

Star Alliance Virtual Protocol



DOCUMENTATION

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Approval:

John Finberg, CEO

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Supervisor (Name and Title)

Date

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1 OBJECTIVES OF OPERATIONS

1.1 Statement of Purpose

Star Alliance Virtual was created to provide pilots one virtual airline where they can fly where they want, on the plane they want, when they want. Overall, Star Alliance Virtual gives pilots their freedom within a guided and social environment.

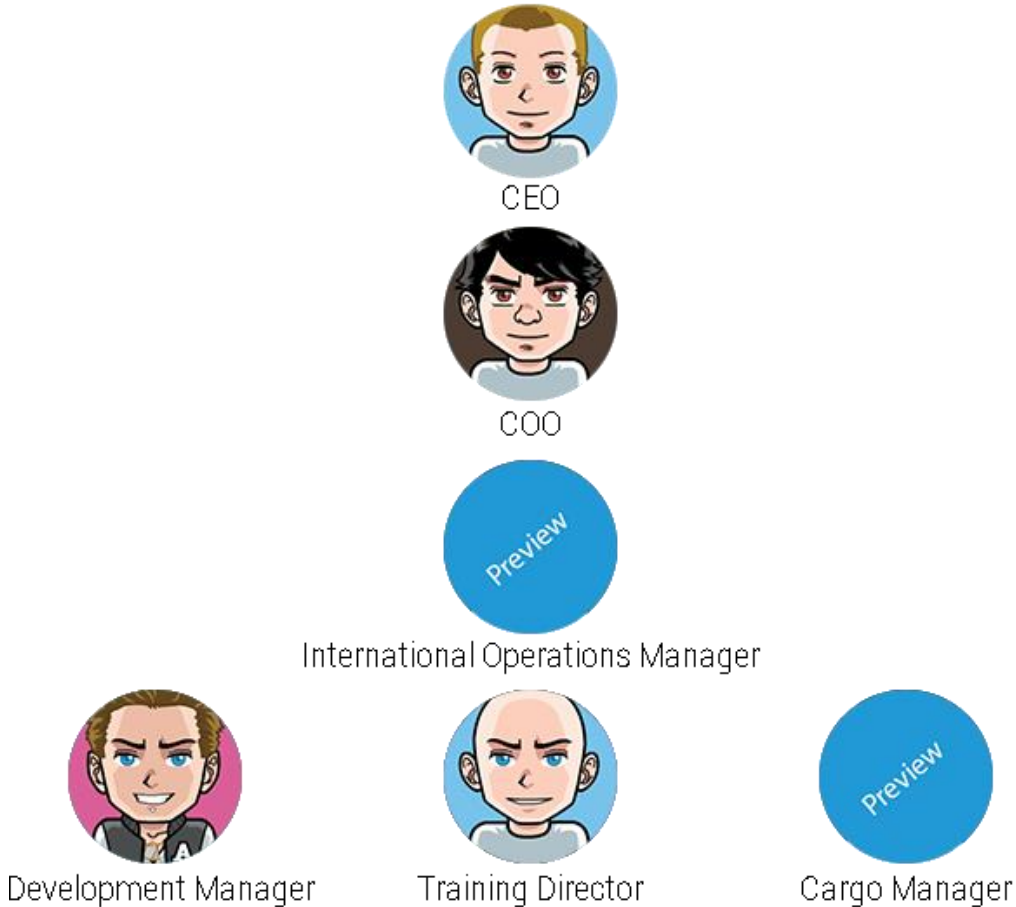
1.2 Statement of Purpose for this Document

The purpose of this document is to set forth the policies and regulations of Star Alliance Virtual. This document is to serve as a guide for staff and pilots of Star Alliance Virtual, covering everything from recruitment to flying the skies.

2 CORPORATE HIERARCHY

2.1 Staff Organization

The staff of Star Alliance Virtual is organized as follows:



CEO – In charge of overall operations.

COO – In charge of daily operations on the corporate level.

International Operations Manager – In charge of all Star Alliance Virtual departments and company's external relations.

Flight Schedules and Fleet Manager – In charge of maintaining and updating flight schedules and fleet data.

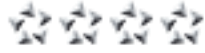
Training Manager – In charge of the training department, including check rides and other learning features.

Development Manager – In charge of furthering Star Alliance Virtual's technology.

Cargo Manager – Manages the cargo department.

2.2 Pilot Rankings

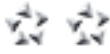
The ranking system at Star Alliance Virtual is based on hours flown, as opposed to join date. Ranks do not affect the routes or aircraft you but rather give you seniority in the company.



Senior Captain – from 500 hours flown



Captain – from 200 until 500 hours flown



Co-Pilot – from 5 until 200 hours flown



Pilot In-Training – from 0 until 5 hours flown.

