

# UCIP Promotion Policy

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## Officer Grades

*The following ranks are approved by Command Teams:-*



Cadet

- Initial Pre-Academy completion grade



Ensign



2<sup>nd</sup> Lieutenant

- Achieved after 4 weeks active simming after Academy completion
- Demonstrated ability to participate in SIM environment



Lieutenant J.G



1<sup>st</sup> Lieutenant

- Not less than 12 weeks active simming



Lieutenant



Marine Captain

- Not less than 16 weeks active simming
- Demonstrated knowledge within service stream (Eng/Sec/Sci/Marine/Ops/etc)



Lt. Commander



Major

- Not less than 24 weeks active simming
- Demonstrated ability to lead small teams and/or plots
- Demonstrated deep skills within service stream



Commander



Lt. Colonel

- Not less than 36 weeks active simming
- Contributes significantly to the SIM/demonstrated ability to lead large teams & plots
- Must hold relevant IC position (Department Head or Fleet Staff Position)

*The following ranks are approved by Starfleet Command:-*



Captain



Colonel

- Not less than 48 weeks active simming
- Must hold appropriate IC position (SIM Leader/Staff Role/Marine Unit Commander)



Commodore



Brigadier General

- Not less than 52 weeks active simming
- Must hold suitable IC position (Fleet Staff or other suitable IC role)



Rear Admiral



Major General

- Not less than 52 weeks active service (not necessarily active simming)
- Must hold suitable IC position (Starfleet Command role or other suitable IC role)



Vice Admiral



Lieutenant General

- Not less than 52 weeks active service (not necessarily active simming)
- Must hold suitable IC position (Starfleet Command role or other suitable IC role)



Admiral



General

- Not less than 104 weeks service (not necessarily active simming)
- Granted by the Starfleet Commander in discussion with the President of UCIP
- For specific IC roles only



Fleet Admiral



Marshal

- Awarded by the President of UCIP to longstanding and experienced members
- Can be granted as a retirement rank for senior admirals
- For specific IC roles only

## Enlisted Grades

## Naval Enlisted Rates



### Crewman 3<sup>rd</sup> Class

- Initial rank upon enlistment



### Crewman 2<sup>nd</sup> Class

- Granted after academy completion



### Crewman 1<sup>st</sup> Class

- Not less than 2 weeks active simming
- Demonstrating an ability to participate in the SIM



### Petty Officer 3<sup>rd</sup> Class

- Not less than 4 weeks active simming
- Demonstrated slight service stream knowledge (Sci/Med/Ops/Eng/Sec/Marine/etc)



### Petty Officer 2<sup>nd</sup> Class

- Not less than 6 weeks active simming
- Demonstrated service stream knowledge
- Demonstrated IC leadership experience



### Petty Officer 1<sup>st</sup> Class

- Not less than 10 weeks active simming
- Demonstrated service stream experience
- Demonstrated IC leadership experience



### Chief Petty Officer

- Not less than 12 weeks active simming
- Demonstrated service stream expertise
- Demonstrated IC leadership experience



### Senior Chief Petty Officer

- Not less than 14 weeks active simming
- Service stream expert
- Demonstrated IC leadership experience



### Master Chief Petty Officer

- Not less than 24 weeks active simming
- Service stream mastery
- Demonstrated IC leadership experience
- Granted by Command Team in discussion with Starfleet Command

### *Marine Enlisted Rates*



### Private

- Initial rank upon enlistment



### Private First Class

- Granted after academy completion



### Lance Corporal

- Not less than 2 weeks active simming
- Demonstrated ability to participate in the SIM



### Corporal

- Not less than 4 weeks active simming
- Demonstrated knowledge in service stream



### Sergeant

- Not less than 6 weeks active simming
- Demonstrated experience in service stream



### Staff Sergeant

- Not less than 10 weeks active simming
- Demonstrated service stream expertise
- Demonstrated IC leadership experience



### Gunnery Sergeant

- Not less than 12 weeks active simming
- Demonstrated service stream expert
- Demonstrated IC leadership experience
- Relevant IC position (Platoon Sergeant or higher)



### Master Sergeant

(Technical Grade)

