



STRIKE FIGHTER LEAGUE

WELCOME TO FABULOUS LAS VEGAS

SPEED Trial

SFL Pilot SPINS

Feb '26



Mission Overview

- **Course length:** ~17nm
- **Gates:** 18 precision air gates that are 3D physical objects
 - SFL Pilots must thread through every gate – no swapping paint with a gate
 - Miss a gate entirely = time penalty applied
- **Route:** Two laps around the Las Vegas Strip skyline
 - Second lap is different from first (not the same circuit)
- **Timing:**
 - Starts weight off wheels (WoffW)
 - Stops as A/C flies cleanly through the finish gate (Rwy 19R)
 - Stops if the A/C crashes into terrain/gate



Admin

- **Line Up**

- Eligible aircraft: F/A-18C Hornet | F-16C Fighting Falcon

- **Environmentals**

- CAVU, winds light, sun setting

- **Fuel**

- F/A-18 will start w 5.0k#
- F-16 will start w 3.5k#

- **Comm**

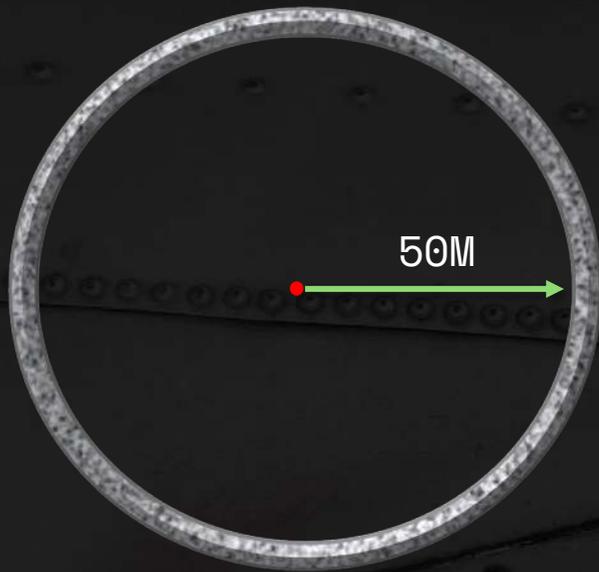
- None required during the circuit



Admin

• Waypoint Plan

- Gate explanation to the right
- Gate picture below



Gate Explanation:

- HDG
 - Perpendicular Gate Orientation
 - True HDG drives the Pilot to next gate
- Centroid
 - LAT / LONG (DD MM.mmm)
- Dimension
 - 50M radius



Admin

- **Marshall / Taxi / Takeoff**

- Cleared for taxi and takeoff once spawned.

- **Departure**

- From 25L proceed to the Boulevard to Gate 1. Auto-cleared for the SFL Speed Course after takeoff.

- **Recovery**

- Gate 18 is the finish gate directly above the #'s of Rwy 19R



TacAdmin

- **Fires:** None
- **Emitters:** None
- **Navigation:**
 - Moving Map, Auto Route functionality for Waypoint to Waypoint
 - Primarily visual navigation
- **Comm:** None required during execution
- **Expendables / Extra:** None

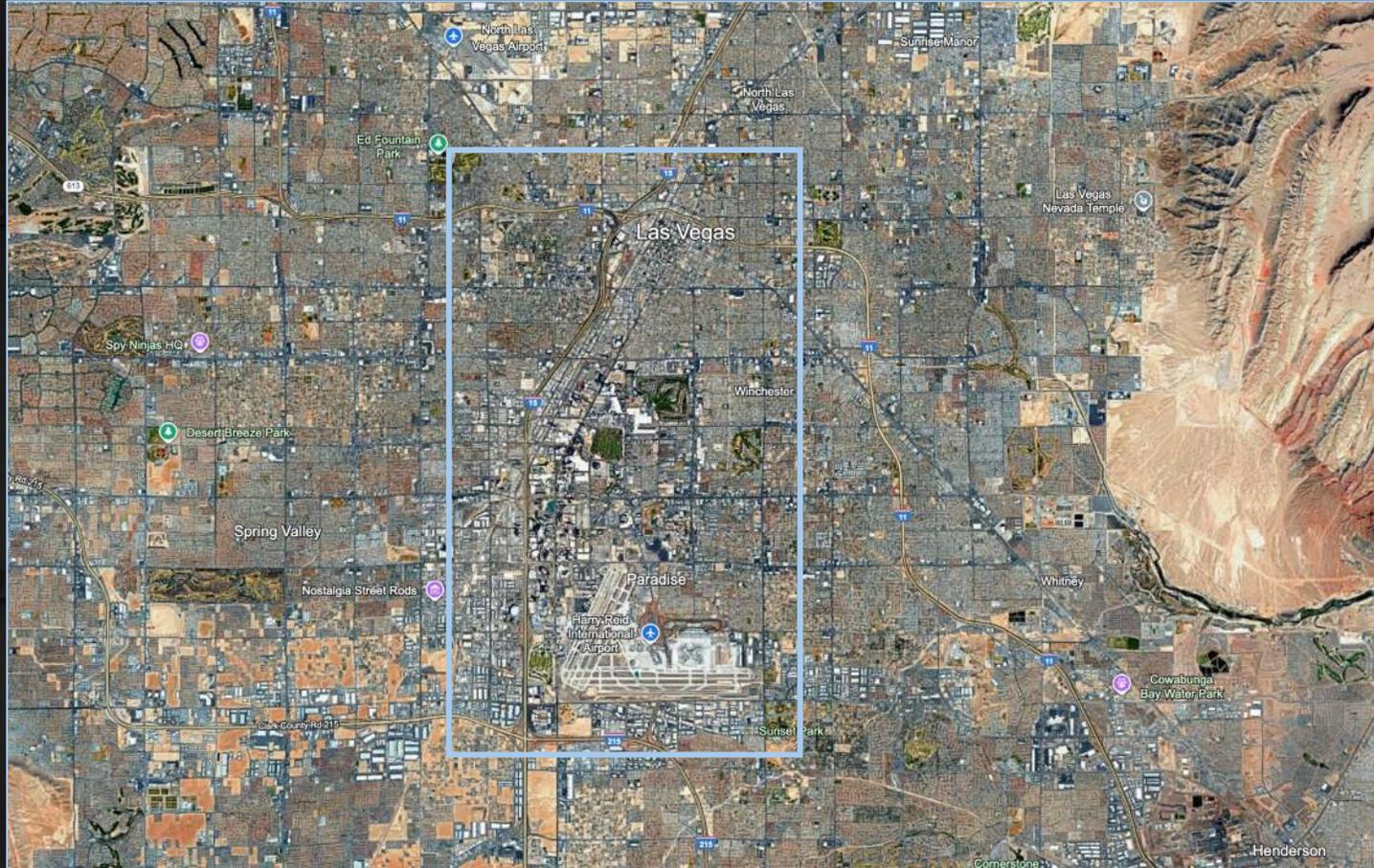


TechAdmin

- Authoritative guidance for server access, client requirements, and Discord flow will be issued in SFL Charter Appendix B. TechAdmin SOP.
- This section will be revised to reflect Appendix B upon release.



