

Student Syllabus

Jump	Objectives	Pre-Jump	License Req.	Min. Performance Standards	Post-Jump
Static Line #2	Equipment-Recall equipment emer. procedures from 1st jump class.	Review equipment emergency proc. Discuss relative wind concept.		Properly explain equipment emer. procedures for total malfunction, streamer and anything collapsing, spinning or uncontrollable.	Debrief jump. Obtain student manual and logbook.
		Discuss Dive Flows, Hand Signals and altimeter use.			Instructor Orientation on back of worksheet for SL #2 sign and date and put in student folder
	Exit- Hanging w/in 10 sec. Respond accurately to hand signals.	Review climbout, release, count, body presentation and awareness.		Climb out and hanging w/in 15 sec. Respond to hand signals.	
	S/L skills-Simultaneous release, present chest and hips to wind, awareness and understand relative wind concept.	Practice arch w/5 sec. count 20 times (10 standing/10 on creeper).		Present chest and hips to relative wind.	Ensure that progression card and logbook are filled out and signed.
		Review basic landing pattern concepts and landing off procedures. Observe planning of descent strategy by instructor.		Explain relative wind concept in relation to the hill, first 10 sec. of freefall and stability.	Get brief. from Inst. on next jump obj. Practice PRCP with instructor.
	Canopy skills- Attentive to radio commands (full talkdown). Understands descent strategy.			Follow radio instructions. Accurately recall 3 or more details re: exit, jump & canopy flight.	Read pgs. 10-20 on S/L #1, relative wind concept and PRCP #1.
PRCP #1	Equipment-Attentive to gear check given by Instructor.	Watch and listen to full gear check demo. by instructor.		Recall three or more items about gear check.	Debrief jump. Ensure that progression card and logbook are filled out and signed.
		Review relative wind concept.		Climb out and hanging w/in 12 sec.	
	Exit- Hanging w/in 10 sec.	Demo. PRCP and missed ripcord procedure, and how to protect handles.		Good presentation, hold 1 sec. arch, L. hand moves above head while R. hand pulls ripcord w/in 5 sec.	Quiz on wind direction & gear check (back side).
	S/L skills- Pulls ripcord on-time (w/in 5 sec.) while keeping chest & hips facing the relative wind.	Lost ripcord fee is \$20.00.		Keep chest & hips facing the relative wind.	Get brief. from Inst. on next jump obj.
		Practice PRCP 20 times.			Review pg. 11 on aircraft emergencies and procedures.
	Canopy skills-Understand landing Pattern and final approach in relation to the wind. Up/downwind (talkdown w/explanation)	(10 standing/10 on creeper) Discuss effects of wind direction and speed under canopy. Observe planning of descent strategy by instructor.		Recall wind direction on final. Follow radio instructions.	Read pgs. 21-22 on gear check (back), FAR's regarding seatbelt use, line of flight, standby radio and recovery from low turns.
	Understands descent strategy.			Accurately recall 3 or more details re: exit, jump & canopy flight.	
PRCP #2	Equipment-Explain the back side of the gear check.	Explain and demo. gear check for the back side of the rig. Be attentive to front side gear check performed by instructor.		Properly explain gear check for back side of the rig.	Debrief jump. Quiz on FAA regs. on seatbelt use and A/C emergency procedures.
					Ensure that prog./prof. cards and logbook are filled out and signed.
	Aircraft-Recite FAR's re: seatbelt use.	Review FAR's re: seatbelt use.	AS-1	Recite from memory FAA rules on seatbelt use.	Schedule 2 jumps next time with manifest (should be same day).
	Exit-Hanging w/ in 10 sec.	Practice PRCP 20 times.		Good climb out (hanging w/in 10 sec.)	Get brief. from Inst. on next jump obj.
	S/L skills-Same as previous.	(10 standing/10 on creeper)			
	Canopy skills-Understand landing pattern in relation to ground wind.	Discuss landing pattern concepts and be able to answer questions on upwind/downwind sides of target for current wind cond. on jump/wind chart.		Good pres., hold arch while L. hand goes to above head and R. hand pulls ripcord w/in 5 sec.	Review pgs. 11-12 on equip. emer. procedures and pgs. 21-22 on gear check (back).
	Standby radio-assist. from ground Inst. as needed to fly and land canopy.			Locate target area, fly proper approach pattern (staying upwind) using altimeter until 1000ft. (1k).	Read pgs. 24-25 on gear check (front), runways, step exit footwork, opening point.
		Review effects of wind direction and speed under canopy.		Explain correct A/C emergency procedures.	
