
2. Distance Flight: Five flights over 15m.
3. Precision Landing: Five landings within 1m of a target set 10m away.

Level 3 - Emerald

1. Distance Flight: Five flights over 25m.
2. Precision Landing: Five landings within 1m of a target set 15m away.
3. Indoor Duration: Five flights lasting at least 5 sec.

Level 4 - Ruby

1. Distance Flight: Five flights over 35m. Must use at least one Folded Paper Airplane and one Cut-and-Glue Paper Airplane.
2. Indoor Duration: Five flights lasting at least 10 sec. Must use at least one Folded Paper Airplane and one Cut-and-Glue Paper Airplane.
3. Outdoor Thermal Duration: Five flights lasting at least 30 sec.

Level 5 - Diamond

1. Distance Flight: Five flights over 50m. Must use at least one Folded Paper Airplane and one Cut-and-Glue Paper Airplane.
2. Indoor Duration: Five flights lasting at least 15 sec. Must use at least one Folded Paper Airplane and one Cut-and-Glue Paper Airplane.
3. Outdoor Thermal Duration: Five flights lasting at least 60 sec.