



## CHAPTER 6

# AIRCRAFT PROCEDURE SIGNALS AND JUMP COMMANDS

*Aircraft noise, the MFF parachutist helmet, and the oxygen mask make verbal communication extremely difficult. Therefore, the parachutist receives aircraft procedure signals and jump commands (Figure 6-1) by arm-and-hand signals. The MFF parachutist must be thoroughly familiar with all signals and commands and the required actions for each one. Standardization of procedural signals and jump commands permits interoperability of all MFF-capable units. Safety significantly increases when the parachutist understands the jumpmaster's intent and the jumpmaster understands the parachutist's desired response.*

### Procedure Signals

Signals used between aircraft boarding and the jump command "stand up" are procedure signals. The aircraft procedure signals discussed in the following paragraphs begin before takeoff. The jumpmaster gives these signals.

#### Don Helmets

The jumpmaster gives the signal "don helmets" before takeoff. He may also give it during the flight. Upon receiving this signal (Figure 6-2), the parachutist dons his helmet, fastens his chin straps, and fastens his seat belt.

#### Unfasten Seat Belts

The jumpmaster normally gives the signal "unfasten seat belts" upon reaching an altitude of 1,000 feet AGL or when the flight crew chief indicates that it is safe to do so (Figure 6-3). If the aircraft descends back through 1,000 feet AGL later in the flight, the parachutist refastens his seat belt upon receiving the signal.

### Mask

The jumpmaster signals "mask" when the parachutist must begin using supplemental oxygen. Upon receiving this signal, the parachutist masks and checks to ensure the oxygen system is functioning properly (Figure 6-4).

### Check Oxygen

The jumpmaster signals "check oxygen" immediately after the signal to mask and periodically after that. At a minimum he gives it following the 20- and 10-minute time warnings. Upon receiving this signal, the parachutist returns the signal if everything is functioning correctly. If there is a problem, the parachutist extends an arm in front of his body with his hand open, palm down (Figure 6-5).

### Time Warnings

The jumpmaster receives time warnings from the flight crew. The jumpmaster signals the "time warnings" to the parachutist to allow him adequate time to prepare for the jump. The parachutist receives the time warnings normally 20 minutes and 10 minutes before time over target (TOT) (Figure 6-6).

AIRCRAFT PROCEDURE SIGNALS	JUMPMASTER ACTIONS	PARACHUTIST ACTIONS
DON HELMETS	Gives command prior to takeoff or landing.  <b>*CAUTION</b> <i>If the helmet is removed after the JMPI, the jumpmaster ensures there is no twist in the oxygen delivery hose.</i>	Dons helmets, fastens chin straps and seat belts.
UNFASTEN SEAT BELTS	Normally gives command upon reaching an altitude of 1,000 feet AGL or when notified by the flight crew that it is safe to do so.	Disconnects seat belt and stows it to the left and right for easy retrieval.
<b>*MASK</b>	<b>*Turns on own console and masks.</b>	<b>*Turns on console. Secures mask to face and assures proper attachment and seal. Checks delivery of oxygen.</b>
<b>*CHECK OXYGEN</b>	<b>*Gives signal immediately following the command "mask" and then periodically.</b>  <b>*Gives signal after the 20- and 10-minute warnings.</b>	<b>*Checks own oxygen and returns the thumbs up signal to the jumpmaster. In the event of an oxygen problem, extends arm straight forward, palm down.</b>
<b>*NOTE: Mask and oxygen checks will be determined by flight plan and mission profile when given.</b> <b>*NOTE: Console monitor checks gauges.</b>		
TIME WARNING 20-Minute Warning		<b>*All parachutists must be awake.</b> First pass attaches combat equipment.
<b>*CHECK OXYGEN</b>		<b>*Checks own oxygen and returns the thumbs up signal to the jumpmaster. In the event of an oxygen problem, extends arm straight forward, palm down.</b>
TIME WARNING 10-Minute Warning	Ensures RED jump/caution light is on.	Second pass attaches combat equipment.
WIND SPEED	Normally gives signal immediately after the 10-minute warning, if known, and updates to remain current with the DZ party's information.	
<b>*These signals, commands, and actions are used only during oxygen jumps with prebreather.</b>		

Figure 6-1. Aircraft procedure signals and jump commands (oxygen and nonoxygen jumps).