	Emergency review-Know correct response to aircraft emergencies.	Review A/C emergency procedures.	ER-6		

Jump	Objectives	Pre-Jump	License Req.	Min. Performance Standards	Post-Jump
PRCP #3	Equipment-Explain the front side of the gear check. Know correct response for emergency procedures review.	Explain and demo. gear check for the front side of the rig. Discuss and demo. step exit foot placement. Practice 10 times.		Properly explain gear check for front side of the rig. Good climb out, good stability w/ legs & arms symmetrical & w/good arch while L. arm goes above head & R. hand pulls ripcord w/in 5 sec.	Debrief jump. Quiz on emergency procedures. Quiz on runway info & landing patterns. Ensure that prog./prof. cards and logbook are filled out and signed.
	Exit-Hanging w/ in 10 sec. w/step-exit foot work.	Demo. PRCP to instructor and practice (10/10).		Identify wind dir. from windsock & enter land. pattern correctly w/min radio help using altimeter until 1k.	Get brief. from Inst. on next jump obj. Review pg. 15 on rel. wind concept.
	S/L skills-Same as previous.	Map out opening point, descent strategy and landing pattern on aerial map based on wind cond. given by Inst.			Read pgs. 27-30 on 5 sec. delay, 3 rules of pulling, alt. awareness, pilot chute hes./in tow, hard pull, total malf
	Canopy skills-Accurately draw out landing pattern for current winds.				missing handle, injured arm, AAD and opening point.
	Standby radio.				
	Aircraft-Know local runway info.	Discuss local runway info. and value of that info.	AS-2	Explain the local runway info. and the value of that info.	
5-sec.	Equipment-Demonstrate ability to explain & perform gear check & explain AAD.	Describe and demo. complete gear check to inst. & explain AAD. Review climbout with step exit foot placement and relative wind conc. (10/10).	EK-1 EK-4	Correctly explain and demonstrate full gear check to instructor. Explain AAD	Ensure that prog./prof. cards and logbook are filled out and signed.
	Exit-Hanging w/step exit foot work.			Good climb out using step exit footwork.	Sign up for packing class and pick up USPA memb. app. at manifest.
	Freefall skills-Follow count, maintain arch and presentation to relative wind, pull on 5 sec.	Practice count with pull 20 times (10/10). Discuss 3 Rules of pulling, high speed malfunctions.	EF-5	Stable exit and timely pull (min. of 3 sec. and max. of 7 sec.).	Join USPA. Get brief. from Inst. on next jump obj.
	Deployment-Know 3 rules of pulling & new count. Understand high speed malf. And correct responses.				
		Plan w/Inst. the exit/opening point and anticipated landing pattern.		Fly correct approach and landing pattern w/minimal assistance and flare on own.	Read pgs. 31-35 on winds aloft chart, exit point, in plane prep., spotting, go around, climb out, 10 sec. delay #1, heading awareness, "Box" position, Correcting stab./unintentional turns, Rear riser turns.
	Canopy skills-Determine w/Inst. the exit/opening point and anticipated landing pattern. Standby radio w/out assistance from ground inst.	Review local runway information.			
10 sec #1	Equipment-Supervised gear check	Perform gear check		Perform gear check w/o help	Debrief jump.
	Aircraft & Spotting (A&S)-Know purpose & use of winds aloft chart.	Understand wind aloft chart and select climb, exit, and open points.			Ensure that prog./prof. cards and logbook are filled out and signed.
	In plane - On knees and ready	Discuss being on knees and ready			Prep for step exit.
	1000ft. prior to exit, observe spotting performed by instructor.	1000ft. prior to exit alt. and watching instructor spot the load.		Watch/listen to Inst./pilot interaction, communication and movements regarding spotting.	Get brief. from Inst. on next jump obj.
	Exit-Hanging w/step exit foot work.	Review heading awareness, new count, box transition and correcting stability issues.		On knees in plane, proper climb out.	
	Freefall skills-Stable exit on heading w/freefall awareness, smooth and symmetrical transition to box, 10 sec. count and stable pull.	Practice count and arch with trans. into box position 5 times on creeper.		Maintain count, attempt symm. body position, <360 deg. total rot., pull on time (w/in 2 sec.) with stability.	
	Canopy skills-Explain and perform rear riser turns and flares with brakes stowed and unstowed.	Review 3 rules of pulling, and high speed malfunctions		Canopy skills-Explain and perform rear riser turns and flares with brakes stowed and unstowed.	Read pgs. 36-38 on 10 sec. delay #2, RSL, step exit, wave-off and turbulence.
	Off radio and PLF.	Review climbout & opening points; rear riser turns, descent strategy, landing pattern and PLF on landing.	CS - 5	Fly proper landing pattern w/ PLF.	

