Flight Score

Pilots · https://wiki.simfly.io/docs/flight-score/

Flight Data Analysis

At the end of each flight, all data sent by the flight simulators are analyzed to assess the behavior of both the airplane and the pilot. At the start of the flight, the pilot begins with a score of 100 points. Any detected penalties deduct points based on the type, duration, or severity of the infraction. The more severe the infraction, the more points are deducted.

Report Generation and Scoring

The flight is analyzed from the activation of the mission until its completion. The "Score" report is available immediately after the mission ends, but the data remains accessible for each flight in the "Flight Log" section. By pressing "View" next to the desired flight, you can review the entire previously completed flight.

The score achieved in the "Score" impacts the earning of PAX: the higher the score, the more PAX are earned. However, the "Score" does not influence the distribution of XP (experience points), which are determined solely by flight time (from takeoff to landing) based on the minutes available in the "XP-Eligible Flight Minutes" section.

Flight Phases and Controls

The flight is divided into various phases, each containing different checks:

- General – 33 points

- Taxi-Out – 10 points

- Take-Off – 14 points

- Initial Climb – 6 points

- Climb – 5 points

- Initial Approach – 6 points

- Approach – 9 points

- Taxi-In – 12 points

- Fuel Reserve – 5 points

Total Score: PAX Token Deduction

Overview

The Total Score may affect the amount of PAX Tokens received by the pilot.

Based on the final score achieved at the end of the flight, a percentage deduction may be applied to the pilot’s PAX Token reward, according to the table below.

Important

This deduction applies **only to the pilot’s reward**.

The **aircraft owner** and the **airport owner** are **not subject to any deduction** and will always receive their full assigned share, without any reduction.

Purpose of the System

This system has been introduced to:

- ensure that rewards are aligned with flight performance
- make the distribution of PAX Tokens more consistent and fair
- guarantee that any deduction impacts only the pilot, without affecting asset owners

PAX Token Deduction by Total Score

Total Score	Deduction PAX Tokens
100-90	no deduction
85	5 %
80	15 %
75	30 %
70	45 %
65	65 %
60	80 %
50	100 %

Table PAX Token Deduction

Outcome of Controls

Each airplane, based on its characteristics and the data it transmits, can be analyzed to evaluate individual flight operations. Controls can have two outcomes: “Pass” (control passed) or “Fail” (one or more infractions detected with at least 1 point deducted). The infractions are detailed in the "Log Penalty" section, indicating the time, description, duration or value detected, and point deduction. By clicking on the infraction, you can verify on the map where it occurred.

Point Deduction Limits and N/A Controls

There is a maximum deduction for each control item. Once this limit is exceeded, the infraction is noted, but no further points are deducted. If a control cannot be performed (e.g., the airplane does not have retractable landing gear), the control status is "N/A" and no points are deducted. Each airplane in the SimFly database has its own set of controls, tailored to its flight characteristics.

Examples of Specific Controls

Section: General

Control: Use of Lights/TCAS

Logic: It is verified that the lights (Beacon, Strobe, Navigation) are never turned off and that the Transponder remains always active in "C" mode during the flight.

Section: Taxi-Out

Control: Beacon Light (ON)

Logic: Must be turned on before starting the first engine.

Control: Max ground speed (<30 kts, <15 kts, <10 kts)

Logic: Maximum allowed speed of 30 kts on straight sections, 15 kts for gentle turns, and 10 kts for sharp turns.

Section: Take-Off

Logic: Controls are performed at the start of acceleration for takeoff. Lights and transponder can also be activated from the holding point, just before lining up on the runway.

Sections: Climb and Initial Approach

Control: Landing Light

Logic: The Landing Lights must be turned on/off at an altitude of 10,000 feet above sea level for airports located below 4,000 feet. If the departure or arrival airport is above 4,000 feet, the reference altitude for turning on or off the Landing Lights will be 10,000 feet above the airport's altitude.

