# **Solo Skydiving Student Check List**

Planning Gear Taxiway Plane Freefall Canopy Debrief

## **Planning**

- Set goals
- Plan dive flow
- Hydrate
- Practice dive flow
- Practice emergency procedures
- Practice arch and pull
- Practice PLF
- Collect gear
- Use bathroom
- Are you ready to Skydive?
- Manifest

#### Gear

- Gear check
- Gear up
- Check handles
- Practice emergency procedures
- Check winds, pick pattern
- Practice dive flow
- Wait for gear call
- Go to taxiway

## **Taxiway**

- Gear check
- Determine loading order
- Determine exit order
- Check handles
- Practice emergency procedures
- Zero altimeter
- Wait for taxiway call
- Helmet on before loading
- Load in correct order

### **Plane**

- Move carefully so as not to pop the pin!
- Seatbelt on
- @1000 ft, seatbelt off. Door open
- @5500 ft, door closed. Helmet optional
- Gear check.
- Practice emergency procedures
- Pray and relax
- Rehearse dive flow in your head
- Check handles
- Goggles/Helmet on @9000 or before door open
- Yellow, open door.
- Spot: no planes, over DZ, no fog. Do not go through clouds.
- Green, jump if you are first.
- Wait 5-7 sec after previous jumper, then jump.

#### **Freefall**

- Arch!
- Get stable in 5 seconds or less
- Relax
- Check altitude every 5 seconds
- Insert dive flow here
- Pull!
- Pull at correct altitude (4500 ft.)
- Pull while stable
- Expect a malfunction
- Make decision before 2500 ft

Over →

### **Canopy**

- Use Rear risers to steer East
- Visual Check Canopy
- Unstow breaks carefully
- Check controllability
- Insert Canopy flow here
- Checkpoint #1 by 900 ft.
- Checkpoint #2 at 500 ft.
- Checkpoint #3 by 300 ft.
- S turns only if too high.
- No turns below 100 ft.
- PLF Position.
- Flare at 10 feet
- Land preferably stand up.
- Helmet off, loosen straps
- Stow breaks
- Collect chute

### **Debrief**

- Find a place to set down chute.
- Store gear where it will not get lost.
- Coach makes the log entry
- Or you make the log entry if you are solo
- Have it signed by a license holder
- Rental: return rig unpacked
- Student rig: get it packed. Do not pack a student rig unless you are jumping it.

#### **Altitudes:**

- Malfunction below 1000ft, deploy reserve and <u>do not</u> cutaway!
- Decision point to cutaway is 2500 ft.

### Repair if:

- End Cells not open Try Flare
- Stuck Slider Try Flare
- Pilot chute over Check control
- One line broken Check control
- Line Twist Spread risers and kick
- Maintain altitude awareness during repair!
- If these do not work by decision altitude (2500 ft.), cut away and deploy reserve.

## **Cutaway and Pull Reserve if:**

- Multiple lines broken
- Line over
- Large Hole in canopy
- Bag Lock
- Bad shape
- No control

### **Special cases:**

- Pilot chute in tow 'Check, Check' which spills air and may fix the problem, If still not deploying, then pull reserve.
- Horseshoe Throw pilot chute. Can't find it? Try twice. Still can't find it? Then cutaway and pull reserve.
- Can't find or pull main Pull reserve.
- These are High speed malfunctions falling 1000 ft. every 5.6 seconds! Don't waste much time trying to fix these. Get to the reserve quickly!

### **Airplane Emergencies:**

- ✓ Below 1000 ft, stay on plane. Brace for impact.
- Between 1000 and 2500 ft, exit pull reserve.
- Above 2500, exit deploy main.