

Rank & Points

Rank

Walker Air Transport utilizes the [smartCARS 3 \(Windows/MacOS/Linux\)](#) or [FlightTrackerXP \(Mac\)](#) ACARS systems and the company's proprietary, fully-automated *Flight Data System (FDS)* to log data produced and transmitted to us by your Simulator.

Once you've completed your flight and submitted the PIREP, our *FDS* goes to work reviewing it and making a decision on its acceptability. And it's all done very quickly. Within seconds, you'll have all of your flight's data to review, including, though not limited to, these major items:



1	2	3	4	5	6
Aircraft Type Flown	Flight Time	Flight Distance	Landing Rate	Points Awarded	Flight Status (Approved; Rejected; Diverted)












We're pleased and excited to have this system in place because we think it:

- adds more value to the total experience; and,
- by analyzing their performance and applying what they learn from it, our Pilots are challenged to continually improve their flying skills and proficiency.

In order to be promoted to the next **rank**, you must meet **both** of the requirements noted below for *minimum hours* **and** *minimum points*.

Hours and points do not reset on promotion. They carry over as you progress towards your next rank.

Rank Title	Insignia	Minimum Hours	Minimum Points	Pay Rate (Hourly)
Flight Student		0	0	\$15.00
First Officer		25	400	\$35.00

Senior First Officer		75	1,200	\$45.00
Captain		100	1,600	\$65.00
Flight Captain		300	4,800	\$85.00
Senior Flight Captain		500	8,000	\$105.00
Chief Pilot I		1,000	16,000	\$115.00
Chief Pilot II		2,500	40,000	\$135.00
Chief Pilot III		5,000	80,000	\$165.00
Senior Chief Pilot I		7,500	120,000	\$195.00
Senior Chief Pilot II		10,000	160,000	\$225.00
Senior Chief Pilot III		15,000	240,000	\$255.00
Walker Emeritus		50,000	300,000	\$300.00

Points

Points are awarded for each completed flight receiving an 'Approved' designation.

The number of points you earn will depend on several factors - as you can see from the categories and points awards in the chart below.

Approved	Rejected	Diverted
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<p>The criteria for an Approved flight are:</p> <ul style="list-style-type: none"> You completed a flight from your planned <i>departure</i> airport to your planned <i>arrival</i> airport; and, The Company's <i>Landing Rate Standard - a landing rate equal to or softer than -800 fpm</i> was achieved. <p>All points, flight hours and pay are awarded.</p> <p>The PIREP is posted to your Logbook as being Completed Approved.</p>	<p>The criteria for a Rejected flight are:</p> <ul style="list-style-type: none"> The Company's <i>Landing Rate Standard - a landing rate equal to or softer than -801 fpm</i> was exceeded; and/or, The total points awarded for your flight equals -15 or more. Your flight time was 00:00 hours (premature landing); and/or, You used more fuel than you left the airport with (in-flight refueling); and/or, You did not fly with a <i>Walker Air Transport</i> livery. <p>No points, flight hours or pay are awarded.</p> <p>The PIREP is posted to the your Logbook as being Completed Rejected.</p>	<p>The criteria for a Diverted flight are:</p> <ul style="list-style-type: none"> You completed a flight from your planned <i>departure</i> airport to an <i>unplanned arrival</i> airport; The Company's <i>Landing Rate Standard - a landing rate equal to or softer than -800 fpm</i> was achieved. <p>All points, flight hours and pay are awarded.</p> <div style="border: 1px solid red; background-color: #ffe6e6; padding: 5px; margin: 10px 0;"> <p><i>If this occurs when flying a Tour leg, you will not be advanced to the next leg. The leg will have to be reflight.</i></p> </div> <p>The PIREP is posted to your Logbook as being Completed Diverted.</p>
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Points are calculated based on log entries from the ACARS client. If your client fails to record all the entries we require you may lose out on points. Flight Operations is unable to modify your log file.

Microsoft Flight Simulator 2020 has a habit of not registering pilots in 'Cruise' phase due to how their altitude is determined. This will impact your log record, [please click here to read our FAQ item on this](#) in order to ensure you get proper points awarded.

Category	Points	How is it determined?
Per Hour of Flight	+1	
Per 50 Nautical Miles of Flight	+1	

Completed 20-Minute Pre-Flight	+3	<i>Pre-flight time is calculated between the log entries 'Now boarding' and 'Pushing back'.</i>
Engine Warm-Up 3-Minutes	+1	<i>Points are awarded when all engines are properly warmed up prior to departure. Each engine must be started and allowed to run for a minimum of 3 minutes before takeoff. All engines that were started must individually meet this requirement — if any engine was started less than 3 minutes before wheels-up, no points will be awarded.</i>
Engine Cooldown 3-Minutes	+1	<i>Points are awarded when all engines are properly cooled down after landing. Every engine that was running during the flight must be shut down after touchdown, and each individual engine must remain running for a minimum of 3 minutes after landing before being switched off. If any engine is shut down too early or is not shut down after landing, no points will be awarded.</i>
Flaps Position Set - Takeoff	+1	<i>Takeoff flaps are determined by log entry 'Flaps set to' that occur before the log entry 'Taking off'.</i>
Flaps Position Set - Landing	+1	<i>Landing flaps are determined by log entry 'Flaps set to' that occur after the log entry 'Approaching'. The 'Approaching' log entry will not occur if you are not properly in cruise phase. Please read note above regarding MSFS 2020 and/or ensure you know how to properly use the ACARS application to set your correct cruise level.</i>
Exceed 250kts under 10,000 ft for more than 2 minutes <i>Only applicable when aircraft MTOW is less than 300,000lbs (136,077kgs).</i>	-5	<i>Aircraft that have an MTOW less than 300,000lbs (136,077kgs). You can view the MTOW of our fleet by visiting Company > Fleet in CrewOps and viewing the MTOW column.</i>
Overspeed <i>Only deducted once regardless of number of instances of overspeeding</i>	-2	<i>Log indicates 'Overspeed'.</i>

