

Real Pilots Read...

AIRWAYS magazine

...from the World of British Airways Virtual for the Virtual Pilot and Aviation Enthusiast

Submission Guidelines

BRITISH AIRWAYS VIRTUAL



About Airways Magazine



The Team

Editor

Christopher Elliott

Layout and Design

Christopher Elliott

(June 2010 issue by Andrew Curry)

Website Maintenance

Alan Hunter



Competition Judges

6 BAV Members



Website

www.bavirtual.co.uk/about/press

Email

airway@bavirtual.co.uk

ISSN

2045-1105



Disclaimer

First published in Great Britain in 2010

Copyright © 2010 Christopher Elliott and British Airways Virtual

British Airways Logos and Speed Marques Copyright © British Airways PLC

The moral right of the author has been asserted.

All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means, without the prior permission in writing of Christopher Elliott and British Airways Virtual. Any unauthorised broadcasting or copying will constitute an infringement of copyright. Commercial copying, hiring, lending is prohibited. May be used free of charge. Selling without prior written consent prohibited. Obtain permission before redistributing. In all cases this notice must remain intact.

The information contained herein is valid from 26th August 2010 onwards

Introduction



Screenshot by BAV Member, Matthew Davies

Welcome to Airways Magazine's submission guidelines. As part of our growth, we are now welcoming submissions from writers, screenshot takers and photographers from the Flight Simulation community and from freelance sources to enhance our magazine.

Airways Magazine was started in 2009 by Paul Smith. After the April and June issues were completed, Paul became CEO of British Airways Virtual and no longer had the time to produce the publication.

In November 2009, Christopher Elliott was appointed Editor of Airways Magazine and has since produced five bi-monthly issues as of August 2010.

The magazine attracts an average of 478 downloads per month from BAV members, and from the wider community world-wide. Content has included articles, screenshots, reviews, competitions, a crossword, letters, and advertisements.

Airways is produced free of charge by volunteers and as such does not offer payment for contributions, which is in keeping with the generous contributions made by many

members of the flight simulation community who all volunteer to keep British Airways Virtual running and at the forefront of the Virtual Airline market.

Our publication has received competition prize donations from many of the leading companies in the market, including UK2000 Scenery, Just Flight, Corsair, Flight Sim Labs, SimTouch, Ebaft, Aerosoft, Airfix, Flight1 Software, and Airspotters.

Content is geared toward the following subjects: British Airways, Flight Simulation, Microsoft Flight Simulator FS9 and FSX, real-world aircraft and airports, and all related topics.

The magazine is published bi-monthly as follows: Feb, Apr, June, Aug, Oct and Dec. Deadlines are the 10th of each publication month for submissions.

If you have any questions or queries please email airway@bavirtual.co.uk

Thank you for your interest in Airways Magazine and we shall look forward to receiving your submissions...

Articles/Features and Reviews

File: Word Document

Length: 2000 - 3500 words

Format: Double spacing, 2cm margins, Ariel font size:12

Information: Please include your FULL name, address, telephone number, what you are offering (FBSR,SBSR, etc), and approximate word count

Bibliography: Sources to be referenced according to the Harvard Referencing System where applicable.

We will also consider for publication serials, interviews and tutorials.

Please let us know if you have submitted your article to another publication. Articles submitted must be your own work and not paid for, sourced from the internet, or taken from another publication. Any submissions we find are attempting to breach another's Copyright will be reported to the appropriate person(s).

Letters

File: Word Document

Length: Max. 400 words

Format: As per articles

Information: As per articles

Screenshots/photographs

File: .jpg or .tiff

Resolution: 300 dpi

Information: Please include your FULL name and address, screenshot title, whether FS9 or FSX

In all cases, it may be best to send us a proposal in the first instance so as not to waste your or our time. As with all publications, please spend some time reading through previous issues of Airways Magazine before submitting.

Screenshot by BAV member, Gareth John



© 2010 Gareth John



Screenshot by BAV member, Neel Patel

Guidance on Language and Style

Writing should be clear and concise. We prefer simple words. Jargon should be kept to a minimum and explained (i.e. Instrument Landing System (ILS) before referring to it as 'ILS').

Please use an active voice (The Pilot landed his aircraft) rather than the passive voice (The aircraft was landed by the pilot). Standard English should be used: Subject - Verb - Object (e.g Brian flew Concorde). The first person should be avoided if possible.

Please submit your work without formatting, indents, italics, etc, unless requested in our guidelines.

Ensure your work has an Introduction, Main Body and Conclusion/Ending. Quotes may be used; but, must be referenced and permission sought where applicable.

BRITISH AIRWAYS VIRTUAL 



© 2010 Jonathan Gallagher

<http://www.bavirtual.co.uk/about/press>

airway@bavirtual.co.uk



© 2010 Christopher Elliott