BUFFALO AIRWAYS VIRTUAL

Operations Manual

Our History

Buffalo Airways Virtual was created in early 2010 by Thomas Emms & Randy Kearnes. Inspired by the television show Ice Pilots NWT and our love of vintage aircraft, we contacted Buffalo Airways for permission and a few days later, the good news arrived!

After receiving permission from Buffalo Airways we decided to design a simple, unique website. We also decided to create our own version of the Buffalo Airways logo which can be seen on the header. Buffalo Airways Virtual is the Official VA of Buffalo Airways. This means that we are able to be in close contact with the staff at Buffalo Airways and they may join us from time to time on Teamspeak, the forums and in the air on VATSIM.

All pilots joining Buffalo Airways have to complete at least 10 hours on Flight Simulation software. They are now required to fly those 10 hours with Buffalo Airways Virtual. Through our strong partnership with the "Real World Buffalo Airways" we will bring exciting features not currently provided by other Virtual Airlines. These will include features such as a direct link to the Buffalo Airways Satellite System, meaning we can view & track the Buffalo Airways aircraft in real time! We also provide a 10% discount code on all Buffalo Air Wear products.

Buffalo Airways Virtual's official launch date was the 1st of August 2010 however we were accepting registrations before this. Pilots who registered before this date have been given a special "Founding Member" award. Our launch event was taking the CL-215's from Red Deer, Over Canada then Onwards to Europe! Since allowing registrations, Buffalo Airways Virtual has been growing by leaps and bounds. We had over 50 pilots in less than 8 weeks! We also have a steady number of flights being flown each day!

Membership Requirements & Application Information

To join Buffalo Airways Virtual you must be at least 16 years old. This is to comply with the worldwide Children's Online Privacy Protection Act (COPPA) of 1998. You must own a legal, working copy of Microsoft® Flight Simulator 2002, 2004 or Microsoft Flight
Simulator
X. You must have a valid e-mail address. You also agree to file your first PIREP (Flight Report) within 14 days of your registration being accepted, you will be mature, not use any sort of bad language, racism or abusive comments. You will not submit any false information when submitting application(s) or representing Buffalo Airways Virtual in any way. You will allow Buffalo Airways Virtual to send you NOTAMS via E-Mail (Max 3 per Week).

I understand that my application can be rejected at the discretion of Buffalo Airways Virtual or Buffalo Airways Ltd without prejudice. There are no payments required to join Buffalo Airways Virtual and therefore no refund will be given.

Please note there is a maximum of 2 accounts, If your 2nd account gets deleted any further applications will be rejected. If there are 2 further registrations, 4 in total, your IP and email may be blocked from our web server for spamming.

Applications can be denied for any of the following reasons:

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- Full/Part of my real name is written in capital (CAPITAL) letters only.

- Invalid Birth Date, eg; Under 16 YOA, Partial or No birth date given.

- Invalid e-mail account, eg; gives an error message.

- False location given on application.

- Any other valid reason given by staff.

Downloads

Buffalo Airways Virtual has a variety of downloads available in the "Download Centre". These include Scenery, Aircraft and Textures. There are freeware aircraft available and also a range of textures for Pay ware aircraft. Most downloads include instructions. Please note that we are not responsible for any 3rd party website links or downloads. All files are copyright to their original owners.

Flight Operations

Buffalo Airways Virtual does not assign flights. You can view a full list of our flights on the 'Schedules' page or the forum section, "Flight Schedules & Routes". View Flights: http://buffaloairwaysvirtual.com/index.php/Schedules/view

All of our flights are created to be as realistic as possible, most of the flight information is provided to us by Buffalo Airways flight crews.

ACARS Programs

Freeware ACARS Programs; BFL ACARS (preferred), XACARS & FSACARS.

Payware ACARS Programs; FS Passengers, FS Flight Keeper.

All ACARS Configuration files can be found on your Profile Page.

Jump seating

Pilots are not required to fly from the last airport they landed at. You can fly any flight at any time as long as you have enough hours to fly the aircraft used for that flight.

Inactive Policy

New Pilots: After your registration is accepted, you must file one (1) PIREP within 14 days otherwise your account will be deleted.

After First Flight: Pilots are required to file at least one PIREP every 30 days. If a PIREP is not filed within 30 days the pilot will be set to inactive. If after 90 days a PIREP has not been filed, All pilots regardless of history who meet this criteria will be deleted.