Jump	Objectives	Pre-Jump	License Req.	Min. Performance Standards	Post-Jump
10 sec #2	Equipment-Able to explain RSL usage.	Explain RSL usage.	EK-3	Demo. use/understanding of RSL.	Debrief jump.
	Aircraft & Spotting-Begin spotting, w/instructor determine exit/opening point.	Review being on knees and ready. Discuss how to open door and spot for the exit/opening point.		On knees by 1000ft. prior to exit alt., open door & spot DZ to Inst.	Ensure that prog./prof. cards and logbook are filled out and signed.
	Exit-Step exit	Demo/practice step exit 10 times.		Correctly climb out for step exit.	Get brief. from Inst. on next jump obj.
	Freefall skills-Increasing awareness, and stability, wave-off.	Demo/practice jump on creeper 5 times.		<180 rotation on exit, stop chipping and spinning by 8 sec., and pull "on time"	
		Review importance of initial presentation to relative wind, box transition, stopping chipping, spinning and stable pull.		w/stability.	
	Canopy skills-Able to identify areas of turbulence with explanation on how to fly in turbulence. Practice right rear riser turn on opening.	Discuss wave-off and importance.		Practice right rear riser turn on open	Read pgs. 39-42 on 10 sec. delay #3
		Discuss how to identify areas of turbulence and how to fly in turb.	CS-8	Explain how to identify areas of turbulence and how to fly in turb.	wing loading, rear riser turns.
					obstacle avoidance and landing proc., landing off, Mid-braked canopy turns.
10 sec #3	Equipment-Able to explain wingloading, calculate wingloading for main/reserve	Calculate the wingloading of main and reserve.	EK-2	Calculate correct wing loading for main and reserve.	Debrief jump.
	Aircraft & Spotting-Cont. spotting, w/instructor select climb out & exit/opening points on aerial photo.	Review opening door, spotting (pilot/jumper comm.), step exit, count, heading awareness, stability maint., wave-off at 8 sec. and stable pull.		On knees by 1000ft prior to exit alt., open door, climb out @ pre-selected point, stable exit, < 90 rotation, no turn/chipping for last	Ensure that prog./prof. cards and logbook are filled out and signed.
	Exit-Step exit				Get brief. from Inst. on next jump obj.
	Freefall Skills-Heading awareness and stability maintenance.	Discuss mid-braked turns and flares. Demo. and practice jump on creeper 5 times.		4 sec., aware of heading, wave-off, pull on time with stability.	
	Canopy skills-Explain and perform mid braked turns and flares.	Review turbulence (identify/flying in). Select the climb out & exit/opening points on aerial photo. Explain all		Perform mid-braked turns.	Read pgs. 43-44 on 15 sec. delay, heading awareness, S,C,S principle turns, freefall altimeter use and loss of altitude awareness.
	Emergencies: Obstacle avoidance and landings.	obstacle avoidance and landing procedures.	ER-2 to 5	Recite correct obstacle avoidance and landing procedures.	Be prepared to show current documentation on USPA memb.
15 sec #1	Equipment-Perform gear check for another.	Gear check another's gear.	EK-6	Correctly perform gear check on another's gear.	Debrief jump.
	Aircraft & Spotting-W/Instructor determine exit/opening point.	Review spotting, wave-off at 4k and stable pull.		Perform in-plane preparations with minimal help.	Ensure that prog./prof. cards and logbook are filled out and signed.
	Perform spotting duties and cont. in-plane preparation.	Select the climbout, exit/opening point and landing pattern with assist.		Spot load with minimal help. Stay w/in 90 deg. of A/C heading.	Sign-up and take packing class if not done already.
	Exit-Step exit			Stable freefall, check altitude,	
	Freefall Skills-Controlled upper body turns, monitoring altitude, wave-off at 4k and pull.	Discuss monitoring altitude and controlled upper body turns. Demo. and practice jump on creeper w/Alti trainer 10 times.		1 controlled (definite start/stop) 3 sec. right turn, wave-off @ 4k, pull on time.	Get brief. from Inst. on next jump obj.
	Canopy skills-Mid-brake turns and flares.	Review mid-braked turns and flares.		Perform mid-braked turns above 2k.	Read pgs. 45-46 on 15 sec. delay #2, pilot briefing, stalls, and deep braked turns.
	Other-Verify USPA membership with manifest.		LE-3	Verify USPA membership.	

Jump	Objectives	Pre-Jump	License Req.	Min. Performance Standards	Post-Jump
15 sec #2		Review spotting, how to monitor alt., turns, wave-off and pull.		Brief pilot: JR direction/alt/passess.	Debrief jump.
