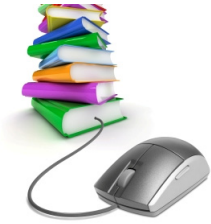


## Upcoming Training Webinars



In an effort to keep all customers up to date with the latest and greatest new tools - as well as how to increase the use and value of already implemented solutions, MercuryGate is offering free webinar-based training sessions throughout 2010. Access to these training webinars will be provided via WebEx and include both PowerPoint and live demo. Duration will be approximately 1 hour and the presentations will start at 1pm EST. These sessions will promote on-line interaction and we will follow-up after the sessions with timely email responses to your questions. Here's a list of newly added upcoming sessions. This list will be updated throughout the year as feedback comes back from you. Please click on the link next to the planned session to sign up. Thanks.

1) Ocean Moves (April 15)

[Sign up by clicking here](#)

A growing number of our customers are handling import and export ocean freight moves as well as the dray legs or other land moves that precede and follow the ocean leg. In this session we will highlight the necessary configurations (vessel schedules, rates, rating templates, etc.) necessary to operate in this market - as well as the built-in features that will allow you to effectively communicate with 10+2 and AES.

2) Parcel Shipping (May 6)

[Sign up by clicking here](#)

Most TMS solutions can differentiate and separate parcel shipments from other modes. So can we. However, MercuryGate can also handle the execution side of parcel shipping (label generation, manifesting, etc.). In this session we will walk through the configuration settings required and a user's perspective of parcel execution.

3) Air Freight Moves (May 20)

[Sign up by clicking here](#)

Air Freight has a number of specific requirements that differentiate it from other modes of transportation (schedules, web service rates, airport terminals, etc.). In this session we will show you how to set-up an air freight contract and rate schedule as well as execute some air freight moves from a user's UI.