



## Sky Dream 2025 Inter-School Aviation Competition - Final Stage

### Final Stage Details

- Venue: St. Stephen's Church College
- Participants will be assessed equally in 2 parts:
  - Part 1: Aeronautical Theory Test (50%)
  - Part 2: Flight Simulator Test (50%)
- Maximum scores for the Final Stage is 400.

### Part 1: Aeronautical Theory Test Rules and Regulations

1. Eight teams will participate in the Aeronautical Theory Test (the "Theory Test") on stage.
2. Each team will consist of 4 students.
3. The "Theory Test" comprises two sections:
  - a. Compulsory Questions
  - b. Quick-Answer Questions
4. Maximum scores for the "Theory Test" is 200.

#### **Compulsory Questions:**

- Participating teams will draw lots to determine their order of sequence, followed by answering 5 questions each.
- Each question will be displayed on the screen, each participating team has 10 seconds to provide an answer with one single attempt.
- Scoring:
  - 10 points for each correct answer.
  - 0 points for an incorrect answer or if the team fails to respond.

#### **Quick-Answer Questions:**

- The Quick-Answer Questions Session will be conducted simultaneously by all participating teams.
- A total of 10 questions will be featured in this session.
- A Sky Dream MC will read out each question, and teams may signal their intent to answer using a Sky Dream-provided iPad. (A trial session will be arranged to help teams become familiar with the process)
- The team that responds fastest must provide an answer within 10 seconds
  - The team will earn 10 points for each correct initial answer.
  - 5 points will be deducted from the team for each incorrect initial answer.
- If a team signals their intent before the MC finishes reading the full question, the MC will stop reading, and the team must proceed with their answer.
- If the initial answer is incorrect, the question will move to the make-up session.
  - If the full question was not revealed in the first round, the MC will read the entire question
  - Upon the MC's signal, remaining teams will have one chance to provide a make-up answer, determined by the speed of their iPad response.
  - If the make-up answer is correct, the team will earn 5 points.
  - If the make-up answer is incorrect, 5 points will be deducted.
  - The team that provided an incorrect initial answer is ineligible to participate in the make-up round.

**Score Calculation Mechanism:**

- Teams will be ranked based on their total points accumulated across the “Compulsory Questions” and “Quick-Answer Questions” sessions.
- In the event of a tie, where multiple teams share the same points, an additional “Quick-Answer Questions” session will be held to resolve their rankings. The team that provides a correct answer in this additional session will receive bonus points
- If rankings remain unresolved after several attempts at the additional session, teams with identical scores will share the same rank.
  - For example: If Team A and Team B accumulate the highest total points and their rankings cannot be determined after several rounds of the additional “Quick-Answer Questions” session, both will be jointly ranked as “1st Team” with 200 points for the overall calculation.
  - The team with the next highest score, Team C, will be designated as “3rd Team” with 160 points for the overall calculation.
- The final scores for each team, used in the overall calculation, are as follows:

Team	Scores for Overall Calculation
1st Team	200
2nd Team	180
3rd Team	160
4th Team	140
5th Team	130
6th Team	120
7th Team	110
8th Team	100

## **Part 2: Flight Simulator Test Rules and Regulations**

1. Each team will conduct the Flight Simulator Test (the “Sim Test”) in two groups, with 2 students in each group.
2. Each team shall consist of one pilot responsible for flying (“PF”) and one pilot designated for monitoring (“PM”).
3. Each team will utilize the Sky Dream C172 flight simulator to conduct the test.
4. The “Sim Test” comprises two sessions:
  - a. Designated Maneuvers
  - b. Emergency Handling
5. Maximum scores for the “Sim Test” is 200.

### **Designated Maneuvers:**

- Sky Dream will select two designated maneuvers as the testing items.
- Each team is permitted to perform each maneuver once, with no pauses allowed between maneuvers.
- Maximum scores for this session is 120.
- Please refer to the Appendix for the Rating Criteria of Designated Maneuvers.

### **Emergency Handling:**

- Each team will be presented with an emergency scenario and must demonstrate their ability to manage the situation with assistance from our Sky Dream support staff. The rating criteria, which are not limited to the following, include:
  - Situation awareness (PF & PM)
  - Basic aircraft knowledge (PF & PM)
  - Basic aircraft handling skill (PF)
  - Communication (PM)
- Maximum scores for this session is 80.

**Prizes:**

The winning team will be awarded a one-hour simulator training session on a B737 or C919, taught by a professional airline pilot.

**Awards:**

Aeronautical Theory Test Winner  
Aeronautical Theory Test 1st Runner-up  
Aeronautical Theory Test 2nd Runner-up  
Aeronautical Theory Test 3rd Runner-up

Flight Simulator Test Winner  
Flight Simulator Test 1st Runner-up  
Flight Simulator Test 2nd Runner-up  
Flight Simulator Test 3rd Runner-up

Sky Dream 2025 Inter-School Aviation Competition Winner  
Sky Dream 2025 Inter-School Aviation Competition 1st Runner-up  
Sky Dream 2025 Inter-School Aviation Competition 2nd Runner-up  
Sky Dream 2025 Inter-School Aviation Competition 3rd Runner-up

Best Pilot Flying Award  
Best Pilot Monitoring Award



## Appendix - Rating Criteria of Designated Maneuvers

Score Section	Description	Score	Assess Area					Total
			Maneuver Accuracy 1	Maneuver Accuracy 2	PF Procedure	PM Communication	PM Duties	
Maneuver	Climb / Descent (Time: ~5min)	6	Altitude > 100 ft	Heading > 10 degree	2+ mistakes	2+ mistakes	2+ mistakes	120
		9	Altitude within 100 ft	Heading < 10 degree	1 mistake	1 mistake	1 mistake	
		12	Altitude within 50 ft	Heading < 5 degree	No mistake	No mistake	No mistake	
		Maneuver Max Score: 60						
	Turning with designated Angle of Bank (Time: ~5min)	6	Heading > 10 degree	Altitude > 100 ft	2+ mistakes	2+ mistakes	2+ mistakes	
		9	Heading < 10 degree	Altitude within 100 ft	1 mistake	1 mistake	1 mistake	
		12	Heading < 5 degree	Altitude within 50 ft	No mistake	No mistake	No mistake	
		Maneuver Max Score: 60						