

Approved/Rejected

All flights will be categorized into three categories.

Approved	Pending	Rejected
		

The criteria used to determine these categories:

Approved	Pending	Rejected
<p>To qualify as an approved PIREP, the flight must meet the following criteria:</p> <ol style="list-style-type: none">1. The flight successfully departed and arrived at the scheduled airports.2. The landing rate during the arrival was above -600 feet per minute (fpm), adhering to United Virtual's standard for a safe and satisfactory landing.	<p>A PIREP is categorized as pending if it meets one or more of the following criteria:</p> <ol style="list-style-type: none">1. The landing rate of the aircraft exceeded the standard of -600 feet per minute (fpm).2. The flight log indicates that a stall was experienced at some point during the flight.3. The flight log indicates that the flight landed or diverted to an airport other than the scheduled arrival airport.4. A manual PIREP was filed by the pilot. <p>These criteria help distinguish PIREPs that require further review or additional information before approval.</p>	<p>The rejection of PIREPs is at the discretion of our Hub Managers. PIREPs may be rejected for the following reasons:</p> <ol style="list-style-type: none">1. The aircraft landing rate exceeded the standard of -600 feet per minute (fpm).2. The flight log indicates that a stall was experienced during the flight.3. The flight log shows that the flight landed or diverted to an airport other than the scheduled arrival airport.4. The pilot did not enter a route into SmartCARS.5. The pilot is/was abusing the Charter system. <div data-bbox="1050 1547 1485 1868" style="border: 1px solid orange; padding: 10px;"><p>If a flight is rejected for a Tour leg, the pilot will not proceed to the next flight until an accepted PIREP is received. This ensures adherence to standards and fair play within the aviation community.</p></div>

If you think your PIREP was rejected for the wrong reasons, please reach out to your Hub Manager, or submit a ticket on Discord.