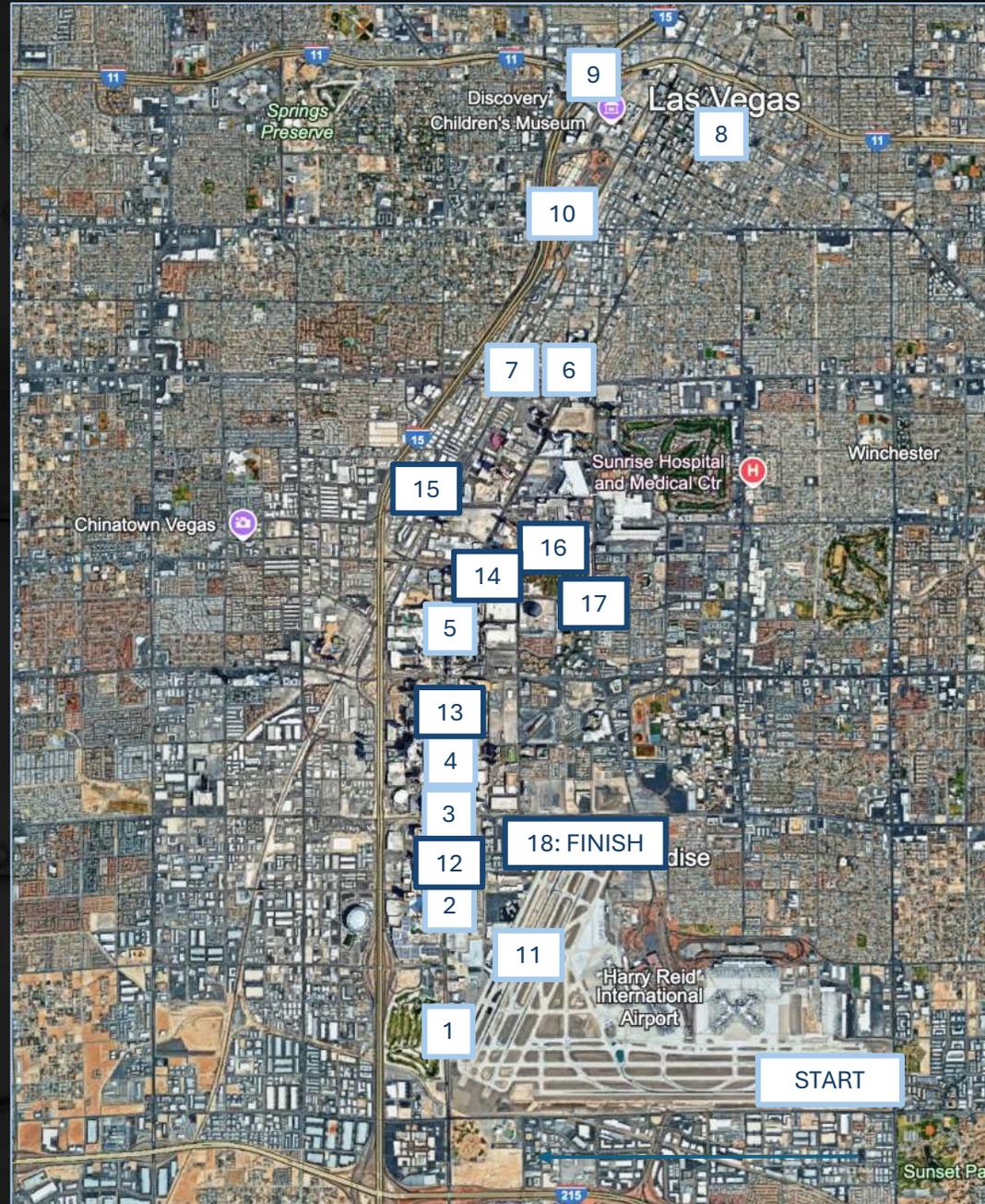
Op Area



Gates

Lap 1
1-12

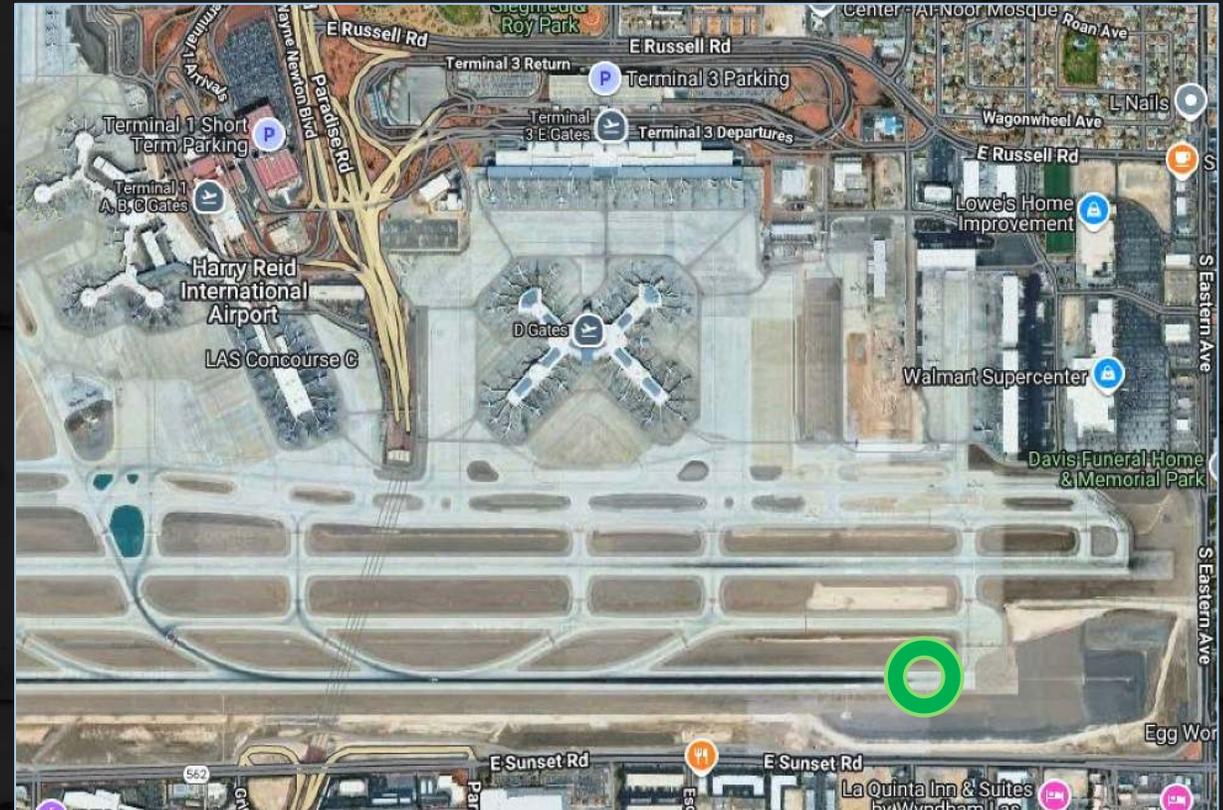
Lap 2
13-Finish





Initialization

- Pilots will initialize near:
 - N 36 04.420
 - W 115 06.600
 - 625M MSL, 0M AGL
 - Approach end of Runway 25L, KLAS Harry Reid International Airport





Start: 25L KLAS

- Timing will start when WoffW





Gate 1: Fabulous Las Vegas

- HDG: 359 True
- Centroid
 - N 36 04.928
 - W 115 10.367
 - Elevation: 663M MSL
 - Centroid Elevation: 30M AGL





Gate 2: The Wave

- HDG: 359 True
- Centroid
 - N 36 05.491
 - W 115 10.377
 - Elevation: 654M MSL
 - Centroid Elevation: 366M AGL