	Aircraft & Spotting- Determine climbout, exit/opening point. Give pilot briefing. Cont. spotting and in-plane prep.	turns, wave-off and pull.	AS-3	Peform in-plane prep. w/out help.	Ensure that prog./prof. cards and logbook are filled out and signed.
		Discuss how to brief pilot prior to load		Spot load w/little help and use winds aloft chart to determine climb out, exit and opening points.	Get brief. from Inst. on next jump obj.
		Determine climb-out, exit and opening points using winds aloft chart.			
		Demo. and practice 90 deg. turns on creeper with eye contact 10 times.		Must remain stable on exit, good stability in box, 2 controlled 90 deg. turns, wave-off @ 4k, pull on time.	Read pgs. 47-49 on FAR's regarding cloud clearance and visibility, The count, door dive, barrel rolls, center turns, mid-braked approach and landing, and alternate freefall references.
	Exit-Step exit	Demo. and practice jump on creeper w/Alti trainer 5 times.	CS-2		
	Freefall skills- 2-90 degree turns, wave-off at 4k and pull.	Review deep braked canopy turns & flying & stalls above 2k.		Perform deep braked turns above 2k.	
	Canopy skills-Deep braked flight and turns and stand-up landing.	Stand-up landing is expected.		Perform a stand-up landing.	
45 sec #1	Aircraft & Spotting-Know cloud clearance and visibility FAR's, give pilot briefing, determine climbout, exit and opening points and continue spotting.	Explain FAR's re: cloud clearance and visibility.	AS-4	Recite cloud clearance/visability rules above/below 10k msl.	Debrief jump.
				Brief pilot: JR direction/alt/passess.	Ensure that prog./prof. cards and logbook are filled out and signed.
	Exit-Follow count and door dive.	Review chosen climb-out, exit and opening points.		Exit at predetermined point, follow count, dive out, gain stability and find heading w/in 10 sec., "attempt"	Get brief. from Inst. on next jump obj.
	Freefall skills-Barrel rolls, stability recovery, 360 deg. center turns, wave-off at 4k and pull.	Discuss giving count, door dive, Barrel rolls, regaining stability and center turns.		barrel roll, 1-controlled right 360, 1-controlled left 360, waved-off by 4k and pulled on time.	
		Review altitude awareness.			Review pgs. 40-41 on obstacle avoidance and landings.
	Canopy skills-Braked approach and landing.	Review anticipated landing pattern flown in brakes and landing procedures.	CS-3	Perform braked approach and landing.	Read pgs. 52-54 on 45 sec. delay #2 back loops, break-off sequence, delta and max. perf. Canopy turns.
45 sec #2		Review briefing pilot.		Brief pilot: JR direction/alt/passess.	Debrief jump.
	Aircraft & Spotting-Give pilot briefing, continue spotting.	Review chosen climb-out, exit and opening points.		Determine spot on ground and exit at proper time w/out help.	Ensure that prog./prof. cards and logbook are filled out and signed.
	Exit-Give count and door dive	Review giving count, door dive, regaining stability, center turns and altitude awareness.		Give count.	Get brief. from Inst. on next jump obj.
	Freefall skills-back loop, 360 deg. center turn, break-off sequence (180 deg. turn, delta, wave-off and pull).	Discuss back loops and break-off sequence at 6k.		Dive out, gain stability and find heading w/in 5 sec., "attempt" 1 back loop, 1-controlled 360 right, unprompted @ 6k; 180 deg. right, stop, 5 sec. delta (w/in 45 deg.), stop, wave-off by 4k and pull on time	
	Canopy skills-Max. Perf. Turns and landing within 20m of "X".	Review Max. Perf. Turns above 2k	CS-6a		Be prepared for solo briefing.
		Review anticipated landing pattern (discuss "accuracy trick").		Perform Max. Perf. Turns above 2k. land within 50m of "X".	Review pgs. 13-14 on aircraft emerg. procedures.
					Read pgs. 55-57 on 45 sec. delay #3, front loops, promoting a smooth flow of traffic and avoid canopy collis. and pgs. 58-59 on solo briefing.
	Emergency review-Avoiding/landing into and on obstacles.	Review obstacle avoidance and landing procedures.		Explain obstacle avoidance and landing procedures.	

Jump	Objectives	Pre-Jump	License Req.	Min. Performance Standards	Post-Jump
45 sec #3	Aircraft & Spotting-Give pilot briefing and spot without assistance.	Review and rehearse jump pilot briefing and spotting.		Accurately brief pilot and spot w/out assistance.	Debrief jump.