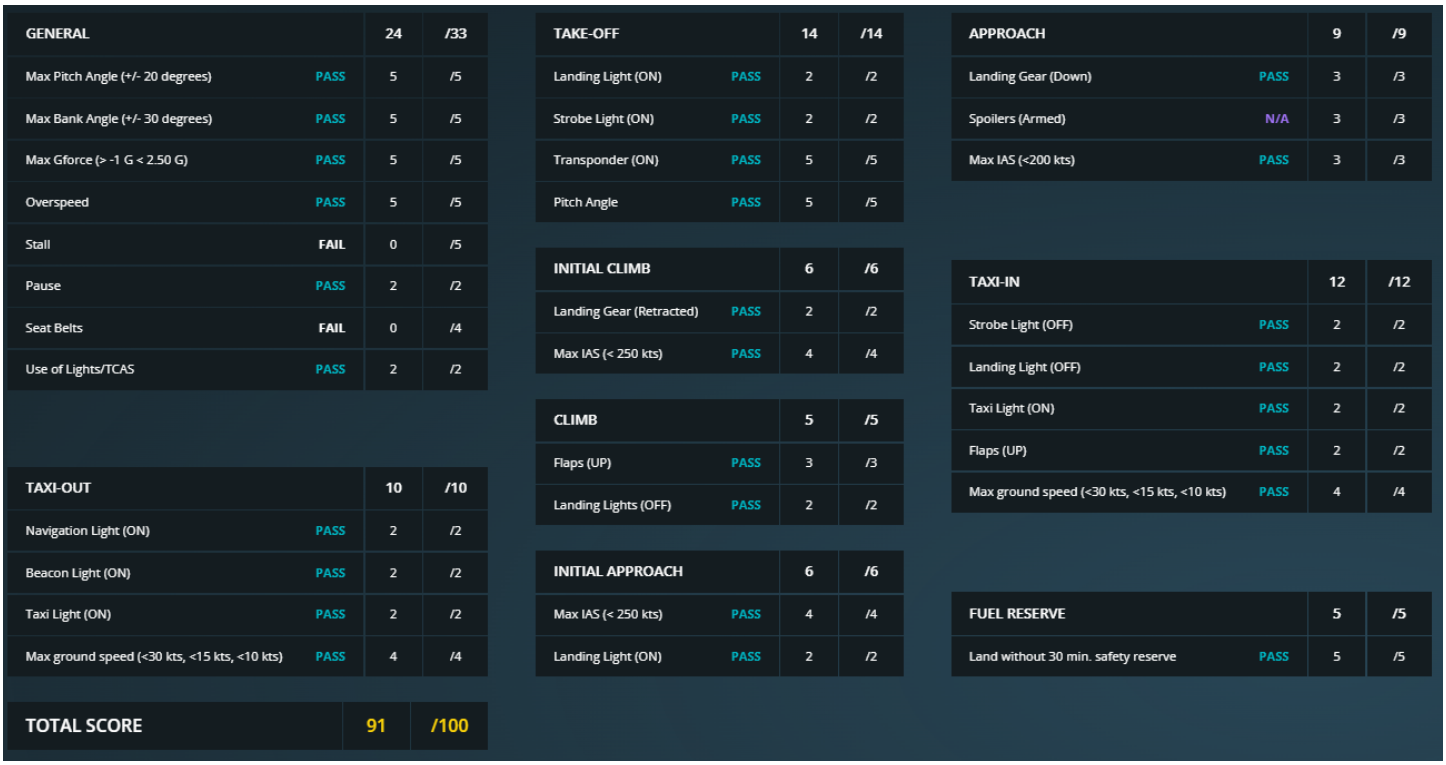
Log Penalty and Infractions

In the "Score" section, the type of detection performed and the specific flight phase are indicated. Any detected infractions are listed in the "Log Penalty" section, with the date, Zulu time, description, penalty points deducted, and the duration or value of the infraction. Clicking on an infraction, the mini-map shows the geographical position at the start of the infraction.

Conclusion

The detailed analysis of flights on SimFly not only helps to improve the skills of virtual pilots but also offers a reward system based on the precision and correctness of flight operations. This approach encourages attention to detail and adherence to procedures, fundamental elements for a realistic and

educational flight simulation. The transparency in reports and the ability to review one's performance help pilots identify and correct any errors, thus contributing to an increasingly refined flight experience.



GENERAL		24	/33
Max Pitch Angle (+/- 20 degrees)	PASS	5	/5
Max Bank Angle (+/- 30 degrees)	PASS	5	/5
Max Gforce (> -1 G < 2.50 G)	PASS	5	/5
Overspeed	PASS	5	/5
Stall	FAIL	0	/5
Pause	PASS	2	/2
Seat Belts	FAIL	0	/4
Use of Lights/TCAS	PASS	2	/2

TAXI-OUT		10	/10
Navigation Light (ON)	PASS	2	/2
Beacon Light (ON)	PASS	2	/2
Taxi Light (ON)	PASS	2	/2
Max ground speed (<30 kts, <15 kts, <10 kts)	PASS	4	/4

TOTAL SCORE	91	/100

TAKE-OFF		14	/14
Landing Light (ON)	PASS	2	/2
Strobe Light (ON)	PASS	2	/2
Transponder (ON)	PASS	5	/5
Pitch Angle	PASS	5	/5

INITIAL CLIMB		6	/6
Landing Gear (Retracted)	PASS	2	/2
Max IAS (< 250 kts)	PASS	4	/4

CLIMB		5	/5
Flaps (UP)	PASS	3	/3
Landing Lights (OFF)	PASS	2	/2

INITIAL APPROACH		6	/6
Max IAS (< 250 kts)	PASS	4	/4
Landing Light (ON)	PASS	2	/2

APPROACH		9	/9
Landing Gear (Down)	PASS	3	/3
Spoilers (Armed)	N/A	3	/3
Max IAS (<200 kts)	PASS	3	/3

TAXI-IN		12	/12
Strobe Light (OFF)	PASS	2	/2
Landing Light (OFF)	PASS	2	/2
Taxi Light (ON)	PASS	2	/2
Flaps (UP)	PASS	2	/2
Max ground speed (<30 kts, <15 kts, <10 kts)	PASS	4	/4

FUEL RESERVE		5	/5
Land without 30 min. safety reserve	PASS	5	/5