Gate 3: Lady Liberty

- HDG: 359 True
- Centroid
 - N 36 06.076
 - W 115 10.377
 - Elevation: 648M MSL
 - Centroid Elevation: 30M AGL





Gate 4: Celerite

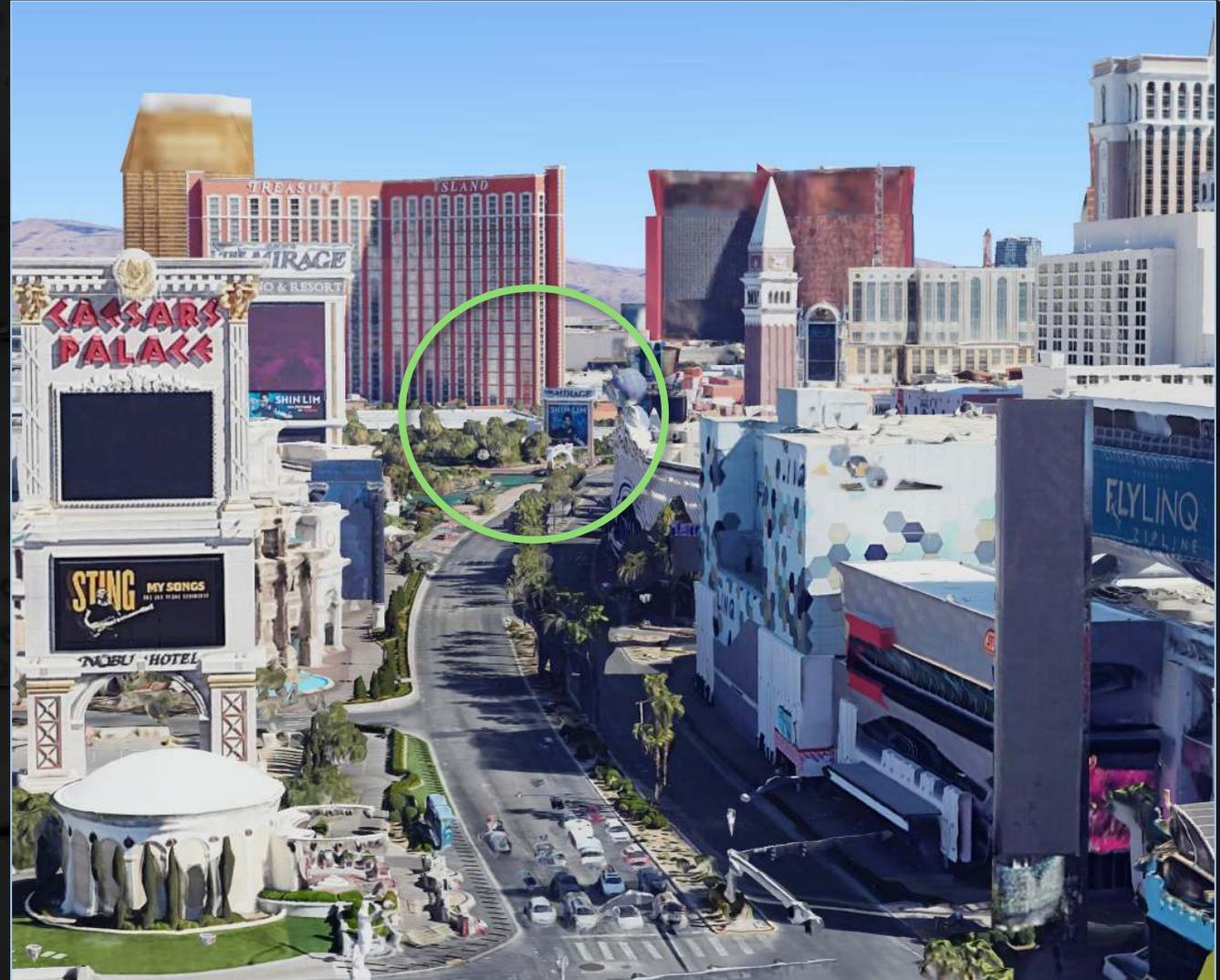
- HDG: 359 True
- Centroid
 - N 36 06.750
 - W 115 10.377
 - Elevation: 642M MSL
 - Centroid Elevation: 46M AGL





Gate 5: Fata Morgana

- HDG: 020 True
- Centroid
 - N 36 07.200
 - W 115 10.350
 - Elevation: 640M MSL
 - Centroid Elevation: 30M AGL





Gates 6 & 7

Overview:

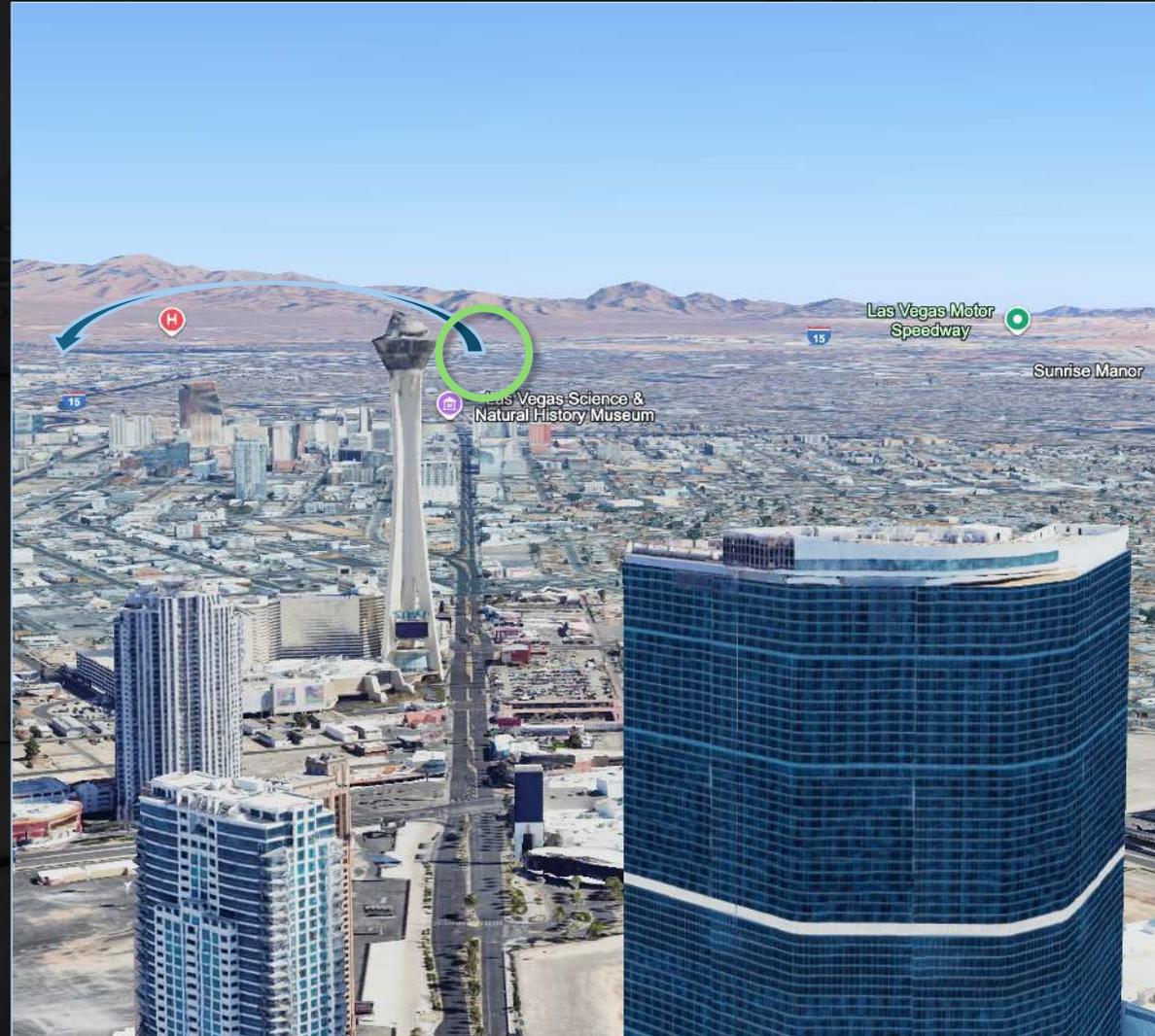
- 460M radius turn
- SFL Pilots enter from Las Vegas Blvd and return northbound up the Blvd