AIRCRAFT PROCEDURE SIGNALS	JUMPMaster ACTIONS	PARACHUTIST ACTIONS
ARM ARR	<p>Normally gives signal immediately after the 10-minute warning and wind speed.</p> <p>Ensures aircraft is at least 2,500 feet above activation altitude set on ARR before giving command.</p> <p>Arms own ARR first and is checked by another parachutist while seated.</p>	Removes arming pin from ARR, receives a check, and passes the thumbs up signal from the last one in the front of the aircraft to the rear, and then to the jumpmaster.
JUMP COMMANDS	JUMPMaster ACTIONS	PARACHUTIST ACTIONS
STAND UP	Gives command approximately 2 minutes prior to TOT.	<p>Stands, faces the rear, and checks own equipment. Checks the pins <b>*and oxygen pressure gauge</b> of the man in front and taps him to indicate he is OK. The last two parachutists check each other.</p> <p><b>*NOTE: During an oxygen jump, the right hand should be on the disconnect for the console hose and the left hand on the ON/OFF switch of the oxygen bailout bottle.</b></p>
MOVE TO THE REAR	Gives command approximately 1 minute prior to TOT.	Tightens shoulder straps of rucksack and puts goggles down. <b>*Turns on oxygen bailout bottle and disconnects from the console.</b> Moves to within 1 meter of the jump door or to the hinge of the ramp.
STAND BY	Gives command approximately 15 seconds prior to TOT.	Returns thumbs up signal and moves to 1 foot of the edge of the ramp or door. Focuses attention on the jumpmaster.
GO	<p>Ensures GREEN jump/caution light is on.</p> <p>Ensures aircraft is over release point.</p>	Exits the aircraft.
ABORT	<p>Gives command anytime an unsafe condition exists inside the aircraft, outside the aircraft, or on the DZ.</p> <p>Gives command when the RED jump/caution light is on.</p> <p><b>*Reconnects own console and turns off own oxygen bailout bottle.</b></p>	<p>Returns to seat.</p> <p><b>*Reconnects to console and turns off oxygen bailout bottle.</b></p>

Figure 6-1. Aircraft procedure signals and jump commands (oxygen and nonoxygen jumps) (continued).

JUMP COMMANDS	JUMPMASER ACTIONS	PARACHUTIST ACTIONS
*CHECK OXYGEN		*Checks own oxygen and returns the thumbs up signal to the jumpmaster. In the event of an oxygen problem, extends arm straight forward, palm down.
DISARM ARR	Gives command when jump is aborted and doors have been closed.  Gives command prior to the aircraft descending below 2,500 feet above activation altitude set on ARR.	Reinserts the arming pin of the parachutist to his left and gives him a check.

Figure 6-1. Aircraft procedure signals and jump commands (oxygen and nonoxygen jumps) (continued).

