

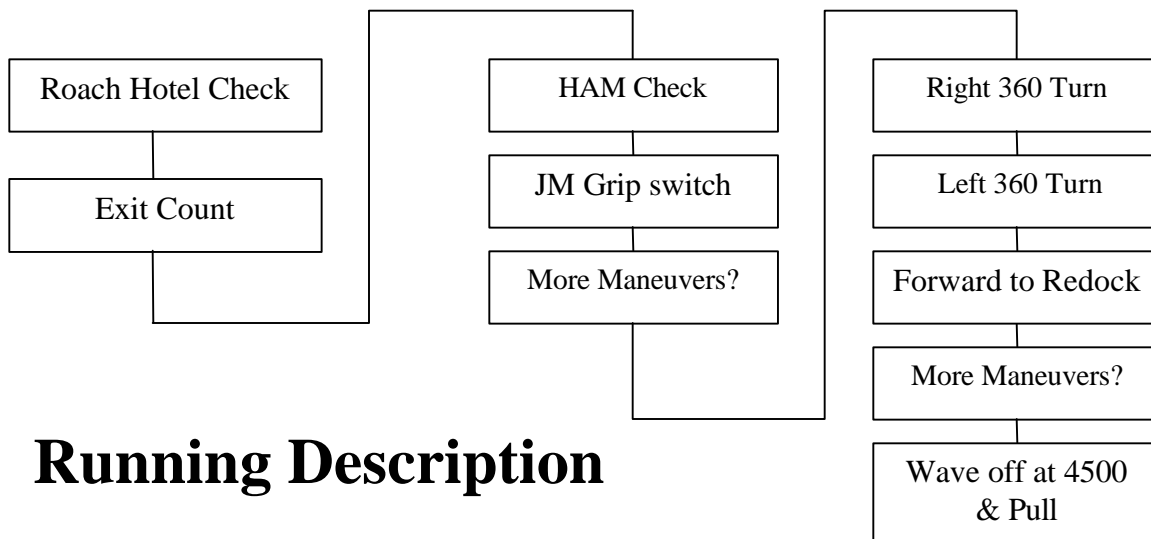
Level V --- Turns to Redock II

This level is like the last but the turns are 360 degrees and the amount of forward motion is greater. You should be assisting with the spot in the aircraft and with packing on the ground. Under canopy practice a ``collision avoidance" maneuver by turning using a front or rear riser prior to releasing your toggles.

TLOs

- 360 degree turns (one before each redock).
- Forward movement and docking without assistance.
- Control of all 3 axes (Pitch, Yaw, and Roll).
- Wave off, then pull at or above 3000 feet.

Dive Flow



Running Description

Roach Hotel Check

Check In.

Exit Count

C-206 Prop, Right, Left, Arch

HAM Check

Heading, Altimeter, Main JM.

JM Grip switch

Jumpmaster switches from side to front.

More Maneuvers?

Yes if above 6000, else no.

360 degree Turns

one before each redock.

Forward to Redock.

More Maneuvers?

Yes if above 6000, else no.

Wave Off

at 4500 feet.

Pull

at 4000 feet.

Primary Canopy Check

Shape, Spin, Speed, Twist.

Release Toggles

Secondary Canopy Check

Slider, Endcells, Tears, Lines.

Controllability Check

turns and flares OK.

Canopy Control

halfway down, halfway back.

Setup For Landing

Downwind at 1000', Base at 500', Final at 200'.

Flare

at 10', feet and knees together, *PLF* if necessary.

Collapse the Canopy, Field Pack, and Return.

www.skydivetherockies.com

10 March 2001