VIRTUAL CARGO INTERNATIONAL

A VIRTUAL CARGO COMPANY

PIREP (POINTS) MANUAL

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Welcome to the Virtual Cargo International PIREP (Points) Manual.

This document has been created for the use of members, to find all the essential information and general information about our PIREP and our point system.

Contents

PIREP (POINTS) MANUAL

General Information

All PIREPs submitted to Virtual Cargo International are processed automatically. A PIREP may take up to thirty (30) minutes to be processed, and after this the PIREP will be assigned one of a number of statuses. These include:

- Accepted (where the PIREP has passed automatic processing)

- Rejected (where the PIREP has been rejected automatically or by a staff member)

- Pending (where the PIREP has failed automatic processing, is awaiting review by a staff member or you got a comment and we awaiting your reply);

Livery/Airframe

If a route is flown using a unknown airframe or livery, it will be marked as pending. This will allow a staff member to review the PIREP. Then they have the option to Reject or Accept the PIREP.

If you have flown using a valid airframe/livery, and the PIREP got marked as pending, don't worry! The staff member reviewing the PIREP can add livery/airframe to the approved aircraft list. This means any future PIREPs using this livery/airframe will be automatically accepted.

PIREPs can be automatically rejected if certain criteria are met:

- Landing over -650 ft/min with no PIREP report.

- Landed away from destination with no PIREP report.

- Minus points with no PIREP report.

- Flight time exceeds known flight time +25% or flight time exceeds community average flight time +25% with no PIREP report.

- Any PIREP submitted with a PIREP Report.

- Any PIREP submitted that has used a non-approved aircraft / airline / livery.

- Any PIREP that pause time exceeds 10% of the total flight time.

PIREP (POINTS) MANUAL

A staff member has the following options available to them:

- Accept PIREP (All is fine, book your next flight)

- Reject PIREP (The pilot does not receive anything they earned)

- Add/Remove Bonus Points (The pilot can have bonus points added or removed)

File a PIREP manually

Sadly, it is possible that your Flightsim crashed, or you got an OOM. But don't worry, we all have been there right? For this reasons we have a special facility to get your PIREP with three easy steps. Please provide us as much information as you can get us.

Manual PIREPs are reviewed on a case-by-case basis by our staff. Please allow up to 12h for your flight to be reviewed. Thank you.

Optional: If you have a premium account for smartCARS you got the opportunity to use their cloud backup services for Flight Reports. A backup of every flight report is sent to the TFDI Design cloud. This includes your aircraft data and flight progress backed up every 60 seconds. If something crashes, pick up right where you left off.

Pilot reports when you submit a PIREP comment

Virtual Cargo International offers a section to comment your flight report added to your PIREP. If anything goes wrong during your flight you have the possibility to add some quick hints to our staff to review your PIREP. For example:

- Diversion

- RTO

- Emergency

- Go-Around

- Hard Landing

- Other

Bear in mind, that submission of any comment will trigger a PIREP review, hence it is suggested you only submit them in case you need to explain the reasons behind exceedance of the requirements outlined below or you think your PIREP was accepted or rejected without merit.

PIREP (POINTS) MANUAL

Landing rate challenging your perception

From	To	Points	Info
-INF	-500	-3 points	Very hard Landing
-499	-300	-2 points	Hard Landing
-299	-200	+2 points	Good Landing
-199	-100	+3 points	Perfect Landing
-99	0	-2 points	Landing too soft

Note: Please keep in mind all PIREPs with a landing rate of -650 ft/min will automatically be rejected! If you believe your PIREP was not graded correctly, leave a comment on the report. Our staff has the option to manually approve a PIREP.

A good comfortable flight will be rewarded

Criteria	Points	Info
Points per hour of flight	+1 point	Rounded to 2 decimals
Points per 100nm of flight	+1 point	Rounded to 2 decimals
Per flight	+3 points	Rounded to 2 decimals
Preparation time	+5 points	Preparation time longer than 20 minutes
Flaps set to position	+1 point	Flaps set for Landing/Take-off
Engines	+1 point	Engines off before PIREP is sent
Overspeed	-2 points	Avoid flying faster than the overspeed limit
Slew mode	-2 points	Do not use slew mode when flying
Flaps set to position	-2 points	Flaps not set for Take-off
Flaps set to position	-2 points	Flaps not set for Landing

Other criteria that's where bonus points come in

From time to time, Virtual Cargo International staff may choose to manually award bonus points. Criteria for the bonus points is at the discretion of the staff, but will usually include milestone flights (for example, 1.000th PIREP filed) and participation in events.

In the most exceptional circumstances, this system might be used to manually adjust points in case of bugs in the system, however, system fixes and PIREP re-scoring is preferred course of action.

Additional information and tips

- Virtual Cargo International operates a policy of a -150 ft/min "perfect" landing rate. This is the rate you should aim to land at.

- Preparation time is defined as a timespan between start of flight in smartCARS until your pushback starts.

- Overspeed is defined as exceeding structural speed of an aircraft. Make sure you use Cost Index 60-80 for that not to happen. Employ VNAV mode for descent speed management.

- To prevent exceeded speeding over or below 10.000 feet MSL set your speed manually to 240 knots or program your FMC right.

If you can't find the right answer to your Question, do contact us.

You can also use our forum to send your question.