	Exit-Give count and door dive.	Review dive plan-Count, door dive, front loop, 360 left, and break-off@6k		Give count, get heading w/in 5 sec., front loop,360 deg. center turn left,	Ensure that prog./prof. cards and logbook are filled out and signed.
				have disciplined altitude awareness,	Make sure you have obtained the SIM.
	Freefall skills-front loops, 360 deg. center turn, break-off sequence.	Discuss front loops.		unprompted @ 6k; 180 right, 5 sec.	Perform cutaway procedures in hanging harness (SOS handle)
		Review front loops, break-off sequence and aircraft emergencies		delta (w/in 20 deg.), stop, wave-off by 4k and pull on time.	Get full solo briefing from instructor and ensure prog. card is signed.
	Canopy skills-Fly & promote a smooth flow of traffic in pattern.	Discuss techniques/importance of flying and promoting a smooth flow of traffic in the landing pattern.	CS-4a	fly and promote a smooth flow of traffic and land within 20m of "X"	Read pg. 60 and discuss check-out dive goals with instructor.
	Fly pattern w/accuracy.	Instructor is with you to observe and correct any major errors, not to teach new skills.		Explain how to fly and promote a smooth flow of traffic in pattern and why it is important.	
		Discuss canopy collision avoidance and procedures		Explain canopy collision avoidance and procedures.	Read pgs. 62-63 on gear checks, solo jump #1, splitting the spot, outside step exit and flat track

Solo Jumps	Objectives	Pre-Jump	Lic. Req.	Min. Performance Standards	Post-Jump
Solo #1	Equipment-self gear check and gear check from inst.	Fill out student jump worksheet and have instructor review and sign it		Perform 2-360 deg. center turns with alt. checks within 60 deg. of initial heading.	Ensure that logbook is filled out and signed.
	Spotting-Determine spot incl. climb out, exit and opening points using winds aloft chart and aerial map.	prior to manifesting jump (Equipment, spot, manifest, aircraft, exit, freefall skills and canopy skills.)			Discuss any problems with an inst. and ask any questions about the next jump.
	Manifest-Inform manifest about type of jump and exit altitude. Gear up at the 10 minute call.			Land within 20m of "X" on two solo jumps. Must be completed prior to the check-out dive.	
					Review pg. 53 on Back Loops.
	Aircraft-Give pilot briefing (altitudes, passes, airport/east field), split spot.			Pack a main parachute two times prior to the check-out dive.	Review pgs. 13-14 on A/C Emergency Procedures.
	Exit-Outside step exit position.				
	Freefall skills-Relax during jump, altitude awareness, 360 deg. center turns (left/right), break-off sequence (flat track) @ 6k, wave-off @ 4k and pull by 3.5k.				Read pg. 64 on Solo Jump #2, Inside Step Exit Position and floater exit.
	Canopy skills-Fly and promote a smooth flow of traffic in the landing pattern				
	Land within 20m of "X".		CS-4		
Solo #2	Equipment-self gear check and gear check from inst.	Fill out student jump worksheet and have instructor review and sign it		Perform 2 back loops with altitude checks within 60 deg. of initial heading.	Ensure that logbook is filled out and signed.
	Spotting-Determine spot incl. climb out, exit and opening points using winds aloft chart and aerial map.	prior to manifesting jump (Equipment, spot, manifest, aircraft, exit, freefall skills and canopy skills.)			Discuss any problems with an inst. and ask any questions about the next jump.
	Manifest-Inform manifest about type of jump and exit altitude. Gear up at the 10 minute call.				
	Aircraft-Give pilot briefing (altitudes, passes, airport/east field), split spot.				
	Exit-Inside step exit position.				
	Freefall skills-Altitude awareness, back loops, break-off sequence @ 6k, wave-off @ 4k and pull by 3.5k.				
					Review pg. 55 on Front loops.
	Canopy skills-Fly and promote a smooth flow of traffic in the landing pattern				Review pgs. 11-12 on Equipment Emergency Procedures.
	Land within 20m of "X".		CS-4		Read pg. 65 on Solo Jump #3.

Solo Jumps	Objectives	Pre-Jump	Lic. Req.	Min. Performance Standards	Post-Jump
Solo #3	Equipment-self gear check and gear check from inst.	Fill out student jump worksheet and have instructor review and sign it		Perform 2 front loops with altitude checks within 60 deg. of initial heading.	Ensure that logbook is filled out and signed.
	Spotting-Determine spot incl. climb out, exit and opening points using winds aloft chart and aerial map.	prior to manifesting jump (Equipment, spot, manifest, aircraft, exit, freefall skills and canopy skills.)			Discuss any problems with an inst. and ask any questions about the next jump.