Gate 6: Skypod Skid

- HDG: 025 True
- Centroid
 - N 36 08.837
 - W 115 09.299
 - Elevation: 620M MSL
 - Centroid Elevation: 366M AGL





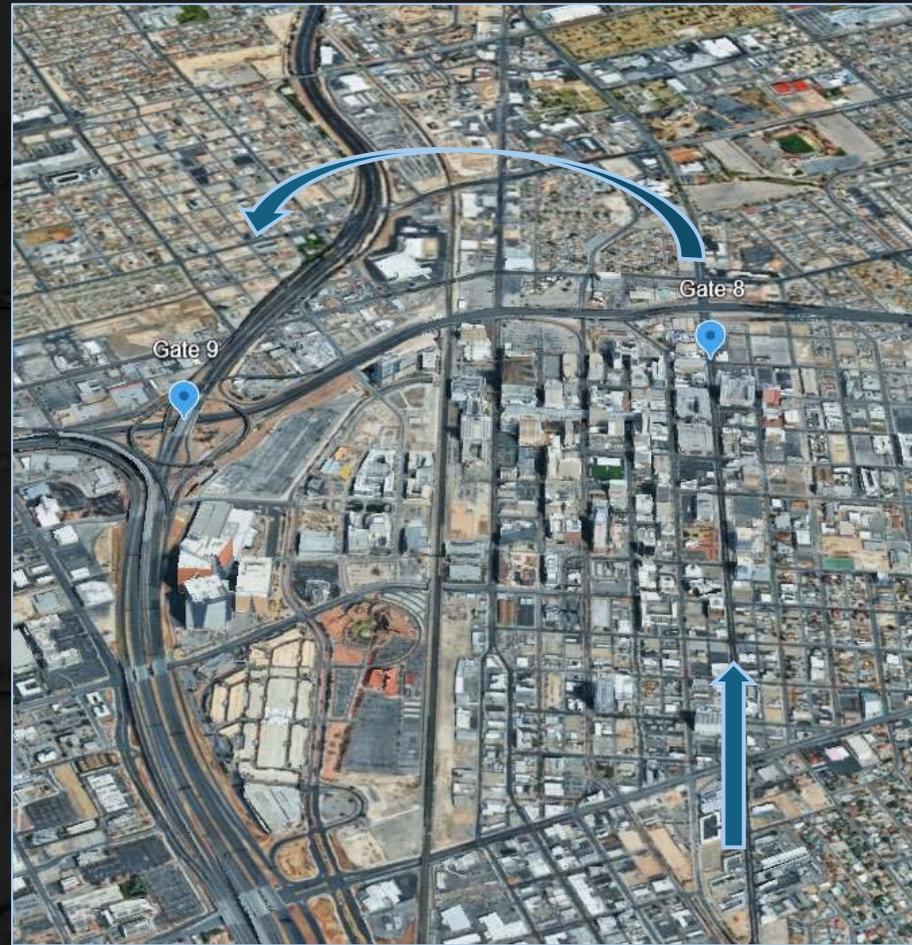
Gate 7: Break Left

- HDG: 080 True
- Centroid
 - N 36 08.698
 - W 115 09.575
 - Elevation: 622M MSL
 - Centroid Elevation: 60M AGL





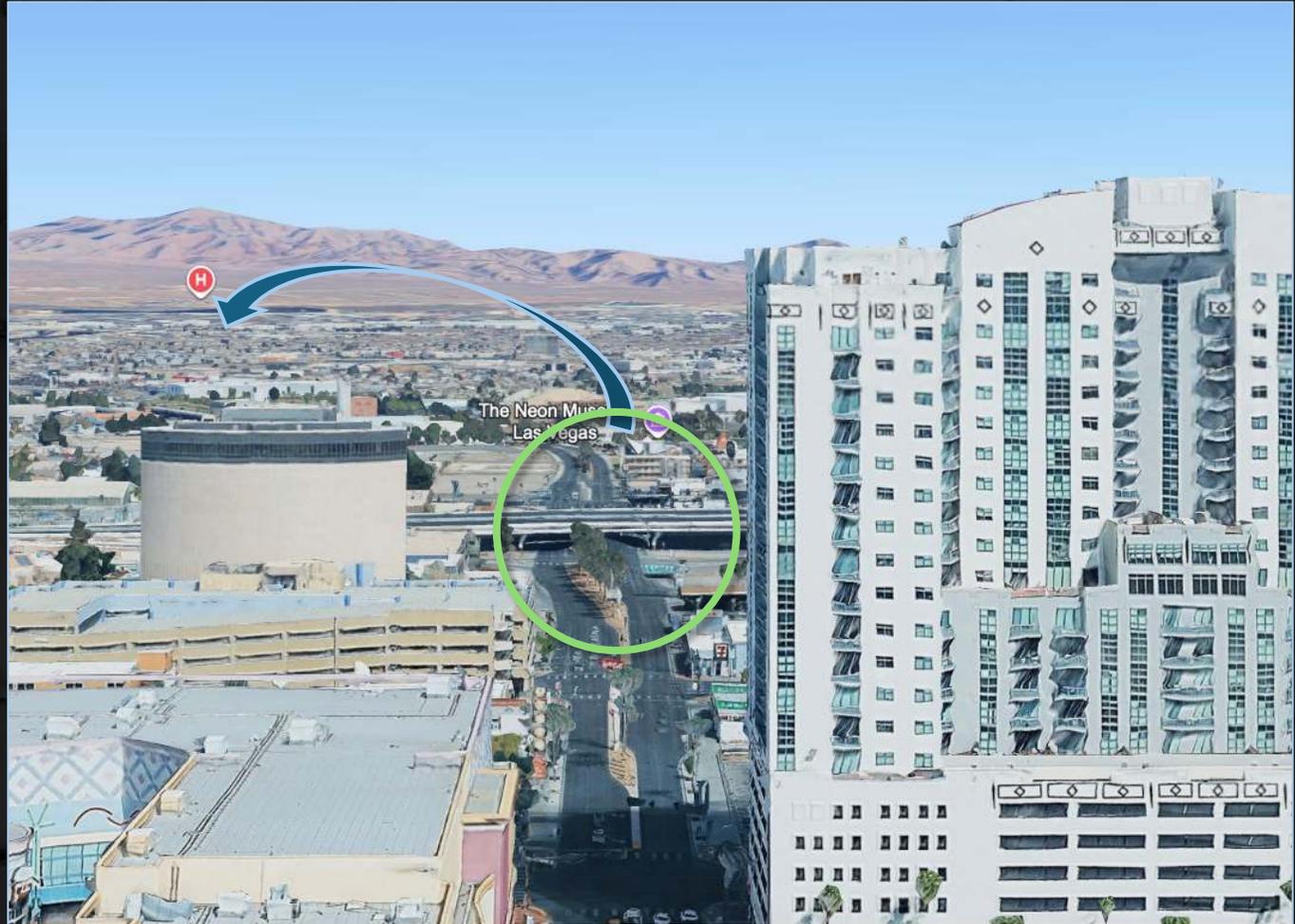
Gates 8 & 9





Gate 8: Electric Playground

- HDG: 025 True
- Centroid
 - N 36 10.295
 - W 115 08.348
 - Elevation: 611M MSL
 - Centroid Elevation: 60M AGL





