vZDC CHP Sector- West Flow

Arrivals

EMI5: Received from Center descending to 15,000 at BUBBI/MUMSY. Instruct to cross RUANE at 11k and issue runway assignment. At RUANE, instruct to cross EMI at 9000. Can issue "depart EMI" heading at this point or wait until EMI. Descend and vector for approach to blend with other arrivals.

ANTHM2: Received from center descending, has already been issued "descend via the ANTHM2" and a landing direction. Issue runway assignment (usually 33L), will descend to 4k on a pretty right downwind for 33L. Sequence with TRISH arrivals (same path at FINNZ onward) Vector as needed.

TRISH1: Will be assigned 12k and received from ZNY center. Issue "descend via the TRISH 1 arrival, landing runway xx". After FINNZ will follow same path as ANTHM arrival onto the R downwind for 33L. Sequence as needed to blend them, vector for approach.

RAVNN6: Received from MTV with "descend via" and landing direction already issued, usually around CAPKO. Assign runway. Will maintain 6k after RAVNN. Can either turn to a 360hdg, drop to 3k, and have join LOC, keep at 6 and send them eastbound overtop the finals and blend them with the TRISH/ANTHM/MIIDY arrivals, or whatever else as needed.

MIIDY2: Received from Center level at 15k. Issue "Descend via the MIIDY2 arrival, landing runway xx". MIIDY2 feeds all the way to JANNS (IAF for ILS 33L). At any point, issue "Cross JANNS at or above 4000, cleared ILS runway 33L approach" and they'll do it themselves. If needed, break them off at MIIDY and send towards the northeast, descend and blend as needed.

RIPKN2: Very similar to RAVNN arrival, but will not track to JETNA, and instead makes the turn northbound towards BAL after RAVNN at 6k. Easiest to have them fly heading 360, drop to 3k, and have join LOC for 33L after RAVNN, or send eastbound, keep at 6k, and blend into your radar downwind.

Departures

SWANN3: Received from tower climbing to 4k, in the turn to 150 at 3DME W of BAL. Issue climb to 14k and keep the 150 heading. Will climb parallel to finals. Once above/clear finals, issue "turn left direct SWANN". Climbing through 11k or when no conflicts, h/o to DC Center.

PALEO3: Same deal as SWANN. Climb out on the 150 heading, assign 14k. Once clear of finals, "turn left direct PALEO". H/o DC Center through 11k or once no conflicts.

CONLE2: Wonderful RNAV Departure. Assign "climb via SID except maintain 14k". Hand off to KRANT (DCA_DEP) passing 11k or when no conflicts.

TERPZ5: Another wonderful RNAV departure. Assign "climb via SID except maintain 17k". Hand off to DC Center through 14k or when no conflicts.

FIXET1: Never really used on VATSIM. Would be "climb via SID except maintain 14k". Hand off to KRANT through 11k.

No DP: DAILY departures will climb out on the 150heading climbing to 4k. Keep east of OTT, climb to 14k, direct DAILY, h/o KRANT.
Westbound no DP (FLUKY/HAFNR/AML/etc): Climb to 17k or cruise, through GAI gate, h/o to Center or SHD sector if low.
Other gates: Vector as needed. Climb to cruise or top of airspace, hand off as needed.

DCA Arrivals:

CLIPR1/SKILZ2: SKILZ from ZNY at 16k, CLIPR at 12k. Issue "Fly the CLIPR/SKILZ arrival, landing (N/S), cross BAL at 10,000/250kts (jets) or 6000 (props)" and give BWI altimeter. Can issue intermediate crossing per arrival at 12k if needed, usually not. Blend these two together as needed, and hand off to ENSUE (MTV, DCA_APP) NO LATER THAN 5 miles NE of BAL. Quicker is better.

DEALE2: Received from ZDC level at 15k. Issue "descend via the DEALE2 arrival, landing N/S, BWI altimeter xxxx". Sequence if needed, hand off to ENSUE NLT 5 miles E of DEALE.

V308/No STAR: After BILIT, vector to DEALE. Jets: 10k/280kts to blend with DEALE2. Props: 9k. hand off to ENSUE.