	Manifest-Inform manifest about type of jump and exit altitude. Gear up at the 10 minute call.				
	Aircraft-Give pilot briefing (altitudes, passes, airport/east field), split spot.				
	Exit-Door dive.				
	Freefall skills-Altitude awareness, front loops, break-off sequence @ 6k, wave-off @ 4k and pull by 3.5k.				
					Review pgs. 40-41 on Obstacle Avoidance and Landings.
	Canopy skills-Fly and promote a smooth flow of traffic in the landing pattern				Review pg. 48 on Barrel Rolls.
	Land within 20m of "X".		CS-4		Read pg. 65 on Solo Jump #4.
Solo #4	Equipment-self gear check and gear check from inst.	Fill out student jump worksheet and have instructor review and sign it		Perform 2 barrel rolls (one right & one left) with altitude checks w/in 60 deg. of initial heading.	Ensure that logbook is filled out and signed.
	Spotting-Determine spot incl. climb out, exit and opening points using winds aloft chart and aerial map.	prior to manifesting jump (Equipment, spot, manifest, aircraft, exit, freefall skills and canopy skills.)			Discuss any problems with an inst. and ask any questions about the next jump.
	Manifest-Inform manifest about type of jump and exit altitude. Gear up at the 10 minute call.				
	Aircraft-Give pilot briefing (altitudes, passes, airport/east field), split spot.				
	Exit-Door dive.				
	Freefall skills-Altitude awareness, barrel rolls, break-off sequence @ 6k, wave-off @ 4k and pull by 3.5k.				
	Canopy skills-Fly and promote a smooth flow of traffic in the landing pattern				Read pgs. 60 & 67 on Checkout Dive and review with an instructor.
	Land within 20m of "X".		CS-4		Read pg. 66 on Solo Jump #5.

Solo Jumps	Objectives	Pre-Jump	Lic. Req.	Min. Performance Standards	Post-Jump
Solo #5	Equipment-self gear check and gear check from inst.	Fill out student jump worksheet and have instructor review and sign it		Give count, stable door dive, perform freefall maneuvers w/in	Ensure that logbook is filled out and signed.
	Spotting-Determine spot incl. climb out, exit and opening points using winds aloft chart and aerial map.	prior to manifesting jump (Equipment, spot, manifest, aircraft, exit, freefall skills and canopy skills.)		90 deg. of initial heading, initiate break-off sequence at 6k, wave-off at 4k and pulled by 3.5k.	
	Manifest-Inform manifest about type of jump and exit altitude. Gear up at the 10 minute call.				
	Aircraft-Give pilot briefing (altitudes, passes, airport/east field), split spot.				
	Exit-Give count and stable door dive.				
	Freefall skills-Altitude awareness, within 60 deg. of heading perform a front loop, back loop, barrel roll, 360's				
	right & left, break-off @ 6k, track 100ft				
	within 10 deg. of initial heading, wave-off @ 4k and pull by 3.5k.				
	Canopy skills-Fly and promote a smooth flow of traffic in the landing pattern				
	Land within 20m of "X".		CS-4		Read pg. 66 on Solo Jump #6.
Solo #6	Equipment-self gear check and gear check from inst.	Fill out student jump worksheet and have instructor review and sign it		Give count, stable door dive, perform freefall maneuvers w/in	Ensure that logbook is filled out and signed.
	Spotting-Determine spot incl. climb out, exit and opening points using winds aloft chart and aerial map.	prior to manifesting jump (Equipment, spot, manifest, aircraft, exit, freefall skills and canopy skills.)		60 deg. of initial heading, initiate break-off sequence at 6k, wave-off at 4k and pull by 3.5k.	Schedule check-out dive with manifest.
	Manifest-Inform manifest about type of jump and exit altitude. Gear up at the 10 minute call.				
	Aircraft-Give pilot briefing (altitudes, passes, airport/east field), split spot.				
	Exit-Give count and stable door dive.				
	Freefall skills-Altitude awareness, within 60 deg. of heading perform a front loop, back loop, barrel roll, 360's				
	right & left, break-off @ 6k, track,				
	within 10 deg. of initial heading, wave-off @ 4k and pull by 3.5k.				
	Canopy skills-Fly and promote a smooth flow of traffic in the pattern				
	Land within 20m of "X".		CS-4		Read pg. 61 on Checkout Dive.

Jump	Objective	Pre-Jump	License Req.	Min. Performance Standards	Post-Jump
Ck-Out Dive	Equipment-self gear check and gear check from inst.	Fill out student jump worksheet and have instructor review and sign it	EF-1	Clearly deliver count, perform door dive w/stability, perform maneuvers w/in 60 deg. of heading, initiate break-off at 6k, track a minimum of 100ft., wave-off at 4k and pull by 3.5k.	Ensure that prog./prof. cards and logbook are filled out and signed.
