

# Missions and scoring

A mission is a scored training scenario on your digital twin: a route or task, the vehicle, aircraft and vehicle traffic, time of day, weather and season, and the pass and fail constraints that decide the result.

## Mission library

- Missions are delivered in **blocks of 20 scenarios**, built on your routes, hold points and constraints during **mission integration**.
- Your instructors extend the library with the **Mission Editor** after delivery.
- The same missions run on every station tier.

## What a mission contains

| Element                | Examples                                                                                                                     |
|------------------------|------------------------------------------------------------------------------------------------------------------------------|
| Route or task          | A service road route with taxiway crossings, a stand approach, a runway clearing pattern, a response to an incident aircraft |
| Vehicle                | Operations pickup, ARFF unit, plow and broom, belt loader, deicing truck, boarding bridge                                    |
| Traffic                | Moving aircraft (pushbacks, arrivals and departures) and vehicle traffic                                                     |
| Triggers and conflicts | Events placed on the map that start traffic or create a conflict the trainee must recognize                                  |
| Conditions             | Time of day, season, precipitation, visibility and surface contamination                                                     |
| Constraints            | The pass and fail rules: route compliance, hold points, speed, clearance, timing                                             |

## Scoring

Every mission returns a **pass or fail** against the constraints you configure, plus a log of violations and timings. Typical scored items include:

- Route compliance and wrong turns
- Runway incursions and restricted-area entries
- Hold point and hold-short compliance
- Speed and approach speed
- Clearance to aircraft, lights, signs and other vehicles, and any contact
- Response time and final position (ARFF)
- Coverage, sequence and timing (snow removal and deicing)

- Phraseology, readbacks and clearance discipline (AI radio)

Results go to the training record in the [Examiner Console](#).

## Difficulty and progression

New hires, transfers from other airports and recurrent candidates run the same missions at different difficulty. A typical progression moves from daylight familiarization to traffic, then to night, winter and low-visibility conditions, and finally to scored pre-test assessment before the practical exam.