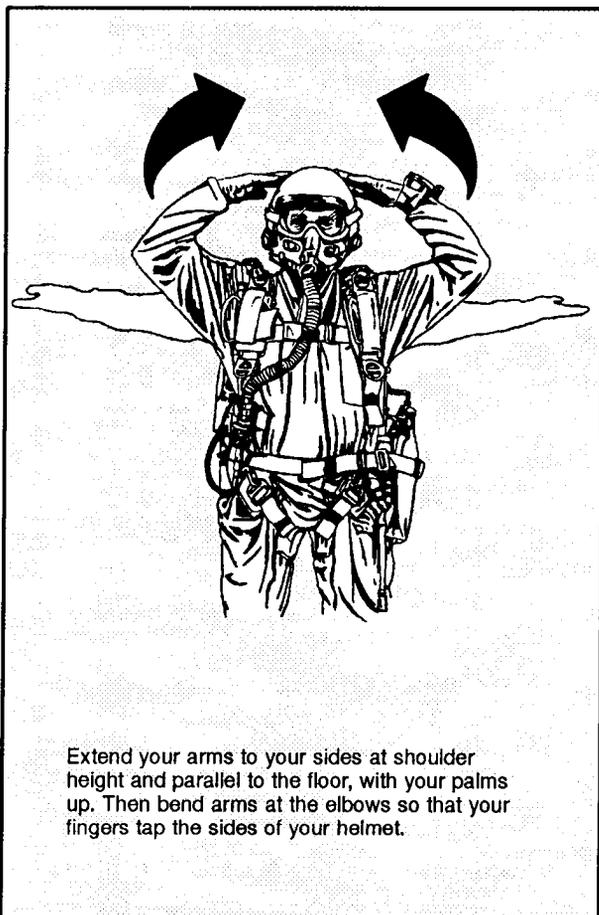


Figure 6-2. Don helmets.

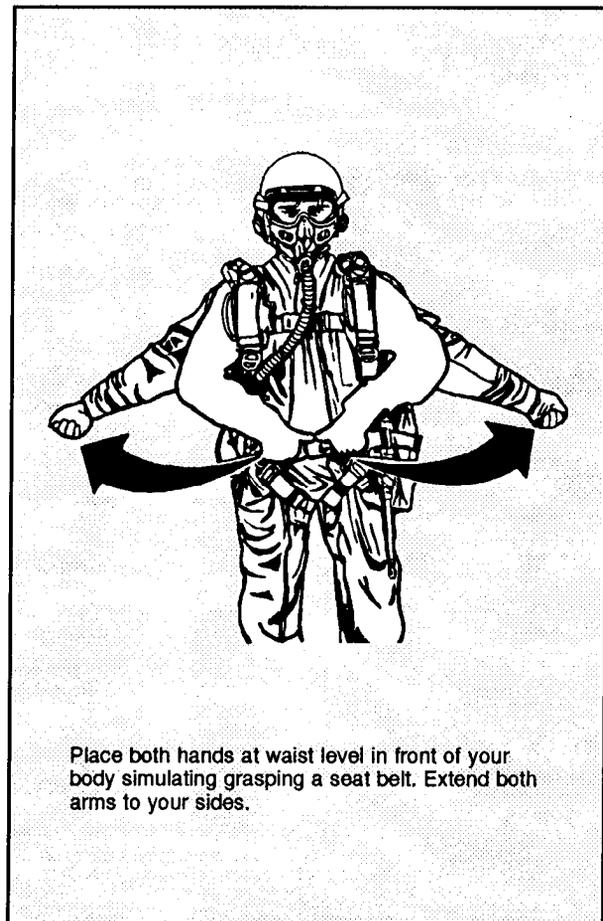


Figure 6-3. Unfasten seat belts.

