

Welcome to Skydive City, Z-Hills!

Dropzone Briefing

2019



SKYDIVER CHECK-IN/REGISTRATION

- BurbleMe Account on your smart phone.
- Signed waiver in the past 365 days.
- Valid Insurance (usually a foreign membership).
- Reserve repack in the past 180 days (FAA Rules).
- Non-license holders require an RSL/Skyhook/MARDs and AAD
- Logbook or other proof of currency.

AERIAL VIEW OF DROPZONE

- Locations of landmarks, Sewage Plant, Runways, North/South
- Swoop Pond and Landing areas

MANIFESTING, CALLS AND BOARDING

- Manifest through BurbleMe or at Manifest.
- Manifest, Loads, Winds, Jumprun and info displays around the dropzone
- 20, 15, 10 minute and "Get It On" calls are given, **Be in boarding area on "Get It On" call.**
- No smoking in boarding area or aircraft
- Board Quickly: Do not continue at mock-up or dirt diving when instructed to board.

EXIT ORDER IS:

1. Low Passes
2. Movement Group #1 (open below 4000')
3. FS/RW Groups (large to small) (open below 4000')
4. Freely Groups (large to small) (open below 4000')
5. Solo Students and High Opening (open ABOVE 4000')
6. AFF Students
7. Movement Group #2 if applicable.
8. Tandems
9. Wingsuits

(We may or may not accommodate requests for other exit altitudes, spots, anything out of the ordinary.)

POND SWOOPING:

- Request a separate pass, either low (4000-5000') or a climbing pass on way to altitude.
- Let others know your intentions and your landing direction.
- It is not always possible to accommodate you, especially during Boogies, with 2-3 planes flying.

LOADING THE PLANE

- No sitting in rear cubby-hole of plane unless you are the first group(s) out, it can create dangerous Center-of-Gravity issues for the plane.
- Seatbelts on until at least 1500' on & secure Helmets for take-off, **no exceptions.**
- Door Closed until 1500' (500m) minimum.
- If you are opening the door, unfasten your seatbelt BEFORE you do.
- Door should be either FULLY open or FULLY closed

RIDE TO ALTITUDE:

- We climb North, typically 8-10 miles (12-16km), and turn around, so emergency exits mean you may not be near the DZ.

- Carry your phone with you in case you land out. BurbleMe also has emergency locator service on it.
- Check gear before you jump.
- Jumpruns are almost always North or South, offset as needed for wind.
- Red Light? - open the door and check for Traffic/Clouds
- Green Light? - EXIT! If the spot needs to be adjusted, then ask AFTER you land.
- 5-8 seconds between groups is adequate separation
- Green Light goes out? Do NOT exit, go for another pass, may be 180 or 360

AIRCRAFT EMERGENCIES

- **Sit still** with helmet and seat belt fastened.
- Do not move about the aircraft until told to do so.
- Don't speak to the pilot *who is busy*.
- Listen to pilot instructions if Instructor or Organizer is not available.
- Take Instruction from Instructor or Organizers to prepare for landing with aircraft; or, exiting using reserves (1500-2000 ft), using mains (above 2000 ft) or routine exit with assistance.
- After emergency exit and open canopy, head toward a clear, open landing area; following instructor's parachute is advisable.
- Rough landing procedure: Helmet and seatbelt on. Knees on chest. Hands clasped behind neck to reinforce neck. Immediate orderly exit on landing from nearest exits; touch nothing; go at least 100 feet away.
- Fire extinguisher and axe are located in cockpit
- Emergency egress includes the cockpit doors, side door and aft. Plastic door can be kicked out.

OPENING AND CANOPY PATTERN

- Check your canopy and steer to avoid others immediately after opening.
- Follow a left-hand pattern, unless that is not possible.
- You are ultimately responsible as the pilot of your parachute to fly safely and avoid others!
- Avoid Tandem and Experienced Landing Area (D license/1000 jump minimum)
- SWOOPING? Please request a separate pass, 5000' hop n pop to separate traffic.
- High Performance Landing Area on the other side of the ditch/fuel farm. It is rough ground.
- Landing direction is set by the Inflatable Arrow in the Boarding Area. No exceptions.
- Light and variable winds? Then please set the Arrow either North or South.
- Everyone is expected to fly a safe and responsible landing pattern using 90 degree turns unless on your own separate pass.

LANDING OUT

- If you are North, then try for the airport property, or Chancey Road - easy to pick you up.
- If you are South, then land near Chancey Road – that is where we will go to find you. Many areas south of Chancey are not good landing areas.
- Airport Security fence makes it impossible to walk back to DZ from the south
- Landing in the Quarry is dangerous and should be avoided
- Use the BurbleMe App on your phone for help and location Alerts

MALFUNCTIONS

- If you chop, please take note of where and get yourself back to the dropzone or airport.
- Chasing your main into the swamp is not a smart idea.
- Chasing your main into Farmer McNasty's is not good either.
- Be courteous to all our neighbors.

AFTER LANDING

- Watch for others landing after you, clear the landing area, careful near the Swoop Pond.
- Watch for your friends and others landing out and please let Manifest know. How many people? What Direction? Canopy Colors?
- If you are going to pick people up, or chase cutaways, PLEASE let Manifest know and bring a phone. ALL searches should be coordinated through Manifest.

FACILITIES

- Dropzone is your playground. Set up wherever – the Deck, The Bunker, the BirdHouse.
- Hangar, Aircraft and Fuel Farm are strictly off limits. No borrowing equipment even if you have been here for awhile.
- Entire airport is off-limits after hours. No driving on taxi ways or runways or late night runway walks.
- Packers available
- Locations of the Sunshine Factory, The Rigging Shop, Freely School, Wingsuit School, City Hall, Sunset Bar, Hard Dock Café, washrooms, laundry
- No Beer Light at Skydive City. We sell beer at Manifest – if you are done jumping then have at it. Sunset Bar open every day near sunset.
- Free wireless all over the DZ areas.
- Pets are welcome, but clean up, pick up and leash your dogs.