



official

dESPAir

OPERATING HANDBOOK

v1.0

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dESPAir Management

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<http://www.sanw.ch/despair/>

**dESPair
OPERATIONS MANUAL v1.0**

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1. About dESPair.

dESPair was founded in late 1999 by Sir Habakuk II, active CEO of our airline. Michel Verheughe and Sergio Santagada soon joined the crew and have helped much to start our airline activities.

The basic idea behind dESPair is to enjoy the friendship amongst fellow pilots of the same "wavelength". dESPair is not a classical airline. Since the founding days, dESPair has specialised in high quality services and provides unique flights under virtually any conditions.

dESPair is about fun, not work or business. We fly because we enjoy flying. And each dESPair pilot has specialised in a range of tasks, so we can provide really professional services.

dESPair mainly flies on home made scenery - the ESP scenery. You cannot fly over this scenery, except through becoming a dESPair fellow pilot. The scenery we use is enhanced and is not released into public realms.

Folks can "buy" trips from us and we deliver screenshots and a flight report.

2. Membership application / rules.

There are very few rules we have set up. Each and every rule has it's good reasons, and once you are a dESPair pilot, you will be thankful for those rules...

- all our pilots are active scenery designers in the European scenery project, so you need to be one too. It does not matter how good or active you are in scenery design, but you'll need to work on your area.
- you are at least 25 years old and have been flying simulators for at least 100 hours.
- you are flying X-Plane 5.x
- you are ready to learn more about real flying by reading and performing tests and trainings.
- you feel like joining a private pilot club, a gathering of flying aces. And you behave as a gentleman and act like a friend.
- you are doing all this for fun, and not for pride or money.

This is all we expect from a new fellow pilot in dESPair. It's more than other VA's, sure, but it ensures that dESPair is an airline with style, passion and quality and it's services are as outstanding as the crew's motivation.

Even if you don't match all criterias listed above, feel free to contact the CEO, Sir Habakuk II (habakuk@g-point.com), and request your membership anyway. We will check with you the further proceedings.

3. Flight regulation.

You can only fly dESPair aircrafts if you have the reservation and the aircraft is in your vicinity.

Each aircraft can only be moved through the air. So the next start of the aircraft XY is exactly where it's last Touch Down happened.

If you want to fly an aircraft that is somewhere else, you need to check with the current pilot of this aircraft and organise the relocation of the aircraft near an airport of your hub/base airport.

We don't urge you to fly any number of flights. But we request that you help providing our services, e.g. relocating an aircraft or performing a custom requested flight.

Before you can fly any of the official dESPair flights, you need to have filed at least 30 hours of flight with one of our aircrafts.

We expect that you check the Lessons, Manuals, additional info sources, POHs etc. Read as much as you can, perform training flights every now and then. Test your skills under various conditions, and don't forget to file those test/training flights.

You need to familiarize you with the behaviour of our fleets aircrafts, and we expect that you file your dESPair flights in the greatest details possible for you.

You'll need to be a Senior Captain before you have a vote in dESPair.
(See the ranking system par.6)

Another important regulation is that you fly strictly according to our checklists and operating procedures. Read the checklists available in the FBO.

4. Assignments, required activity

dESPair provides public services. We have charter flights, that can be flown just on any time that is listed in the current schedule chart. Any customer flight request will be discussed in the lounge and assigned to the pilot with the best skills for this flight.

No panic. It's about fun, so there are no strict rules about how often and when you need to participate.

Further, we expect you to share your knowledge, your scenery and aircrafts as well as any other information that could enhance the fun in our sim world...

If you don't fly at least 2 flights per month, you will not be assigned any special missions. YOU will keep flying training missions, until you get enough hours in the aircraft... But you can fly any two flights, even simple TO/landing practise for 15 minutes without any flightplans etc.

5. Pilot reports on flight activity.

dESPair expects that you file all your flights performed in dESPair aircrafts. Of course you are completely free to fly any other aircraft in your spare time... but if you fly the dESPair aircrafts, you must file the flights you performed through the online logbook database.

Use the flight log sheet, available at the FBO, to log the relevant data during the flight. This makes it easier to later log the flights in our online logbook.

6. Ranking.

As a new dESPair pilot, you will start as a "Rookie", with no Title at all. Once you have flown the basic tutorials, tests and training lessons, you become a first officer.

	-First officer-----	10-30 hrs
	-Captain-----	31-75 hrs
	-Senior Captain-----	76-125 hrs
	-ATP Captain-----	126-200 hrs
	-ATP Senior Captain----	200+ hrs

7. Group Flights.

Because of our rules that aircrafts can only be relocated by flying them to the new destination, every now and then you will be asked to fly a certain aircraft at a given time. E.g. the THC-001 needs to be relocated from Milano, Italy, to Oslo, Norway. The pilot that needs the aircraft will try to organise a long distance flight with several stops. A couple of our pilots will participate in this flight. We will define a date and time when the flight happens, and slice the route in pieces. You will then get an estimated time of arrival at your starting airport. Around that time, keep checking the online logbook to see if the flight has been filed. Then it's your turn to fly the next part and file your flight, so the next pilot can take over...

8. Resources and Contacts.

Keep cheking the dESPair staff section. And don't forget to submit all links and stuff you think could be usefull and fun for your fellow pilots.

<http://www.sanw.ch/despair/>

Basically, the dESPair site staff section contains three chapters you need to visit often: the hangar and all aircraft documents, the library with all the docs, maps, tutorials and lessons, and the FBO where you can find the latest news about our activities.

Please help keeping the content up to date and send bugreports, broken or missing links, new stuff and improvements upon existing material to the site admin habakuk@g-point.com

Keep working on your scenery, aircrafts, manuals etc, and post them to ESP or send them to our CEO Sir Habakuk II.

For all inquiries, questions and wishes contact info@g-point.com.