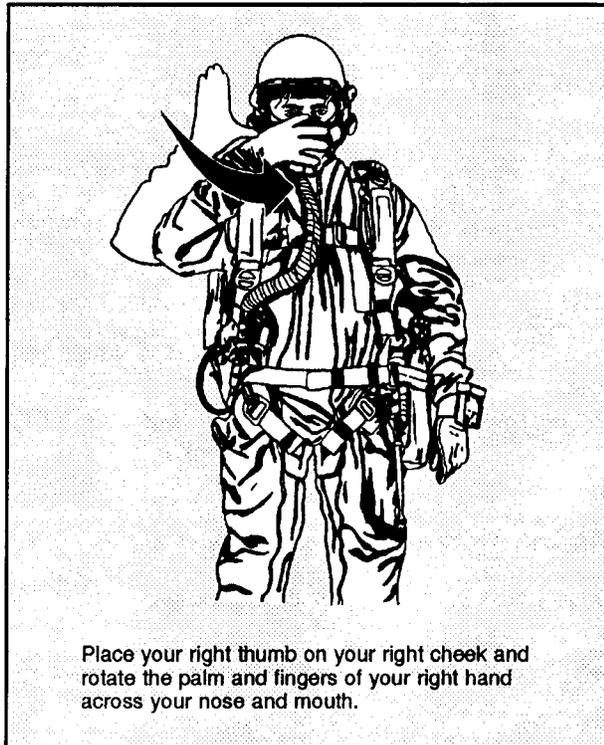


Figure 6-4. Mask.

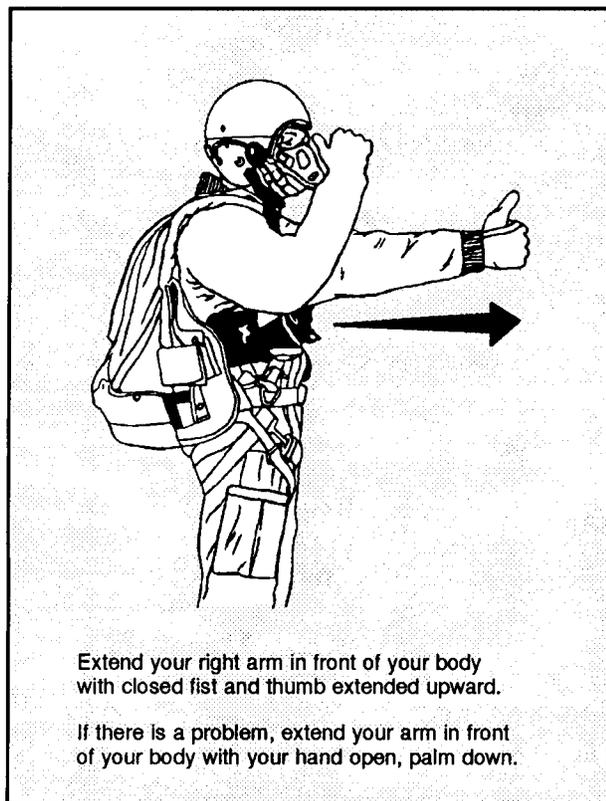


Figure 6-5. Check oxygen.

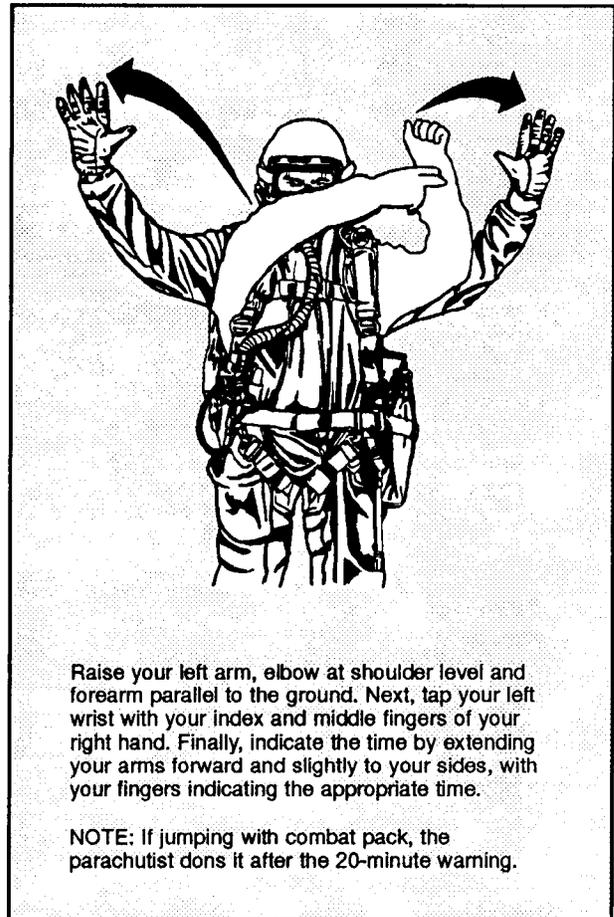


Figure 6-6. Time warning.