Gate 9: Rush hour

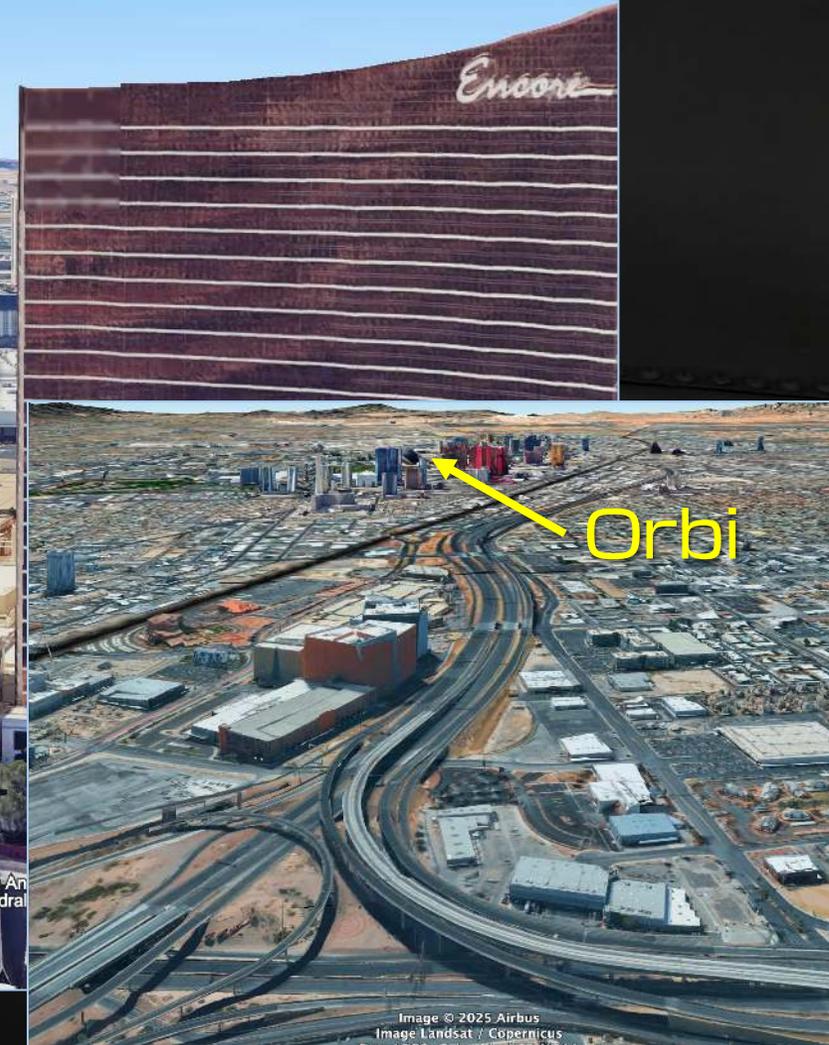
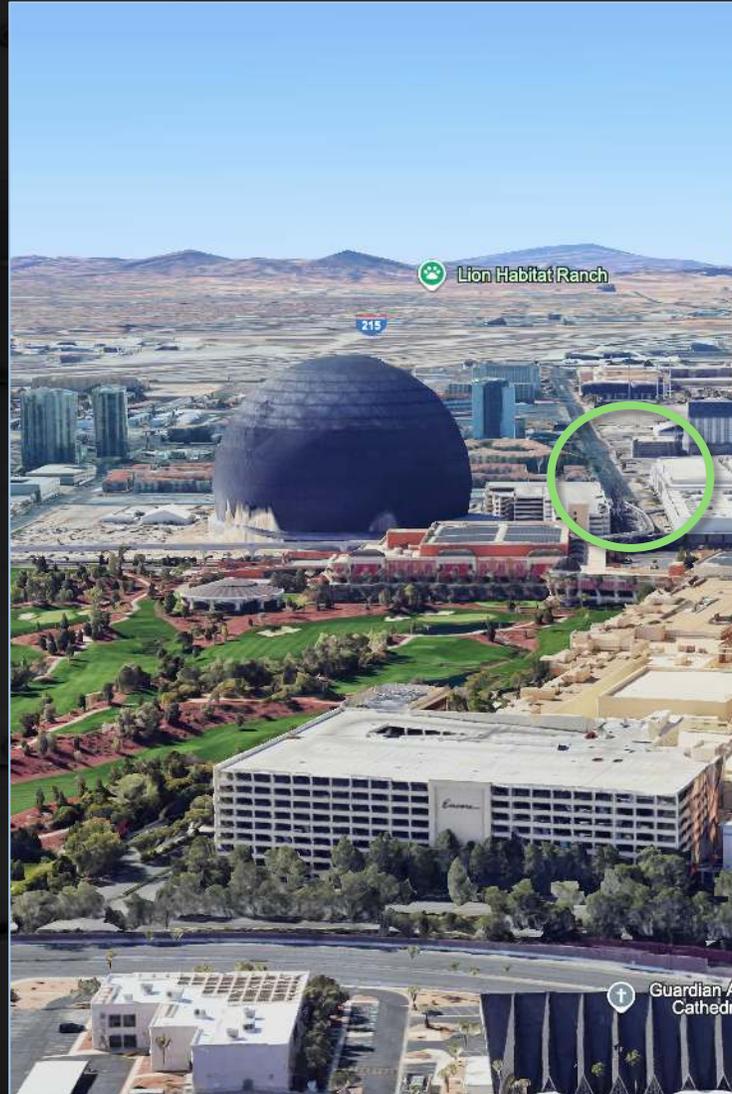
- HDG: 190 True
- Centroid
 - N 36 10.455
 - W 115 09.300
 - Elevation: 633M MSL
 - Centroid Elevation: 914M AGL





Gate 10: Orbi

- HDG: 180 True
- Centroid
 - N 36 07.330
 - W 115 09.845
 - Elevation: 640M MSL
 - Centroid Elevation: 60M AGL





