

Skydive Spaceland New Jumper Briefing

Manifest

- ◆ Please drop off a credit card or put money on account before jumping.
- ◆ Wind indicator location and use
- ◆ Pulling from a load after the 10-minute call may result in loss of your jump ticket.

Map

- ◆ Restrooms
- ◆ Pro Shop
- ◆ Showers and additional restroom building
- ◆ Bunkhouse available, must check in with manifest each morning after staying
- ◆ Stay out of aircraft operations areas beyond marked lines, ropes, white fences, and other barriers.
- ◆ Please do not use the tandem or STP areas to stage or gear up.
- ◆ Packing Room: Fun jumpers are welcome to stage and gear up here.

- ◆ School packing is in the northeast corner, for-hire packers are mostly in the northwest corner, and the rest of the floor is open to all. Please avoid blocking access to lockers. If you are interested in renting a locker, email christy@skydivespaceland.com.

Loading Area:

- ◆ We use loading area 1 on cold starts and after fueling, and loading area 2 with hot turns.
- ◆ Please be in the loading area on the 5-minute call.
- ◆ Everyone must be fully geared up, ready to jump, before entering the loading area. No loose leg straps or gearing up in the loading area.
- ◆ No smoking in the loading area.
- ◆ When the airplane pulls up, be lined up in the following exit order: Wingsuiters, tandems, Skydiver Training Program, freeflyers (small to large groups), hybrid skydives, belly flyers (small to large groups), low-altitude skydives.



When was the last time you practiced emergency procedures?

Landing Area(s)

Low man has the right of way in all landing areas.

Area 1: Main landing area in front of the hangars is for D license holders (500+ jumps) and higher. Rules:

- ◆ Left-hand pattern only.
- ◆ Any degree of turn is permitted when safety allows.
- ◆ Land in the direction of the landing direction indicator.
- ◆ Do not land inside or cross the beer line below 25 ft.

Area 2: Student/Low experience landing area is the large landing area to the east for jumpers of any experience level. Rules:

- ◆ Left-hand pattern only.
- ◆ Maximum of 90° turns in the pattern.
- ◆ Land in the direction of the landing direction indicator.
- ◆ Avoid patterns that cross over the main landing area (Area 1) whenever possible.

Area 3: Pond side/ South field open to all jumpers. Rules:

- ◆ Any pattern is permissible although left-hand is

- preferred; keep your head on a swivel and be careful.
- ◆ Any degree of turn is permitted when safety allows.
- ◆ This landing area is a good option if you are coming back from a long spot to the south too low to integrate into a safe landing pattern in areas 1 or 2.
- ◆ Waiver required for use of the pond.

Runway(s):

- ◆ When under canopy, do not cross or overfly the runway below 1,000 ft when aircraft are using it.
- ◆ When under canopy, avoid holding off either end of the runway where aircraft will take off and approach.
- ◆ When crossing the runway on foot, stop and look both ways first. If an aircraft is on landing approach or taxiing out, stop well back from the runway and take a knee or squat down to show the pilot you see them. NEVER cross in front of an aircraft on the runway.
- ◆ The pavement is not the only runway; we also land on the grass runway next to it. Stay well back from the runway when landing or waiting for an aircraft to pass.