Time Compression		<p>Log indicates 'Simulation rate set to'.</p> <p>A penalty is assessed based on the percentage of real-world time flown versus the reported flight time. For example, completing an 8-hour flight in 2 hours of real time results in a 75% deduction of total points earned for that flight.</p>
Bonus Multiplier		<p>The bonus multiplier helps equalize flights in all Fleet aircraft regardless of distance flown and/or cruising speed by using a proprietary algorithm and applying it to those with cruise speeds of 250kts or less and cruise speeds between 251kts and 400kts.</p>
Airport Discovery	+1	First flight into an airport
Country Discovery	+1	First flight into a country
Airline Discovery (Patreon Subscribers Only)	+1	First flight for an airline
Type Rated	+1	First flight on an aircraft type
Manufacturer Discovery	+1	First flight with an aircraft manufacturer

The MTOW for the aircraft you are flying can be found at [Company > Fleet](#). This is the value we use to determine the group below you will receive points from.

Landing Rate	Helicopters	MTOW less than 12,500lbs	MTOW more than 12,500lbs
-800 fpm to -701 fpm	-16	-8	-4
-700 fpm to -601 fpm	-12	-6	-2
-600 fpm to -501 fpm	-8	-4	+1
-500 fpm to -401 fpm	-4	-2	+2
-400 fpm to -300 fpm	-1	+1	+4

-300 fpm to -201 fpm	+1	+2	+5
-200 fpm to -151 fpm	+2	+3	+5
-150 fpm	+100	+100	+100
-149 fpm to -101 fpm	+4	+4	+3
-100 fpm to 0 fpm	+5	+5	+2



If you happen to be lucky enough to land the illustrious -150fpm. You will be awarded with our super special "BUTTER!" badge and 100 points! Now, we must state for legal reasons that a -150fpm is not the holy grail landing you need to aim for in every single aircraft. Doing this can result in gear breakage, spoilers not activating, autobrakes sitting around, and well, the plane not working right. We warned you!

Here are some examples illustrating how these category points factor into each completed flight.

1	2	3
<p>FLIGHT INFORMATION A21N AIRCRAFT 08:38 FLIGHT TIME 3,254 nm DISTANCE FLOWN -118 fpm LANDING RATE 88 AWARDED POINTS</p> <p>POINTS 5 COMPLETED FLIGHT 8 8 HOUR FLIGHT TIME 65 3254 NM FLOWN 5 -118 FPM LANDING RATE 3 COMPLETED 20 MINUTE PREFLIGHT 1 FLAPS SET FOR TAKEOFF 1 FLAPS SET FOR LANDING</p>	<p>FLIGHT INFORMATION BE35 AIRCRAFT 00:19 FLIGHT TIME 25 nm DISTANCE FLOWN -181 fpm LANDING RATE 15 AWARDED POINTS</p> <p>POINTS 5 COMPLETED FLIGHT 5 -181 FPM LANDING RATE 1 FLAPS SET FOR TAKEOFF 1 FLAPS SET FOR LANDING 3 BONUS MULTIPLIER</p>	<p>FLIGHT INFORMATION E55P AIRCRAFT 03:30 FLIGHT TIME 1,271 nm DISTANCE FLOWN -32 fpm LANDING RATE 44 AWARDED POINTS</p> <p>POINTS 5 COMPLETED FLIGHT 3 3 HOUR FLIGHT TIME 25 1271 NM FLOWN 5 PILOT'S HUB AIRPORT 2 -32 FPM LANDING RATE 3 COMPLETED 20 MINUTE PREFLIGHT 1 FLAPS SET FOR TAKEOFF</p>

If you think your flight was graded incorrectly - **or** - you'd like to ask a question, submit a **Help Ticket**.

Bonus Points

Module	Type	Details
Assignments	Points	<p>When an assignment is completed, the pilot will receive bonus points equal to 1 point x total flight hours flown during the assignment.</p> <p>If you complete an assignment with 42 total flight hours, the completion bonus would be 42 bonus points.</p>

Events	Points	When you fly in a Walker Air event, using our callsign, and livery, You will receive a 2x bonus on your total flight points received for an approved PIREP.
Tours	Points	<p>When a tour is completed and the award is granted; the Pilot will receive bonus points that equal 5 points x # of legs in the tour.</p> <p>If you complete a tour with 80 legs, the completion bonus points will be 5 points x 80 = 400 points.</p> <div style="border: 1px solid #00AEEF; padding: 10px; background-color: #E6F2FF;"> <p>You do receive the completion bonus points when you've purchased a Tour Pass and completed that tour again. (You can stack these bonus points for tours.)</p> </div>

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