Gate 11: Janet

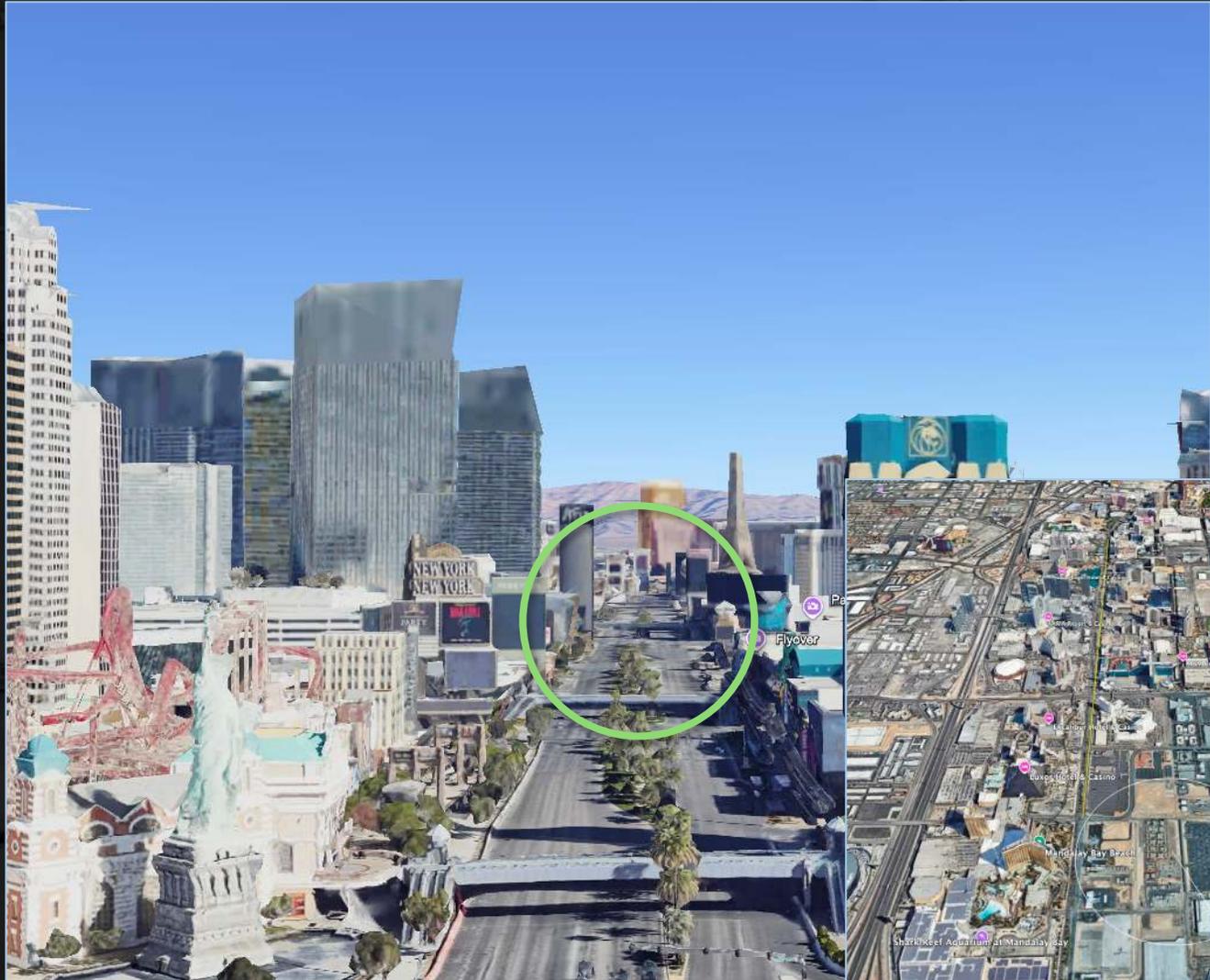
- HDG: 180 True
- Centroid
 - N 36 05.550
 - W 115 09.865
 - Elevation: 650M MSL
 - Centroid Elevation: 60M AGL





Gate 12: Lady Liberty

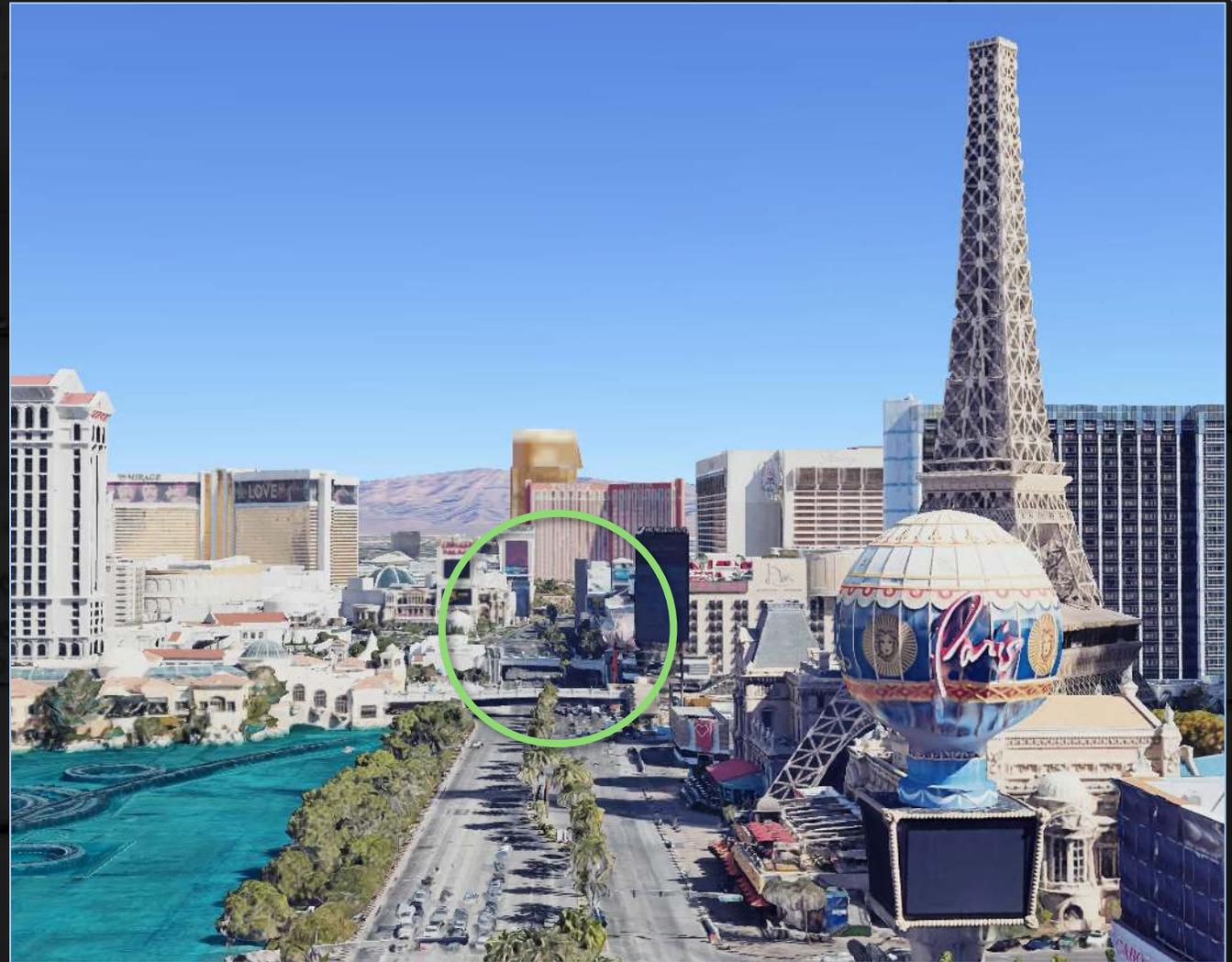
- HDG: 359 True
- Centroid
 - N 36 06.076
 - W 115 10.377
 - Elevation: 648M MSL
 - Centroid Elevation: 30M AGL





