

Spaceland San Marcos New Jumper Briefing

Manifest

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

Map

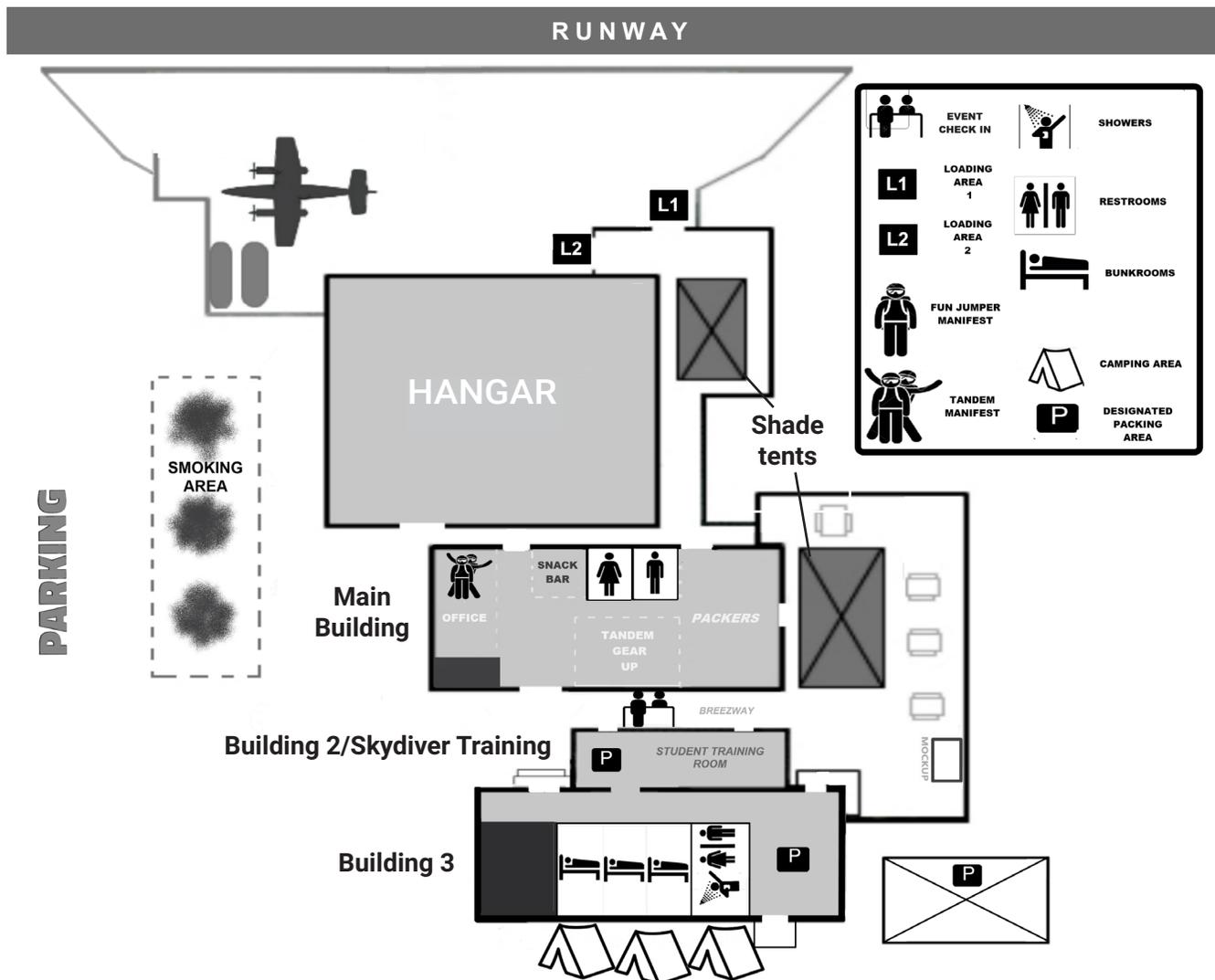
- ◆ Restrooms: In the main building (locked at night) and in building 3.
- ◆ Pro Shop: In manifest
- ◆ Showers and restrooms are in building 3.
- ◆ Bunkhouse lodging available, must check in with manifest each morning after staying. Reservations are recommended.
- ◆ Stay out of aircraft operations areas beyond marked lines, ropes, white fences/other barriers.
- ◆ Please do not use the tandem or STP areas to stage or gear up.
- ◆ Building 3: Fun jumpers are welcome to stage and

gear up here. Please try to keep your gear compact, a lot of people use this space! Also, avoid blocking access to lockers. If you are interested in renting a locker, email manifestSSM@skydivespaceland.com.

- ◆ Packers for hire are mostly in the northern end of the main building (tandems/videographers are also packed here).

Loading Area:

- ◆ Be in the loading area before 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?

Runway:

- ◆ When under canopy, do not cross or overfly the runway below 500 feet.
- ◆ 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.

Stay well back from the runway when landing or waiting for an aircraft to pass.

Landing Area(s)

Low man has the right of way in all landing areas. Do not cross the runway under 500 feet. Be aware that

airplanes and skydivers share this property and must consider the others' needs to use the property safely.

- ◆ Traffic in D license/tandem and general landing areas land in the direction of the landing direction arrow (no exceptions). No turns over 90° below 1000 feet.
- ◆ **High-performance area traffic** lands parallel to the runway. Before boarding, discuss direction and degree of turns with others who will land here from your load. All jumpers from a load must land in the same direction in this area.

Landing Priorities

- 1) Wing level, flying straight
- 2) Land in the middle of a large, open area
- 3) Flare (at least halfway)
- 4) Prepare for PLF if necessary

