Events

All of our Group Flights can take place on *PilotEdge* or *VATSIM*; however it's **not** required to use any of them or even be a Pilot with their services. It's just the preferred method so we can all see each other in a multiplayer setting and have air traffic control provided.

If you want to join a group flight but you don't want to fly on *PilotEdge* or *VATSIM*, that's perfectly fine. You can participate by joining our *Group Flight* voice channel on *Discord*.

If you wish to learn more about *PilotEdge* and/or *VATSIM*, visit:

PilotEdge	VATSIM
https://pilotedge.net	https://vatsim.net

Find an **Event** by clicking the *Events* icon in the *Navigation Bar* on the *Crew Ops* website.
Each Event is color-coded to help you identify the provider of ATC Network Services – as illustrated below.

PilotEdge	VATSIM EU	VATSIM PAC	VATSIM US
📢 GROUP FLIGHT 🕐 23:00 - 02:00 UTC 📶 PilotEdge ✈ KSBA, KSMX, KSZP, KIZ...	📢 GROUP FLIGHT 🕐 17:00 - 22:00 UTC 📶 VATSIM EU ✈ EPWA, EPKK, EDDL, ED...	📢 GROUP FLIGHT 🕐 05:00 - 10:00 UTC 📶 VATSIM PAC ✈ YSSY, NZAA	📢 GROUP FLIGHT 🕐 22:00 - 02:00 UTC 📶 VATSIM US ✈ CYHZ, CYQM, CYYT, CYQX

In the Calendar that appears, review the options for that month. Click on an **Event** that interests you within that day's square. This will take you to the Event's **Details Page**. Here, you can read more information about the **Event**.

- If you're interested in signing up for it, click the **Sign-Up** button.
- If you're **not** interested in signing-up for it, click the **Back To Events** button (*back arrow icon*) to return to the **Event Calendar**.

All Pilots attending an event will receive **double hours and points** for participating.

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*You **do not** have to be at the airport location in order to participate.*

*Event flights **do not** change your location upon landing.*

There are four (4) types of Group Flights at *Walker Air Transport*. This allows our Event Directors and Pilots to have options and flexibility – in creating the Events *and* flying them. Find the type of event in which you're participating by reading the header *above* the list of airports. The types are explained below.

Fly-In	Fly-Out	Fly-In/Fly-Out	Specific
You must fly into one of these airports.	*You must fly out of one of these airports.*	*You must fly into or out of one of these airports.*	*You must fly between these airports.*

Let's talk about times and how they relate to our *Event System*.

Bidding Opens	Bidding Closes	Submission Period
*All bidding opens 3-hours **prior to** the start time.*	*All bidding closes 30 minutes **before** the event end time.*	*You have a 3-hour grace period **after** the event ends to submit your PIREP.*

So, let's review step-by-step how a group flight works:

1	Sign up for an Event.
2	Make note of the start time *and* end time. *You only get a 3-hour grace period **after** the end time for your PIREP to be submited.*
3	**3-hour prior** to the Event *Start Time* and up to **30 minutes before** the Event *End Time*, you'll see a **Bid a Flight** button. It allows you to create a flight using any of our Fleet aircraft in order to participate in the Event.

4	If you see a **Bid Exists** button, that means you already made a Bid. You must delete it in order to make a new one.
5	The **Event Details** page will list a *preferred* route. You can use it or use *simBrief* to create your own routing.
6	**Read the Flight Briefing!** It may include important information such as what airport we will depart from and arrive to if it's necessary.
7	You get credit for flying the Event as long as you meet its requirement(s).
8	All event times are in UTC, though we also show the local time (to you) as well.
9	The **Start Time** is our scheduled Pushback time. Plan to be online *at least* 30 minutes prior to the Event's *Start Time* in order to complete your Pre-Flight Check. **COMMENT:** *Once the Bid Window opens, you may, if you desire, begin the flight. You do **not** have to wait for the Start/scheduled Pushback time.*
10	***OPTIONAL*** | ***NOT REQUIRED****: Get on Discord and join the Group Flight voice channel. This is how we communicate with one another.*

Continue your reading **here** on **Events** and how to use the system.

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