Gate 13: Celerite

- HDG: 359 True
- Centroid
 - N 36 06.750
 - W 115 10.377
 - Elevation: 642M MSL
 - Centroid Elevation: 60M AGL



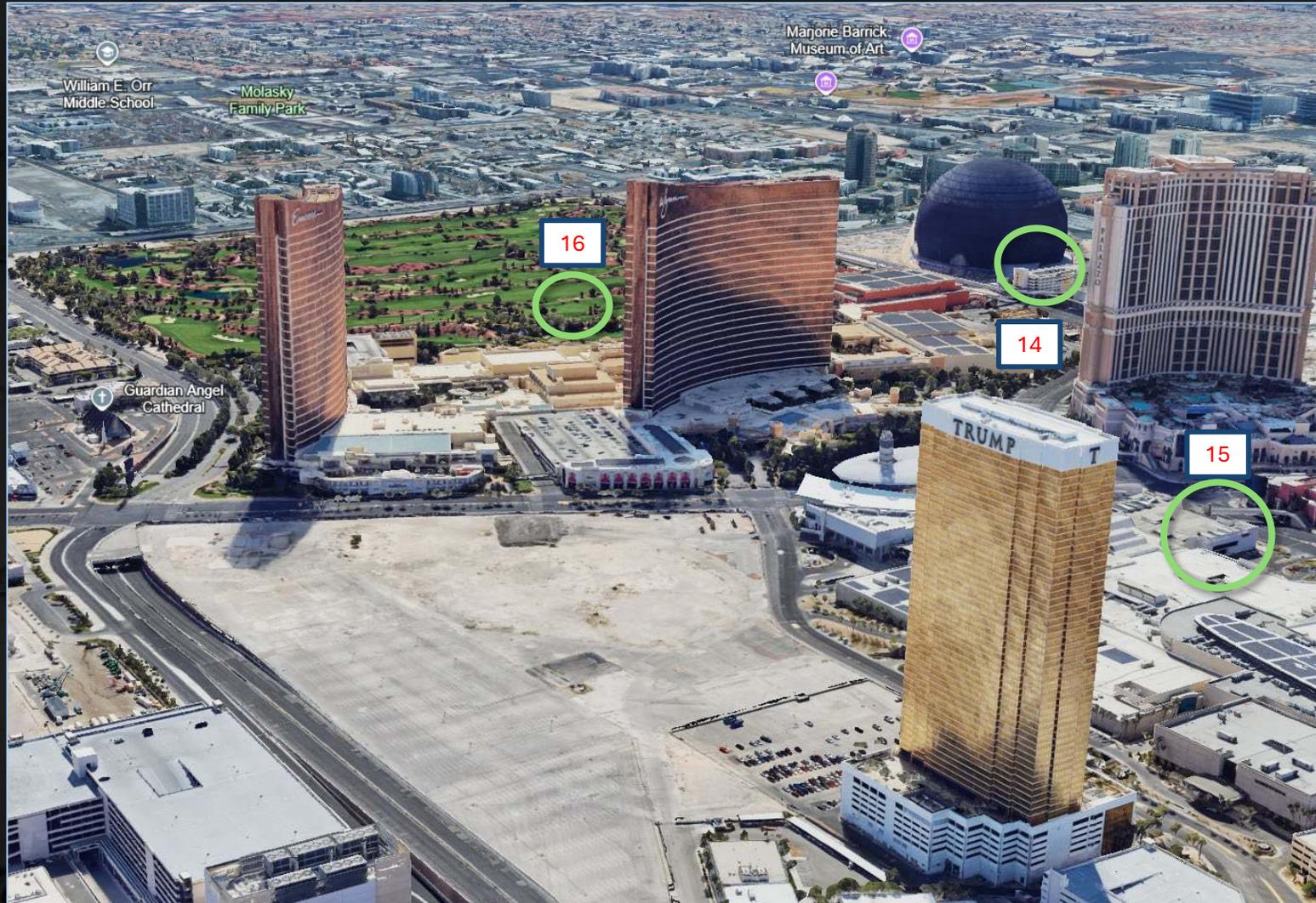


Gates 14, 15, 16: Two T's for the Wynn





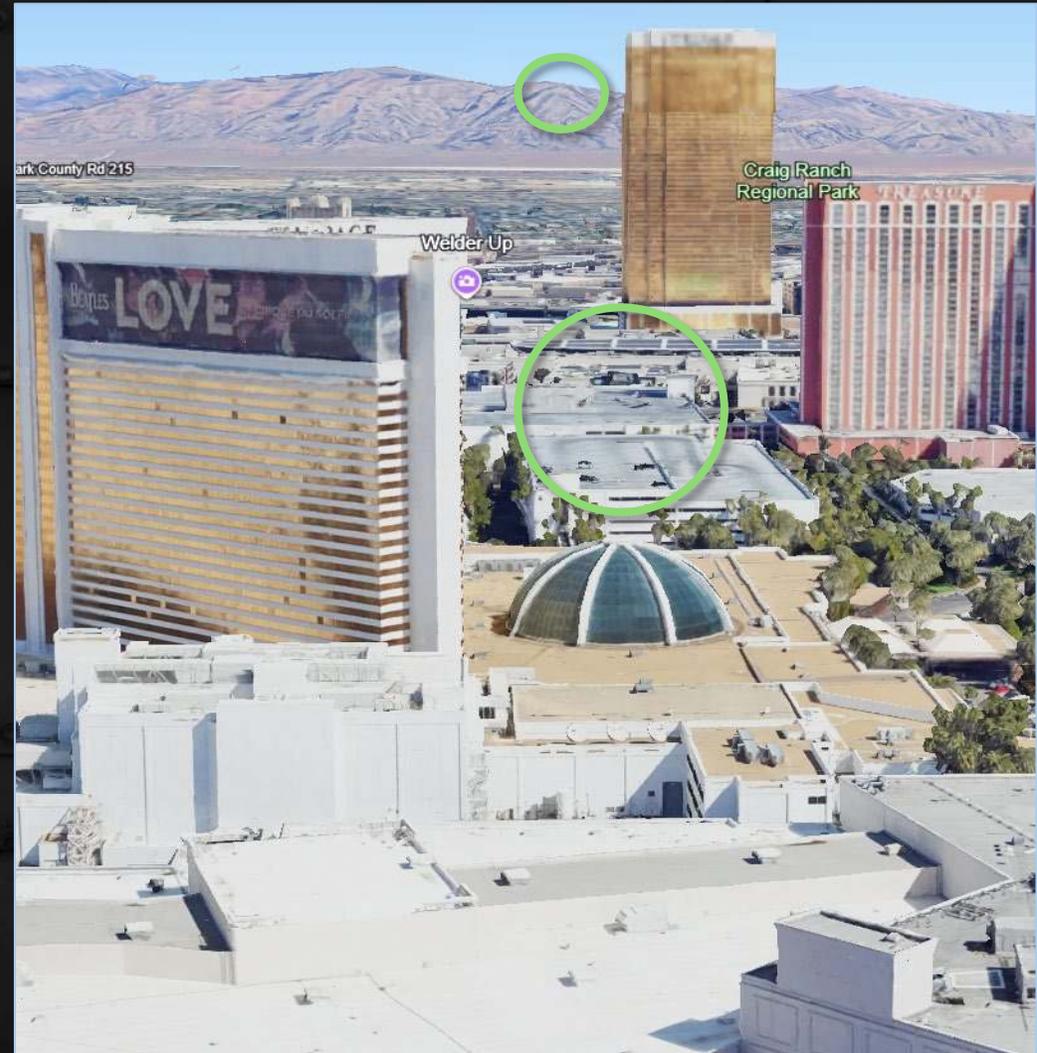
Gates 14, 15, 16: Two T's for the Wynn





Gate 14: The First T

- HDG: 007 True
- Centroid
 - N 36 07.217
 - W 115 10.433
 - Elevation: 643 MSL
 - Centroid Elevation: 75M AGL





