# Sorts

**Block Sort Sort Overview Manual Sorting** 1. AMs then PMs 10. Pay Per Flight **Line Number** 2. Blocks of Days **Off** 11. Pay Per TAFB **Line Pay** 12.Perdiem 3. Days Off **Manual** 4. **Duty Periods** 13. PMs than AMs **Pay Per Day** (asc) 14. Start Day of Pay Per Duty Hour 5. Flight Time Pay Per Flight Hour 6. Largest Blk of **15.** <u>Vac Pav</u> **Days Off** Pay Per FDP 16.Weekday 7. Pay Credit **Pay Per Time Away from Base** 17. Weights 8. Pay Per Day **Selected Column** 9. Pay Per Duty

**Hour** 

**Hour** 

Week

**Pairings** 

#### **Sort Overview**

The purpose of **WBid** is to put the Lines in a desired order so that a bid can be submitted. The first Line in the order would be your first choice, the second Line would be your second choice, etc. Understanding how to sort the Lines is paramount to achieving the desired order.

When bid data is retrieved, assuming you have not changed the default behavior, the Lines are sorted in Line Number order just as they would be in a bid package. Your job is to use the tools within **WBid** to change the order.

Three important rules when sorting with WBid:

- Lines locked in place will not be moved. Lines can only be locked at the top or bottom of the order
- ALL Constrained Lines will be moved below the unconstrained Lines (unless locked).
- Lines are sorted by a points system. The Line with the most points becomes the first Line in the order.

#### **Step 1.** Choose a Sort option.

The Sort option determines the overall sort method for the Lines. Examples are Line Pay, Pay per Day, Pay per Flight Hour, etc.

Choosing a sort option determines the base points. All other Weights are added/subtracted from the Lines base points.

There are two special sort methods; **Block Sort** and **Column Sort**.

Additionally, the sort menu provides special handling for Reserve and BlankLines (pilots) that allow you to quickly move these lines as a set to the bottom of the order.

# **Step 2.** Apply **Weights** and/or **Constraints**.

In general, positive weights make Lines with desired attributes float up in the order and negative weights make Lines with undesired attributes move down in the order.

Constraints override the points total and force Lines with undesired attributes to the bottom of the order. A Line that fails one, or more, constraints is considered "constrained".

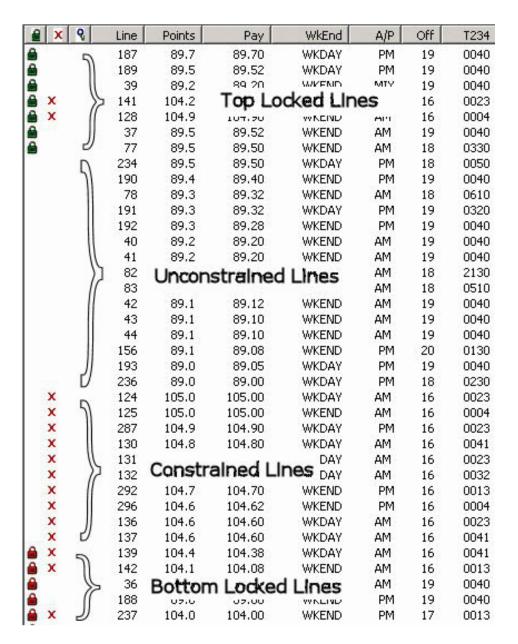
Lines may also be sorted by **selecting a column** in the Line Summary View. Locked lines remain locked. Constrained lines remained constrained.

**Step 3.** Manually Move and/or Lock Lines.

Locks can be used to "freeze" Lines in place. Once locked, Lines will not move regardless of the choice of sort option, weights, or constraints.

Lines may also be moved manually within the Line Summary View. If you want to keep them in the manually moved order you must lock them in place. Changing any weight, constraint, or sort option will resort all the Lines and remove any manual ordering.

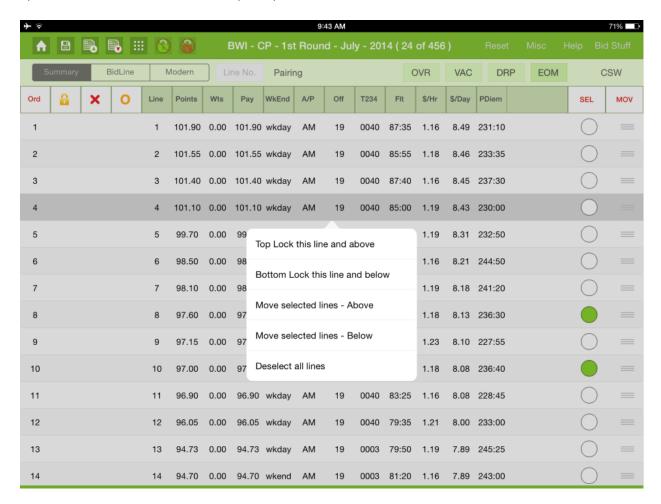
Here is an image of a set of Lines sorted by Line Pay where Top Lock ( ), Bottom Lock ( ), and Constraints have been applied. Note that both constrained Lines ( ) and unconstrained Lines may exist in both locked areas.



# **Manual Sorting**

Lines can be manually moved using the MOV icon ( ) to the desired location.

You can also select a single line with the SEL icon, or multiple lines with their SEL icons, and then long press on a line (touch for more than a second), and then touch "Move selected lines – Above" (line 4) or "Move selected lines – Below" (line 4).



Lines can also be moved by "Promoting" or "Trashing the line(s).



The icon to the left will "Promote" all lines that have their "SEL" icon selected. That means the lines are moved to the bottom of the Top Lock zone and Top Locked in place.



The icon to the left will "Trash" all lines that have their "SEL" icon selected. That means the lines are moved to the top of the Bottom Lock zone and Bottom Locked in place.

