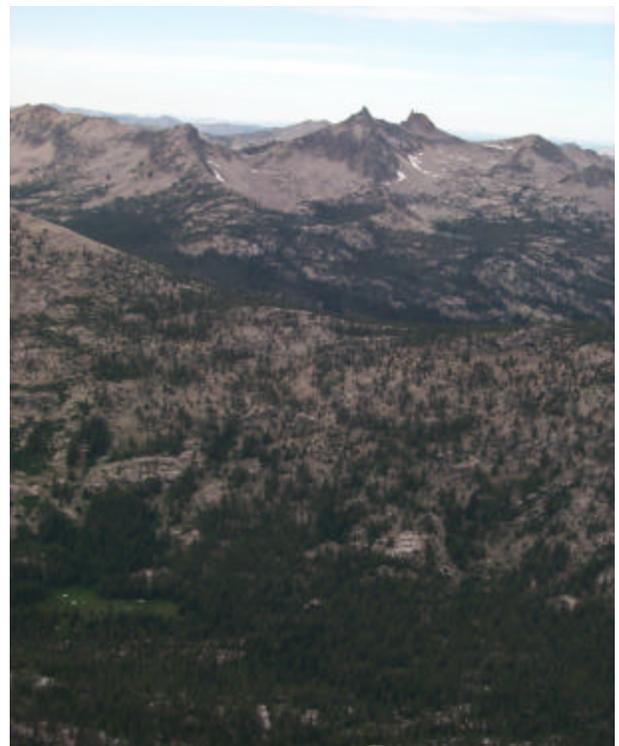


Chapter 11

PRACTICAL JUMP EXPERIENCE



LESSON PLAN OUTLINE

PROGRAM: SMOKEJUMPER

LESSON: PRACTICAL JUMP TRAINING

OBJECTIVES: To provide interactive, performance based training during parachute jumps for experienced and beginning smokejumpers.

INTRODUCTION: Based on known performance expectations, the jumper will demonstrate satisfactory parachuting skill levels in progressively more challenging jump spots and wind scenarios. This is very important to all smokejumpers so that when on the “real” fire missions, they are competent and confident in their abilities to steer the parachute into a safe landing zone.

I. SKILL PERFORMANCE:

- a. Performance will be measured by evaluating the jumper’s demonstrated skill level on each jump in the following elements (optional elements may be added):
 1. Pre-boarding procedures, i.e., suit-up, readiness, etc.
 2. Aircraft procedures.
 3. Aircraft exits.
 4. Airspace & situational awareness.
 5. Parachute maneuvering.
 6. Landings.
 7. Post landing procedures.

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II. PRACTICAL JUMP TRAINING

- A. The purpose of conducting proficiency and training jumps is to build excellence in the performance, confidence and competence of the smokejumper.
- B. The trainer has the responsibility to plan, conduct, evaluate and document live jump training. As with every activity, risks must be evaluated and every reasonable effort made to anticipate and eliminate unsafe procedures, situations and locations.
- C. Each jump should have specific objectives, performance expectations and evaluation criteria. The trainee must demonstrate their ability to meet established performance standards before proceeding to more difficult jump scenarios.
- D. The trainer has the responsibility to initiate corrective actions based on individual performance in meeting evaluation standards. If an individual shows incompetency in mastering a basic skill necessary for safe parachute jumping, they should be counseled and given further instruction. The following are some examples of corrective actions.
 - 1. Additional unit training to improve specific skill deficiencies.
 - 2. Continue or return to using ground to air communications for “under canopy” instruction.
 - 3. Provide additional parachute simulator training.
 - 4. Have the trainee observe other jumpers while being coached by the instructor.
 - 5. Have the trainee observe proper parachuting techniques on video.
 - 6. Provide a training jump of low complexity to hone basic parachute handling skills.
 - 7. Have the trainee jump a single person stick so they can concentrate solely on parachute maneuvering and proper landing techniques.
- E. If an individual, after a reasonable amount of remedial training, still does not demonstrate basic competency in all phases of parachute jumping, consideration should be given to terminate them from the smokejumping program.

III. JUMP EXERCISES

A. The following jump exercises outline a possible jump training sequence for both experienced and rookie smokejumpers. All jumps must have a pre-jump briefing which, at a minimum, should include:

1. Jump objectives.
2. Performance skills expectations.
3. Evaluation criteria.
4. Jump spot environment and hazards.
5. Spotter/pilot briefing.

