

Category G- Jump 17

Kansas State University Parachute Club

Jump number: ~17 (Category G)
Maneuver: 45 sec delay
Altitude: 10,000ft
Price: \$34 (+Packer fee if needed)

Objectives: Dock with Fall Rate Adjustment, docked exit, canopy collision safety review, Tree landings, AAD review

This jump is similar to the last in that you will dock with your Jumpmaster, but in this jump, you will have to adjust your fall rate to match that of your JM. Once you have gained stability your JM will release grips. There is a tendency to backslide here. Ensure your legs are out. At this point your JM will increase or decrease fall rate. You will match (discussed below), and then move in and dock. Maintain altitude awareness. If altitude permits you will do it again, but with the JM moving the other direction. At 5,500ft, you will turn and track away. At 4,500 you will begin your wave and pull sequence. Pull by 4,000 ft.

You will exit in a linked exit. Your JM will choose your positions. Adjusting fall rate (belly to earth)

Increase vertical freefall speed by streamlining: hips forward, shoulders back, Arms in, legs up, relax abdominal muscles

Slow freefall speed by creating maximum turbulence: cupping the shoulders around the sternum, rounding the spine (cupping the abdomen), extending arms or legs to counterbalance and maintain a level attitude

When recovering altitude from below the level of a formation: Turn 90 degrees relative to the formation to keep it in view. To avoid a collision, remain clear of the area immediately below and above any group.

Recognize the visual cues for level approach (on exit, regardless of the horizon): backpack in sight-come down, front of the leg straps in sight-come up

Maintain altitude awareness.

The most positive way to signal break-off is to turn and track.

As a safety back-up in Categories G and H

If the coach waves his or her arms, immediately turn and track to the planned deployment altitude.

If the coach deploys, deploy immediately without tracking.

Deploy at planned altitude whether or not you have turned or tracked.

Never rely on the USPA Coach for breakoff or deployment cues.

When tracking, establish and maintain the correct heading radially from the formation

Docking safety

a. When driving toward your instructor, do so slowly. A mid air collision can be very dangerous

b. If you are coming in too fast, put your hands out in front of you and put your feet on your butt.

Canopy Control –

The potential for collision with other jumpers increases when making performance maneuvers in traffic or near the ground (review).

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Other jumpers may be focused more on the target than on traffic. The lower jumper has the right of way. It takes only one jumper to avoid a collision. Jumping a faster canopy requires more attention to traffic. Accumulate two unassisted landings within 20 meters of a planned target (five total required for A license).

Emergency Procedure Review

Note: A USPA Instructor should teach this section. A canopy formation specialist is also a good source.

Canopy collision avoidance (review). Know where other nearby jumpers are during opening and steer with the back risers to avoid them. If a head-on collision is pending, both jumpers should turn right.

Collision response: Study the USPA recommended procedures in Section 5-1 of this manual.

Tree landing avoidance. Spot clear of large areas of trees or other obstacles, and open high enough to clear them in the event of a bad spot. Fly in maximum glide to reach a clear area.

Tree landing procedure review: Refer to the procedures in Section 5-1 on skydiving emergencies in this manual

Rules and recommendations

It requires at least an FAA senior rigger to maintain and repair the parachute system (FAR 65.125 through .133, Section 9-1 of this manual).

AADs, if installed must be maintained according to the manufacturer's instructions (FAR 105.43.c, Section 9-1 of this manual).

Completion of Category G

Once you have successfully completed these dives you are ready to complete category G and move on to Category H. To do so you must have your jumpmaster check off all requirements on your A License card, and complete the Category G quiz.