

Flag jumping SOP - Voss Fallskjermklubb

- Landing area is clear. Skydivers on the load should pick up canopies and clear the area.
- Follow the packing guidelines recommended by the manufacturer
- Aircraft should wait at the fuel station whilst flag is up
- Runway is closed whilst flag is below 3,000ft
- Let the load that you're on know the plan
 - They should clear the landing area
- Let the load after know to wait at the boarding gate
- If you have jumpers with you brief them,
 - How you turn
 - Split the sides
 - Breakoff signal
 - How it turns
 - Undo RSL
 - If they are wrapped up in the flag, try and escape.
- Have a crew ready to pick up the flag
- Wind limit of 12 knots
- Have been briefed by a current flag jumper, using the presentation (Flag Safety) made by Iver

Emergency Procedures

In the plane

- Stays with flag jumper unless time to properly attach to plane before exiting

After exit/ in drougfall

- As normal - Check flag release handle
- Premature deployment of flag - Deploy main immediately, then clear flag

Canopy deployment

- As normal,
- Flag stays with jumper undeployed unless entanglement with main

Flag deployment

- Handle check
- Clear airspace and caution area under jumper
- If emergency after flag deployment - Clear flag and then fix malfunction

Other canopies

- Flag collision - Fly flag, jumper untangles and cuts away if necessary
- Canopy collision - Clear flag, normal EP

Landing

- Flag gets stuck during landing - Clear flag
- Flag fails to release on landing - Half brakes, PLF (groundspeed dependent)

- Outlanding/water landing - Clear flag when weight touches ground

Timeline

25 min call - Announce over loudspeaker that flag jumping is in operation. Make sure the load after yours understands not to be in the boarding area and to wait at the gate.

20 min call - Have a crew ready to pick up the flag once landed. Head to the boarding gate.

15 min call - Discuss with those on your load the plan

10 min call - Safety checks with equipment, using another person to confirm

5 min call - Head out to plane

By 10,000ft or 4 minutes prior to exit - Be fully geared up, connected, ready to jump

After landing - Organise crew to pick up flag

All jumps with the flag will be classed as a demo for the jumper with the flag.