- Not less than 14 weeks active simming
- Demonstrated service stream expert
- Holding non-leadership role (Quartermaster, Tech Sergeant, Repair Tech, etc)



### First Sergeant

(Command Grade)

- Not less than 14 weeks active simming
- Demonstrated service stream expert
- Demonstrated IC leadership experience
- Holding leadership role (Company First Sergeant only)



### Master Gunnery Sergeant

(Technical Grade)

- Not less than 24 weeks active simming
- Demonstrated service stream mastery
- Holding non-leadership role (Instructor, Range Master, Quartermaster, Tech Sergeant, Clerk, etc)
- Approved by Command Team in discussion with Starfleet Command



### Sergeant Major

(Command Grade)

- Not less than 24 weeks active simming
- Demonstrated service stream mastery
- Demonstrated IC leadership experience
- Holding leadership role (Battalion/Regiment/Division/MEU/MEB/MEF Sergeant Major)
- Approved by Command Team in discussion with Starfleet Command

## Warrant Officer Grades



### Warrant Officer

- Entry level rank
- Demonstrate Departmental Knowledge
- Academy completion required in departmental field



### Leading Warrant Officer

- Not less than 14 weeks active simming
- Demonstrated service stream expert
- Demonstrated IC leadership
- Holds relevant IC position within department (Gunner, Quartermaster, Boatswain, Master at Arms, etc)



### Senior Warrant Officer

- Not less than 18 weeks active simming
- Demonstrated service stream mastery
- Demonstrated IC leadership and plot manipulation
- Holds relevant IC position within department (Gunner, Quartermaster, Boatswain, Master at Arms, etc)



### Master Warrant Officer

- Not less than 24 weeks active simming
- Demonstrated service stream mastery
- Demonstrated IC leadership and plot leadership
- Holds relevant IC position within department (Gunner, Quartermaster, Boatswain, Master at Arms, etc)
- Approved by Starfleet Command



### Chief Warrant Officer

- Not less than 30 weeks active simming
- Demonstrated service stream mastery
- Contributes significantly to SIM & Plot Movement
- Holds relevant IC position within department (Gunner, Quartermaster, Boatswain, Master at Arms, etc)
- Approved by Starfleet Command

## Acting Ranks

To facilitate a logical in-character universe, acting ranks may be required.  
These are:



Acting Ensign



Acting Lieutenant (J.G)



Acting Lieutenant



Acting Lieutenant Commander



Acting Commander



Acting Captain

If necessary, a SIM CO may grant an acting rank not exceeding

- Commander
- One rank above their official rank

Once the character achieves sufficient time in grade, they may be promoted to the full, higher rank.

All characters using an acting rank must include the nominal "A" before their rank on IRC, or "Act." via e-mail/Nova.

During a SIM/Log, the references to acting rank are dropped.

The rank of 'Acting Captain' can be granted by the Starfleet Commander to anyone holding an active SIM Command who requires clear rank distinction above their crew. This is the exception to the rule, in that this can be granted to an officer who is perhaps one or two grades below the actual rank of 'Captain'.

Flag officer grades cannot be held in an acting capacity in the same sense as a line officer grade. Flag Officer ranks granted on a 'temporary' or 'billet' basis are considered full ranks and do not carry the 'Acting' prefix. However, the 'billeting' rules (as outlined below) apply.

## Billet Ranks

As detailed, some ranks are tied to billet requirements - if an acting rank is given as part of a billet, it expires upon the character being relieved of the post.

Once the character achieves sufficient time in grade, they may be promoted to the full, higher rank.

## Academy Graduation

All members of UCIP must graduate SimGuide course before advancing from Cadet. The only exemption to this rule will be for returning UCIP Veterans, who have previously graduated this course. All SIM Command Teams are required to refer any new member of their SIM who is new to the group, to the academy for processing. Only upon completion of the course can the applicant be granted a higher rank than Cadet or Crewman/Private. Special exemptions can be sought through Starfleet Command, and will only be granted in extreme cases.