If your account is set to inactive you can re-activate yourself by filing a valid PIREP.

Once an account has been deleted, you can re-apply to join however there are no guarantees your 2nd application will be accepted. The hours and flight you had on your previous account will not be added to your new account.

If you are unable to fulfil this commitment, please contact your hub manager to make an alternative arrangement.

Leave Of Absence (LOA) If a Pilot wishes to take a Leave Of Absence of longer than 30 days you must contact your Hub Manager to ensure your account is not set to inactive or deleted.

Hub Manager contact information can be found here:
http://buffaloairwaysvirtual.com/index.php/pages/staff

PIREPS

Time Acceleration

Flying greater than 1x speed is not allowed. Pilots who submit PIREPS with any speed greater than 1x will have their PIREP rejected.

Pausing All PIREPs with pausing in them will be accepted, regardless for how long.

AFK (Away From Keyboard) Checks

Total AFK time must not exceed 60 minutes for any flight. AFK time in excess of 60 minutes on any individual Pirep will be rejected. Once an AFK is activated, pausing does not stop the AFK time. Please check your ACARS for an AFK prior to pausing for extended periods.

Aircraft Flights must be flown using the correct aircraft. Flight flown with a different aircraft will be rejected.

Slewing Flights using slew will be rejected, even if activated on the ground.

Touchdown Rates The acceptable touchdown rate must be between -1000 fpm and +50fpm

Altitude/Flight Level Flights in the Electras and Orions must be flown between flight level 180 (18,000 feet) & flight level 240 (24,000 feet) unless otherwise indicated in the flight schedule.

Fuel Data

PIREPS may also be rejected if the fuel usage / flight data is wrong or there is none at all. There must also be no mid-air refuelling. This is at the staff's discretion.

Manual PIREPS

Manual PIREPS are accepted at the Hub Manager's discretion and are only to be used if an error with the Acars system is encountered during flight.

Multiplayer Flying

Buffalo Airways Virtual encourages pilots to use the Virtual Air Traffic Simulation Network™ (VATSIM™, https://www.vatsim.net/) or the International Virtual Aviation Organisation™ (IVAO™, https://www.ivao.aero/). Both networks offer worldwide Air Traffic Control (ATC) coverage and real time flying with fellow pilots. You can connect to such networks using either Squawk box or FSInn for Vatsim or IVAO's own program, IVAP.

Buffalo Airways Virtual also organizes "New Pilot Nights" on these networks, see forum for details.

Ranks

Upon joining Buffalo Airways Virtual pilots are assigned the rank of "Ramp Hand (Rampie)", the current ranking system is based on hours;

Rank	Hours	Aircraft
Ramp Hand	0 – 10	DC-3, CL-215, B55, B95, C-185, AC-690
Flight Attendant	10 – 40	All except the DHV, L-188, P-3
Co-Pilot	40 – 125	All except the DHV.
Captain	100 – 250	All Aircraft.
Captain & Trainer	250 – 500	All Aircraft.
Chief Pilot	500 – Unlimited	All Aircraft.

Transfer Hours

Buffalo Airways Virtual does not transfer hours from any previous virtual airlines. The only person(s) allowed transfer hours is real world Buffalo staff who will be given 1 Transfer flight and 50 hours upon registration.

Forums

Buffalo Airways Virtual has an active forum for Pilots only. We encourage each pilot to use the forum and maintain a regular presence. Once your application has been accepted your forum Username and Password will be created automatically within 48hrs and sent via email.

Teamspeak 3

Buffalo Airways Virtual has an active 24/7 Teamspeak server setup for Pilots only.
We encourage all pilots to use this server.
You can find our Teamspeak AUP (Acceptable Usage Policy) Here:
http://www.buffaloairwaysvirtual.com/files/BUFAUP.pdf

Our Teamspeak 3 Information can be found under the "Resources" dropdown on our website.

Contacting BFL Virtual

Buffalo Airways Virtual's main office(s) are based in Tyne & Wear, United Kingdom and British Columbia, Canada. If you are a Pilot, the best way to contact a member of staff is via the website PM System or the Forum PM System.

 If you wish to contact a member of staff directly, please use the website "Contact Us" form.

www.buffaloairways.com / www.buffaloairwaysvirtual.com / www.buffaloairwear.com / www.icepilots.com