B. Experienced smokejumpers (minimum of two jumps, three recommended).

1. It is desirable to expose jumpers to a variety of wind (3-15 mph), terrain, and jump spot conditions during jump exercises. Deviations from the accuracy standards may be acceptable if certain consequences preclude the jumper from landing within the set target limits. Failure to meet the accuracy standards must be based on sound rationale and acceptable maneuvering techniques by the jumper.
2. Jump 1. Recommend a 3+ acre spot, two person stick.
 - a. 1500' AGL minimum.
 - b. Manipulate to the spot, set-up and land facing into the prevailing wind, accuracy within 50 yards of preferred landing zone within jump spot.
3. Jump 2. Recommend a 100 yard diameter spot surrounded by broken forest canopy, two person stick.
 - a. Manipulate to spot, set-up and land facing into the prevailing wind, accuracy within 40 yards of preferred landing zone within jump spot.
4. Jump 3. Recommend 50 x 100 yard spot surrounded by scattered timber, 15-30 degree slope desirable, two person stick.

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- a. Manipulate to spot, set-up and land facing into the prevailing wind. If on a slope, demonstrate correct side hill approach and landing, accuracy within 30 yards of the preferred landing zone within the jump spot.

C. First year smokejumpers

1. First year smokejumpers need (mandatory) a minimum of 15 training jumps before qualifying for operation parachute jumps. The jump exercises will increase in difficulty and complexity, allowing the trainee to develop and demonstrate necessary skill levels. Environmental conditions such as wind, slope, and jump spot size are important variables. Jump training should provide a controlled mix of each scenario and trainees should be evaluated on their ability to successfully meet the challenges of each jump separately and in combination.

#	Jump Spot	Altitude	Stick Size	Wind Speed	Slope	Accuracy	Misc.
1	Large Meadow	2000' AGL	Single	0-5 MPH	0	Within 100 yds.	Radio commo between rookie and trainer.
2	5-10 Acres	2000' AGL	Single	0-5 MPH	0	Within 100 yds.	Windline orientation, running, quartering, radio commo.
3	5-10 Acres	1500' AGL	Double	3-10 MPH	0	Within 100 yds.	Airspace awareness, windline, Jump partner commo.
4	3-5 Acres	1500' AGL	Double	3-10 MPH	0	Within 75 yds.	Airspace awareness, brakes, ground track, approach.
5	3-5 Acres	1500' AGL	Double	3-10 MPH	10-30%	Within 75 yds.	Side hill approach and landing.
6	2-4 Acres	2000' AGL	Single	7-15 MPH	10-30%	Within 50 yds.	Reverse flight, transition zone, side hill landing.
7	Large meadow	1500' AGL	Double	10-15 MPH	0	Within 75 yds.	Higher wind jump, maneuvering techniques.
8	2-3 Acre Timber	1500' AGL	Double	7-15 MPH	10-30%	Within 50 yds.	Approach in moderate winds. Flight planning.
9	1-3 Acre Timber	1500' AGL	Single or Dbl	3-10 MPH	0-10%	Within 50 yds.	Steep approach into timbered spot.
10	1-2 Acre Timber	1500' AGL	Single or Dbl	7-15 MPH	0-20%	Within 50 yds.	Good approach, leeside avoidance, turbulence, side hill
11	3-5 Acre Timber	1500' AGL	Double	10-15 MHP	0-20%	Within 100 yds.	High wind jump, maneuvering techniques, land upwind of jump spot.
12	1 Acre Timber	1500' AGL	Single	7-15 MPH	0-30%	Within 40 yds.	Use of alternate spots, continue more challenging conditions.
13	1-2 Acre Timber	1500' AGL	Double	7-15 MPH	30-50%	Within 30 yds.	Non standard aircraft pattern, flight planning, proper approach.
14	5-10 Acre	1500' AGL	Three	3-10 MPH	0-30%	Within 30 yds.	Three person stick in large door aircraft. Flight planning.
15	½ Acre Timber	1500' AGL	Double	3-10 MPH	0-30%	Within 25 yds.	Final test. Proper use of all techniques and procedures.

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