It is important to note that the Lines will be completely re-sorted, thus removing the manual sort, when any of the following occur:

- A sort option is changed.
- A column sort is selected.

To prevent the manually moved lines from moving, you must lock the Lines in place up to the manually moved line, before changing the sort option or sorting on a column.

#### **Line Number**

Lines will be ordered sequentially (Line 1 followed by Line 2, etc.). This is the order the data you see when you first download the next month's bid data.

If you see Constrained lines mixed in with Non-Constrained lines, it is likely because you still have "Line Number" selected as a Sort Method.

# Return to Sorts Index

# **Line Pay**

Lines will be sorted highest to lowest based upon Points. Points is always equal to Line Pay plus Weights for the line. If there are NO weights set, then the sort order will be highest tfp to lowest tfp.

# Return to Sorts Index

# **Pay Per Day**

Points for this sort method is 14 times Pay Credit divided by Work Days. The lines will be sorted highest to lowest trip pay per Work Day.

Select Pay Per Day to maximize daily productivity.

Note: Carry-out is included

## Return to Sorts Index

# **Pay Per Duty Hour**

Points for this sort method is 120 times Pay Credit divided by Duty Hours. The lines will be sorted highest to lowest trip pay per scheduled Duty Hour.

Select Pay Per Duty Hour to maximize pay per each hour of duty. It also has the effect of minimizing duty time.

Note: Carry-out is included

Return to Sorts Index

# **Pay Per Flight Hour**

Points for this sort method is 80 times Pay Credit divided by Flight Hours. The lines will be sorted highest to lowest trip pay per scheduled Flight Hour.

Select Pay Per Flight Hour to maximize pay per hour of flight. This also has the effect of minimizing flight time.

Note: Carry-out is included

# Return to Sorts Index

# **Pay Per FDP**

Lines will be sorted highest to lowest trip pay per scheduled Flight Duty Period Time (FDP).

Select Pay Per FDP to maximize pay per hour of FDP. This also has the effect of minimizing FDP time.

# Return to Sorts Index

# **Pay Per Time Away from Base**

Points for this sort method is 300 times Pay Credit divided by Time Away From Base hours. The lines will be sorted highest to lowest trip pay per Hour away from Base (first push to last block-in)

Select Pay Per TAFB to maximize away-from-home productivity. This has the effect of minimizing time away from home.

#### Return to Sorts Index

#### **Block Sort**

sorts line by Blocks of criteria. This is like a "spreadsheet" sort.

Select Block Sort to group together lines with similar attributes.

Note: Constrained lines remain constrained.

Example: if I block sort with the following sort Keys:

- 1. Days OFF
- 2. PMs then AMs
- 3. Pay Credit.

The lines will be grouped by "Day Off". Then within each grouping of "Days Off", the lines will be grouped by PMs then AMs. Finally all of the PM lines within the Days Off group will be sorted most to least by Pay, then all of the AM lines within the Days Off group will be sorted most to lease by Pay.

It is possible to have up to 15 different Sort criteria, but in practicality it become none effective after 3 to 4 sort keys.

# Return to Sorts Index

#### 1. Block Sort - AMs then PMs

Lines are sorted AMs first then PMs

## 2. Block Sort - Blocks of Days Off

Lines are sorted days off to smallest days off. This sort is different than "Block Sort – Largest Blk of Days Off".

#### 3. Block Sort - Days Off

Lines are sorted largest number of days off to least number of days off.

#### 4. Block Sort - Duty Periods (asc)

Lines are sorted fewest Duty Periods to most Duty Periods.

## 5. Block Sort - Flight Time

Lines are sorted least block (flight) time to most block (flight) time.

### 6. Block Sort - Largest Blk of Days Off

Lines are sorted largest block of days off (+Off) to least block of days off. This sort is different than "Block Sort – Blocks of Days Off".

## 7. Block Sort - Pay Credit

Lines are sorted most tfp to least tfp.

# 8. Block Sort - Pay Per Day

Lines are sorted most tfp per day to lease tfp per day.

#### 9. Block Sort - Pay Per Duty Hour

Lines are sorted least duty hours per day to most duty hours per day.

# 10. Block Sort - Pay Per Flight Hour

Lines are sorted most pay per flight hour to least pay per flight hour.

# 11. Block Sort - Pay Per TAFB

Lines are sorted most pay per TAFB to least pay per TAFB. This sort is opposite of "Block Sort – Perdiem".

#### 12. Block Sort - Perdiem

Lines are sorted most TAFB to lease TAFB. This sort is opposite of "Block Sort – Pay Per TAFB".

#### 13. Block Sort - PMs than AMs

Lines are sorted AMs then PMs.

# 14. Block Sort - Start Day of Week

Lines are sorted Wed, Tue, Thu, Sun, Sat, Mon.

# 15. Block Sort - Vac Pay

Lines are sorted with the most vacation pay to the least vacation pay.

# 16. Block Sort - Weekday Pairings

Lines are sorted Weekday first then Weekend last.

#### 17. Block Sort - Weights

Lines are sorted by most Weights to least Weights.

# Return to Sorts Index

#### **Selected Column**

Lines are sorted by the selected column either ascending ( $\backslash \backslash$ ) or descending ( $\backslash \backslash$ ).

# **Return to Sorts Index**

#### **Manual**

The lines are NOT sorted. The user has manually moved a line and the lines are now in manual order.

**Caution:** If you manually move a line, it is wise to then lock the lines up to the manual move. Otherwise, if you select a Sort method or Sort on a Column in Summary View, your manually moved line(s) will be re-sorted IAW the sort logic for the chosen Sort method. Of course you can also UNDO any changes you make with the UNDO button.

#### Return to Sorts Index