	Spotting-Determine spot incl. climb out, exit and opening points using winds aloft chart and aerial map.	prior to manifesting jump (Equipment, spot, manifest, aircraft, exit, freefall skills and canopy skills.)			Get briefing from instructor for RW jump #1.
	Manifest-Inform manifest about type of jump and exit altitude. Gear up at the 10 minute call.	Brief the instructor regarding the above information.			Schedule RW jump #1.
	Aircraft-Give pilot briefing (altitudes, passes, airport/east field), split spot.		AS-6		
	Exit-Give count and stable door dive.				
	Freefall skills-Altitude awareness, front loop, back loop, barrel roll, 360's right & left, break-off @ 6k, track a min. of 100ft. w/in 10 deg. of initial heading, wave-off @ 4k and pull by 3.5k.				
			CS-1		
					Read pgs. 70-72 on RW jump #1,
	Canopy skills-Fly and promote a smooth flow of traffic in the landing pattern				Spotting for a Group Jump, Eye Contact, Forward/Backward Movement, Docking and Maximum
	Land within 20m of "X".		CS-4		Performance Turns.
RW #1	Aircraft & Spotting-Pilot briefing and spotting for a group jump.	Fill out student jump worksheet and have coach review and sign it prior to manifesting jump	EF-3	Give pilot briefing.	Debrief jump.
	Exit-Give count and inside step w/grips.	(Equipment, spot for a group jump, manifest, aircraft, exit, freefall skills and canopy skills.)	EF-4	Properly spot and give the count.	
	Freefall skills-Altitude awareness, moving backward using arms, moving forward using legs, docking,			Maintain close proximity to coach move backward 5ft using arms, drive forward 5ft using legs, break-off @ 5.5k, track 100ft w/in 10 deg. of initial heading, check airspace during wave-off and pull by 3.5k.	Ensure that prog./prof. cards and logbook are filled out and signed.
	break-off @ 5.5k , track 100ft w/in 10 deg. of initial heading, check airspace @ wave-off and pull by 3.5k.	Discuss exit count, eye contact, how to use legs/arms for forward/backward movement, docking, altitude checks,			Get briefing from coach for RW jump #2.
	Canopy skills-Max. performance turns above 2k, fly and promote a smooth flow of traffic in the landing pattern	break-off at 5.5k , checking airspace @ wave-off and after pull.	CS-6b	Perform max. performance turns above 2000ft, fly and promote a smooth flow of traffic in the landing pattern.	
	keeping horizontal/vertical separation from other jumpers and staying on the proper side of the target in the pattern.	Practice dive verbally.			
		Practice dive w/Alt trainer on creeper.			
	Land within 20m of "X".		CS-4		Read pgs. 73-74 on RW #2, Diving to the Coach, Cupping and Spilling.

Jump	Objective	Pre-Jump	License Req.	Min. Performance Standards	Post-Jump
RW #2	Aircraft & Spotting-Spotting	Fill out student jump worksheet and		Properly spot for two jumpers.	Debrief jump.
	Exit-Give count and stable door dive.	have coach review and sign it prior	EF-2a	Give count, exit stable or gain	Ensure that prog./prof. cards and
	Freefall skills-Dive 100ft. and dock	to manifesting jump		stability within 3 sec., dive to coach	logbook are filled out and signed.
	with coach, adjust to coaches fall rate	(Equipment, spot, manifest, aircraft,		and dock, adjust fall rate to match	
	by cupping/spilling, docking, break-off	exit, freefall skills and canopy skills.)		coach, initiate break-off @ 5.5k	Get briefing from coach for RW
	@ 5.5k, track 100 ft w/in 10 deg. of	Review exit count, eye contact, diving		track 100ft w/in 10 deg. of initial	jump #3.
	initial heading, check airspace @	down to the coach, altitude checks,		heading, check airspace during	
	wave-off and pull by 3.5k.	break-off at 5.5k and checking		wave-off and pull by 3.5k.	Review pg. 49 on center turns
	Canopy skills-Mid-braked turns,	airspace @ wave-off and after pull.		Perform mid-braked turns	with eye contact.
	fly and promote a smooth flow of	Review forward/backward movement.		above 2000ft, fly and promote a	
	traffic in the landing pattern keeping	Discuss cupping and spilling.		smooth flow of traffic in the landing	
	horizontal/vertical separation from	Review mid-braked turns.		pattern.	
	other jumpers and staying on the	Practice dive verbally.	LE-1		Read pgs. 75-76 on RW #3, crotch
	proper side of the target in the pattern	Practice dive w/Alti trainer on creeper			Exit Position, Head Switch and
	Land within 20m of "X".	5 times.	CS-4		Front Riser Dives and Turns.
