

# AFF 5 Student Flight Planner (category D2)



**Student Name:**

**Date:**

## a. REVIEW TOPICS

Pull priorities, Altitude awareness, Neutral body position, Leg symmetry, Heading control and awareness  
Freefall procedures: Instability fix (Altimeter-Arch-Legs-Relax), 5-sec Rule, Roll-out-of-bed, Instructor pull  
Canopy control: Landing pattern, Obstacle avoidance, Alternate landing areas, Full flight, Level off, Stall  
Emergency procedures: Failed controllability check, Linetwists, Horseshoe, two canopies out

## b. FREEFALL

### New Training Objectives

Observe jump run, look out to spot (with instructor)  
Floater Climb out and Exit (same as AFF4)  
360- turns, start-coast-stop, 8 sec, COA during turn  
Forward movement and docks  
Pull at 5,000 feet

### Dive Flow

Climb out in front float position,  
Check out (wait for OK)  
Initiate count: "Prop., Up., Down., Arch!"  
Exit, arch, present into relative wind, look up  
COA – Heading, Altimeter, Arch, Legs, Relax  
Above 6,000 – nod "Yes turns", instructor confirm

Perform 360-degree turn:  
Start with 90-degree turn  
Coast after that, checking altimeter half way  
Stop on the original, heading, check altitude  
Forward movement, and dock with instructor  
Repeat until 6,000 feet

At 6,000 feet – shake head "No turns"  
COA - Check and control heading (horizon)  
Wave-off and pull at 5,000 feet

## d. REVIEW QUIZZ

What is the clouds and visibility requirement for skydiving?  
What is "check of 3"?  
Why do we have to "Spot" before exiting the aircraft?  
How many seconds elapse in freefall from 6,000 to 5,000?  
How to avoid canopy collision while turning?  
How do you level off the canopy  
What is the advantage of a braked turn?  
Describe the procedure for landing on a building  
What is an AAD and the purpose of it?

## c. CANOPY CONTROL

### New Training Objectives

Hands-on Gear check, AAD function, 3-rings  
Cloud clearance and visibility requirement  
Braked flight and turns (repeat from AFF4)  
Practice stalls (from half brake) and recovery

### Canopy Flight (same as AFF4)

#### **If above 2500 feet and in playground area:**

Pull both toggles to  $\frac{1}{2}$  brakes (chest level)  
Turn 90-degrees right by raising left toggle 2-3in  
Pull left toggle back down to level off  
Turn 90-degrees left by raising right toggle 2-3in  
Pull both toggles to  $\frac{3}{4}$  brakes (belly)  
Repeat braked turn exercise  
From  $\frac{3}{4}$  brakes, continue pulling both toggles  
down and hold until the canopy begins to stall  
As stall develops, slowly raise both toggles all  
the way up

#### **Below 2,500 feet**

Identify alternate landing areas and obstacles  
Practice 2-stage flare (above 1,000 feet)  
Execute planned pattern (A,B,C)  
Fly all flight modes for landing:  
Full flight, begin level-off at 12ft, and stall.

## e. KEY POINTERS

Look up at the airplane on exit  
Engage arms to control heading ("hands  
on the wheel")  
Keep head high  
Eyes on heading / horizon (except check  
altimeter)  
Emphasize "Coast" and "Stop" during turns  
Under canopy, check altitude after each  
maneuver (turn, flare practice, pattern)