## Rank Adjustments & Demotions

UCIP members may, from time to time, have a need to lower their characters achieved In Character rank to a lower one to hold a specific position. This is not a 'demotion' in the common sense of the term, but rather a rank adjustment to a lower grade to facilitate smooth operation within the IC universe. This is usually done with people who hold flag rank, but want to play roles within SIMs where they would dramatically outrank the command team, and disrupt the IC flow of the SIM in question. In this instance, an adjustment from their

previous rank to a lower rank is discussed with the command team, and the most appropriate rank acceptable to both parties is used – however the player may resume use of their previously attained rank at any time of their choosing, should they wish to change their IC role.

Demotions occur as a result of disciplinary action, where the demotion is permanent, and the officer/enlisted man is required to attain their previous rank again through progression. This can happen as the result of an OOC judgement by the UCIP staff for misconduct within UCIP. This can also happen as a result of IC actions, and the necessary IC consequences require the demotion of the officer. This last action is always done in discussion with the player, and is never arbitrarily done without consent. The player must agree to the demotion prior to it occurring in the last example. In the case of OOC discipline, no agreement is required, and the decision is usually passed down by Starfleet Command, or your commanding officer in discussion with Starfleet Command.

## Promotional Authority

Within UCIP, there are many people who have the authority to increase a player's In Character (IC) and Out Of Character (OOO) rank. There is a difference between the two, which will now be explained.

In Character rank is the rank your active character holds whilst engaged in logging activities. It is the rank he is referred to by other players, and usually is the highest rank held by that particular character. The IC rank is only granted when the promotion is granted by an appropriate IC officer. For example, if you're promoted to Lieutenant, and you're currently a Lieutenant JG, you must continue to log as a LtJG until either the CO or XO promotes you in a log.

Out Of Character rank is the rank you as a member have achieved in the organisation. This will typically be your highest attained rank through simming or OOC merit in service to UCIP. This grants you the right to create and use characters upto and including that rank – providing your SIM leaders approve. If you are promoted from Commander to Captain OOC, this does not mean that all of your characters suddenly become Captain's. The stated IC promotion is still required for each existing character. This excludes new characters created with that rank, and inactive characters you change whilst not on a SIM to hold that rank.

Commanding Officers hold full and final authority regarding ranks used on their SIMs. They approve or deny promotions, and will tell you what rank you are permitted as your maximum should your OOC rank be a high one. Commanding Officers can only promote upto and including Commander for all members both IC and OOC. They can however authorise the use of one-time-only NPC's of higher rank.

Starfleet Command, in the person of the Starfleet Commander, approves the promotion of all ranks up to and including Vice Admiral. The Starfleet Commander can promote any member to any rank up to Vice Admiral independently, both IC and OOC, but not on anyone's SIM. If the member is on a SIM, and is rewarded with an OOC promotion, the CO determines whether the member holds the rank In Character or not.

The President of UCIP has the authority to promote any member to any rank, up to and including Fleet Admiral. The Starfleet Commander can nominate members for promotion to Admiral, but the President must agree to the nomination before the promotion is approved. The President may promote any member to Fleet Admiral at any time, but may not promote anyone In Character, due to the Presidential mandate being OOC only. If anyone needs to be promoted to an admiral grade In Character, this is done by the Starfleet Commander.

The Starfleet Commander may veto any CO level promotions providing they have sufficient grounds to do so. These grounds must be explained to the CO as to why the member may not be promoted to that grade. This must be provided in writing to the SIM Command List. If the reason is not established or in good faith, the CO may take the decision to the President to arbitrate.

The President may veto any promotion within UCIP providing they have sufficient grounds to do so. These grounds will be explained to the Starfleet Commander who will either agree or disagree. If there is a disagreement, then a solution must be determined between both the President and the Starfleet Commander to a mutual satisfaction. If this cannot be done, then the promotion will be denied until such time that it does not meet Presidential veto.

Anyone wishing to nominate someone for promotion for OOC merit must apply through the established Chain of Command. (CO>SFCO>PRES).

Anyone asking or applying for self promotion will be immediately denied.

## Non Player Characters



Non Player Characters (NPCs) may only be created one grade in rank above your current achieved OOC rank. For example, if your current OOC membership rank is Commander, you may only create an NPC at Captain as maximum rank. However, with the discretion of the Starfleet Commander, and for specified IC purposes only, you may be granted permission to play an NPC of a substantially higher rank – should the need merit it. This will not reflect a change in your OOC member rank, or your status within UCIP.