RW #3	Aircraft & Spotting-Spotting	Fill out student jump worksheet and	EF-2b	Give count, exit stable or gain	Debrief jump.
	Exit-Give count and crotch exit.	have coach review and sign it prior		stability within 3 sec., dive to coach	Ensure that progression card,
	Freefall skills-Dive 100ft and dock	to manifesting jump		and dock, perform 2-90 deg. and	proficiency card and logbook are
	with coach, 2-90 deg. and 2-360 deg.	(Equipment, spot, manifest, aircraft,		2-360 deg. center turns with min.	filled out and signed.
	center turns w/head switch, docking,	exit, freefall skills and canopy skills.)		separation from coach, initiate	
	break-off @ 5.5k, track 100ft w/in 10	Review exit count, eye contact, center		break-off by 5.5k, track 100ft w/in	Get briefing from coach for RW
	deg. of initial heading, check airspace	turns, altitude checks, break-off seq.,		10 deg. of initial heading, check	jump #4.
	@ wave-off and pull by 3.5k.	checking airspace, wave-off and pull.		airspace during wave-off and pull	
	Canopy skills-Front riser dives and	Discuss head switch with 360 deg.	CS-7	by 3.5k.	
	turns, fly and promote a smooth flow	center turns and front riser dives		Perform front riser dives and turns	
	of traffic in the landing pattern keeping	and turns.		above 2000ft., fly and promote a	
	horizontal/vertical separation from	Practice dive verbally.		smooth flow of traffic in the landing	
	other jumpers and staying on the	Practice dive w/Alti trainer on creeper		pattern.	Read pgs. 77-78 on RW #4, Side
	proper side of the target in the pattern	5 times.			Slides, Sidebody, Sport Rig Gear
	Land within 20m of "X".		CS-4		Check and Final Assignments.

Jump	Objective	Pre-Jump	License Req.	Min. Performance Standards	Post-Jump
RW #4	Aircraft & Spotting-Spotting	Fill out student jump worksheet and		Give count, exit stable or gain	Debrief jump.
	Exit-Give count and door dive	have coach review and sign it prior	EF-6	stability within 3 sec., dive to coach	Ensure that progression card,
	Freefall skills-Dive 100ft. and dock	to manifesting jump	EF-2b	and dock, perform 2 sidebodies	proficiency card and logbook are
	with coach, side slides (2 L. 2 R.),	(Equipment, spot, manifest, aircraft,		(1R & 1L), initiate break-off	filled out and signed.
	present sidebody, break-off @ 5.5k	exit, freefall skills and canopy skills.)		by 5.5k, tracked 100ft w/in 10 deg.	
	track 100ft w/in 10 deg. of initial	Review exit count and eye contact,		of initial heading, check airspace	Make plan w/Inst. to get all "A"
	heading, check airspace @	altitude checks, break-off sequence,		during wave-off and pull by 3.5k.	lic. req. complete, if not done.
	wave-off and pull by 3.5k.	checking airspace, wave-off and pull.			
	Canopy skills-Fly and promote a	Discuss side slides.		Fly and promote a smooth flow of	Get a briefing from an Inst. or a
	smooth flow of traffic in the landing	Discuss sidebody formation.		traffic in the landing pattern.	person designated by the DZ any
	pattern keeping horizontal/vertical	Practice dive verbally.			time you will be jumping from an
	separation from other jumpers and	Practice dive w/Alti trainer on creeper			aircraft new to you.
	staying on the proper side of the	5 times.		Perform Sport Rig Gear Check	
	target in the pattern.				
	Land within 20m of "X".	Explain Sport Rig Gear Check	CS-4		Turn in completed license proficiency
	Emergency Procedures:				card to manifest to be sent to USPA.
	Complete final assignments.				Fill out licensed jumper contract.

Exam					
	Oral quiz		LE-2	Answer all 20 questions correctly	Mail/fax form and money to USPA
Random	These requirements must be		AS-5	All license requirements must be noted in your logbook on the jump/day	
License	completed throughout the course		EK-5	that it was completed and signed by a SS Coach or Instructor. You	
Requirements	when applicable and/or need to be		EK-8	must also make sure that your proficiency card is filled out and signed.	
And	completed on the ground.		EK-7	These requirements are your responsibility to get completed or to	
Ground			EK-9	schedule a time to complete them with an appropriately rated staff	
Training			ER-1ab	member prior to jump 25.	