Gate 15: The Second T

- HDG: 331 True
- Centroid
 - N 36 07.774
 - W 115 10.408
 - Elevation: 652 MSL
 - Centroid Elevation: 150M AGL





Gate 16: For The Wynn

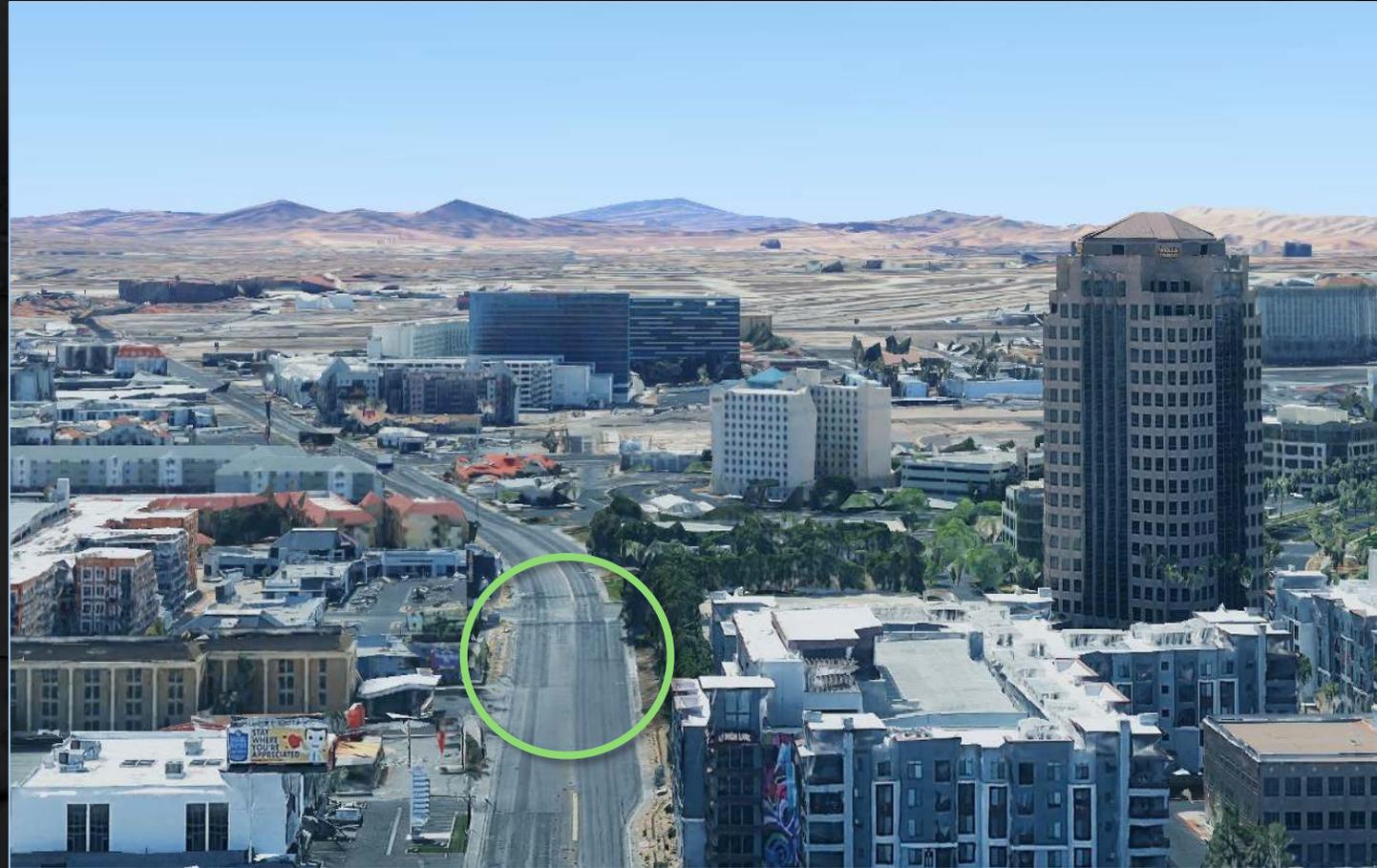
- HDG: 120 True
- Centroid
 - N 36 07.673
 - W 115 09.946
 - Elevation: 641M MSL
 - Centroid Elevation: 80M AGL





Gate 17: Dealer's Choice

- HDG: 180 True
- Centroid
 - N 36 07.109
 - W 115 09.300
 - Elevation: 625M MSL
 - Centroid Elevation: 60M AGL





Gate 18: Finish Gate One Niner Right

- HDG: 205 True
- Centroid
 - N 36 05.819
 - W 115 09.479
 - Elevation: 637M MSL
 - Centroid Elevation: 15M AGL





SPEED Trial Scoring

Acronym	Meaning	Definition
TCD	Total Course Distance	Total distance of the 2D line that connects all course gate center points
CDT	Course Distance Travelled	Pilot progression along the 2D line that connects all course gate center points
MG	Missed Gates	Number of gates missed or crashed into
T	Elapsed Time	Total time (in seconds) from start to completion or crash
PAS	Pilot Average Speed	$PAS = \frac{CDT}{T + (40'' \times MG)}$
cbPAS	Course Baseline PAS	$TCD / (180 \text{ secs})$
wS	Weighted Speed Score	$0.6 \left(\frac{PAS}{cbPAS} \right)$
wD	Weighted Distance Score	$0.4 \left(\frac{CDT}{TCD} \right)$
Score	Speed Trial Score	$\text{Score} = \left(0.6 \left(\frac{PAS}{cbPAS} \right) + 0.4 \left(\frac{CDT}{TCD} \right) \right) * 100$



SPEED Trial Scoring

Score Calculation

Score combines two weighted components:

- 60% Speed – How fast the pilot flew the course
- 40% Distance – How far the pilot progressed on the course

Penalty Rule

Each missed or impacted gate adds a 40-second penalty to the pilot's time before calculating PAS



SPEED Trial Scoring

Cleared Gate Criteria

A gate is considered cleared only when the entire aircraft passes cleanly through it without any contact. If the aircraft strikes the gate or skips it entirely, the gate is not counted as cleared.

Missed Gate Definition

Any gates not cleared during a circuit are counted as missed gates.

Score Calculation

$$\text{Score} = \left(0.6 \left(\frac{\text{PAS}}{\text{bPAS}} \right) + 0.4 \left(\frac{\text{CDT}}{\text{TCD}} \right) \right) * 100$$



SPEED Trial Scoring

Summary

The SPEED scoring system puts the highest value on finishing the course, while still rewarding speed and giving credit for distance. It encourages aggressive flying, clean gate work, and crossing the finish line.