3 PILOT RECRUITMENT AND RESPONSIBILITIES

To apply for a pilot position with Star Alliance Virtual, the applicant must:

- Communicate respectfully with staff and other pilots;
- Be able to fly in a simulator, P3D, FSX, or X-Plane.
- Be bound by the rules and regulations stated in this document; and
- Respect the members and staff of the Star Alliance Virtual Community.

The applicant shall complete the form on the website, providing his or her complete name, email address and location, selecting a preferred airline to fly for and a preferred hub to fly from, and, optionally, a Vatsim CID number.

4 TRAINING

4.1 General Help

Star Alliance Virtual's training staff is available to help its pilots in all aspects of flying. Help can be accessed through the Star Alliance Virtual Teamspeak server, through an email exchange, or from a forum post on the website.

5 FLYING

5.1 Pre-Departure

Before a pilot can initiate a flight, he or she must have scheduled a flight on the Star Alliance Virtual ACARS or on the website, must have a flight plan and must have the fuel planning for the flight completed.

5.1.1 Flight Bidding

A pilot can bid a flight easily by logging into his or her Star Alliance virtual account on either the Star Alliance Virtual website or through the Star Alliance Virtual ACARS. On the website, the bidding page is in the Pilot Center at the bottom of the page labeled as “Book a Flight.” On the ACARS, the bidding page is under the “Flights” tab.

5.1.2 Flight Planning

In order to plan a flight, a pilot could use one of the following systems:

- PFPX - <http://www.flightsimsoft.com/pfpx/>
- simBrief - <http://www.simbrief.com/home/>
- FlightSim Commander - <http://www.fscommander.com/>

When a pilot uses these programs to create a flight plan, he or she should beforehand Google the flight, such as “KSFO to KPHI United” to see if any websites have real-world route data for that specific route stored. For example, the above-search retrieves information on UAL1111, which is from San Francisco, CA, to Lihue, HI, and includes a real-world route. The pilot can then take this route information and put it into the flight planner to have a more realistic journey.

5.1.3 Fuel Planning

The pilot must also calculate proper fuel amount for the flight. He or she may do this by using the built-in tool provided by some aircraft, such as the A318, A319, A320, and A321. Otherwise, the pilot may use the website <http://fuelplanner.com/>.

5.1.4 Resources

The last step before starting the simulator is to make sure that the pilot has all of the proper equipment, such as:

- Informational charts (including for airports and weather) – can be found on <http://flightaware.com/resources/>
- Proper livery – Star Alliance Virtual liveries will all be obtainable through the Pilot Center’s Download Center, in the near future.
- Proper soundpack – soundpacks for all Star Alliance member airlines will be available through the Pilot Center’s Download Center, in the near future.
- Proper checklist – checklists for all Star Alliance member aircraft will be available through the Pilot Center’s Download Center, in the near future.

5.2 Departure

Before push-back, the pilot should press “Fly” on the bidded flight in the ACARS.

5.3 En-Route

The pilot should follow the checklist for the aircraft being flown and the flight plan created in the planning phase. The pilot should refrain from using time acceleration. Pausing the simulator for any amount of time is okay. Enjoy the skies.

5.4 Arrival

The pilot should follow the checklist for the aircraft being flown and the flight plan created in the planning phase.

5.5 Post-Arrival

The pilot should follow the real world information provided in the flight planning phase, for example, the gate assignment. Once the aircraft is parked at the gate with the engines shutoff, the pilot should find and push the button on the ACARS that is labelled, “End Flight.” Next, the pilot should find and push the button on the ACARS that is labelled, “File Flight.” This button appears after the “End Flight” button has been pushed. A flight should be “filed” only if the following criteria is met:

- An FPM rate of less than negative 500 has been achieved or, if the flight was over six hours, an FPM rate of less than negative 1000;
- Flight planning was completed pre-flight;
- Fuel planning was completed pre-flight; and
- Proper checklists, charts and liveries were used for the flight.

If these criteria have been met, the pilot’s flight will be accepted by a Star Alliance Virtual staff member in less than 48 hours. If a flight does not meet these criteria, but is still submitted, a Star Alliance Virtual staff member will identify why the flight was rejected based on the criteria. The pilot who has never flown before has may submit his or her first flight without meeting these criteria, and the flight will be accepted.

6 CONTACTS

To get in touch with any of our staff you can visit sta-va.com/staff.php. You can look at the cooperate chain for more information on ranks and positions.

7 RESOURCES

Flight Planning Tools:

- PFPX - <http://www.flightsimsoft.com/pfpx/>
- simBrief - <http://www.simbrief.com/home/>
- FlightSim Commander - <http://www.fscommander.com/>

Fuel Planning Tools:

- Fuel Planner - <http://fuelplanner.com/>

Charts:

- Flightaware - <http://flightaware.com/resources/>

8 CONCLUSION

8.1 Final Thoughts

Thank you for taking the time to read about Star Alliance Virtual's operations. If you have any questions or suggestions, please contact by email John Finberg, ceo@staralliancevirtual.com.

Best Regards,
John Finberg