



Virgin America Flight Attendant Cabin Seat Travel Agreement FAQs

- 1. How do I sign up for a seat on a flight?**
Please do not call our reservations center. Check in at the gate at least 30 minutes prior to scheduled departure and introduce yourself as a jumpseat rider. Please show your CREW ID. Accommodations will be on a first-come first-served basis.
- 2. Who is eligible to travel under the Reciprocal Cabin Seat Agreement?**
Only active Flight Attendants are qualified to travel under this agreement.
- 3. Can an Other Airline Flight Attendant sit on cabin jumpseat?**
No, other airline flight attendants will be assigned to an available cabin guest seat.
- 4. Can I utilize the Cabin Seat Travel Agreement while on leave?**
No, you must be an active, qualified flight attendant to travel.
- 5. What is my boarding priority when traveling on the Cabin Seat Travel Agreement?**
Other airline flight attendants are boarded after Virgin America teammates in the order that they arrived.
- 6. Do I have to wear my badge when traveling under this Agreement?**
No. You would need to have your valid company ID with a "CREW" designator in order to travel but you would not necessarily display it on your outer wear once onboard the aircraft.
- 7. Is there a dress code when utilizing the Reciprocal Cabin Seat Agreement?**
Full uniform is required or non-revenue dress code standards of conservative business casual dress and grooming.
- 8. May I consume alcoholic beverages when utilizing the Cabin Seat Travel Agreement?** No
- 9. Can I check my luggage?**
No, as boarding is not assured. If luggage does not fit in available carry-on space on the aircraft, luggage may be checked at the gate.
- 10. Does this Cabin Seat Travel Agreement cover all flights system wide?**
Yes
- 11. Are "lap" children eligible to travel under this Agreement?**
No, infants, or "lap" children may not be accommodated under this Agreement.
- 12. Are cabin pets allowed to travel under this Agreement?**
No, cabin pets cannot travel under this Agreement.