## Wind Speed

The jumpmaster signals "wind speed" after the 10-minute time warning (Figure 6-7). In gusting wind conditions, the jumpmaster gives the wind speed signal first to indicate the lower wind speed. He follows with the "gusting winds" signal to indicate the higher wind speed (Figure 6-8).

## Arm ARR

The jumpmaster normally signals "arm ARR" after the 10-minute time warning. He can also give this signal any time the aircraft reaches an altitude at least 2,500 feet above the activation altitude set on the ARR. Upon receipt of this signal, the parachutist removes the arming pin from the ARR (Figure 6-9).

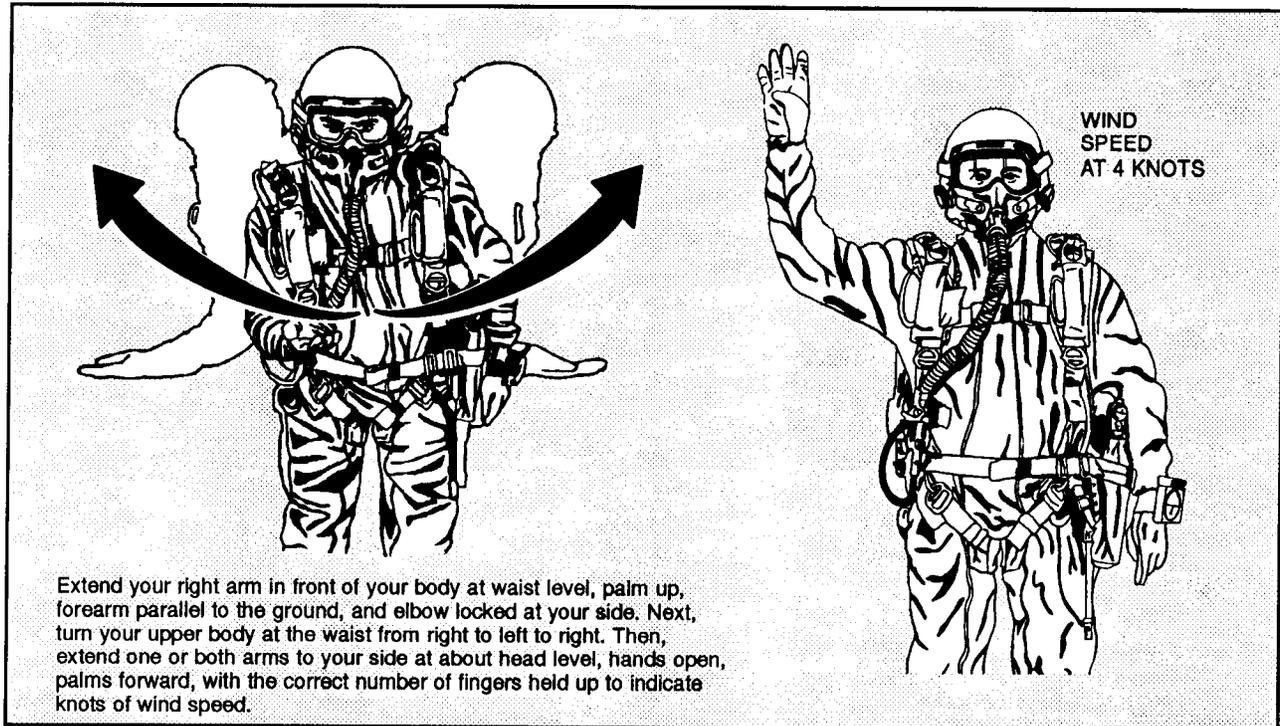


Figure 6-7. Wind speed.

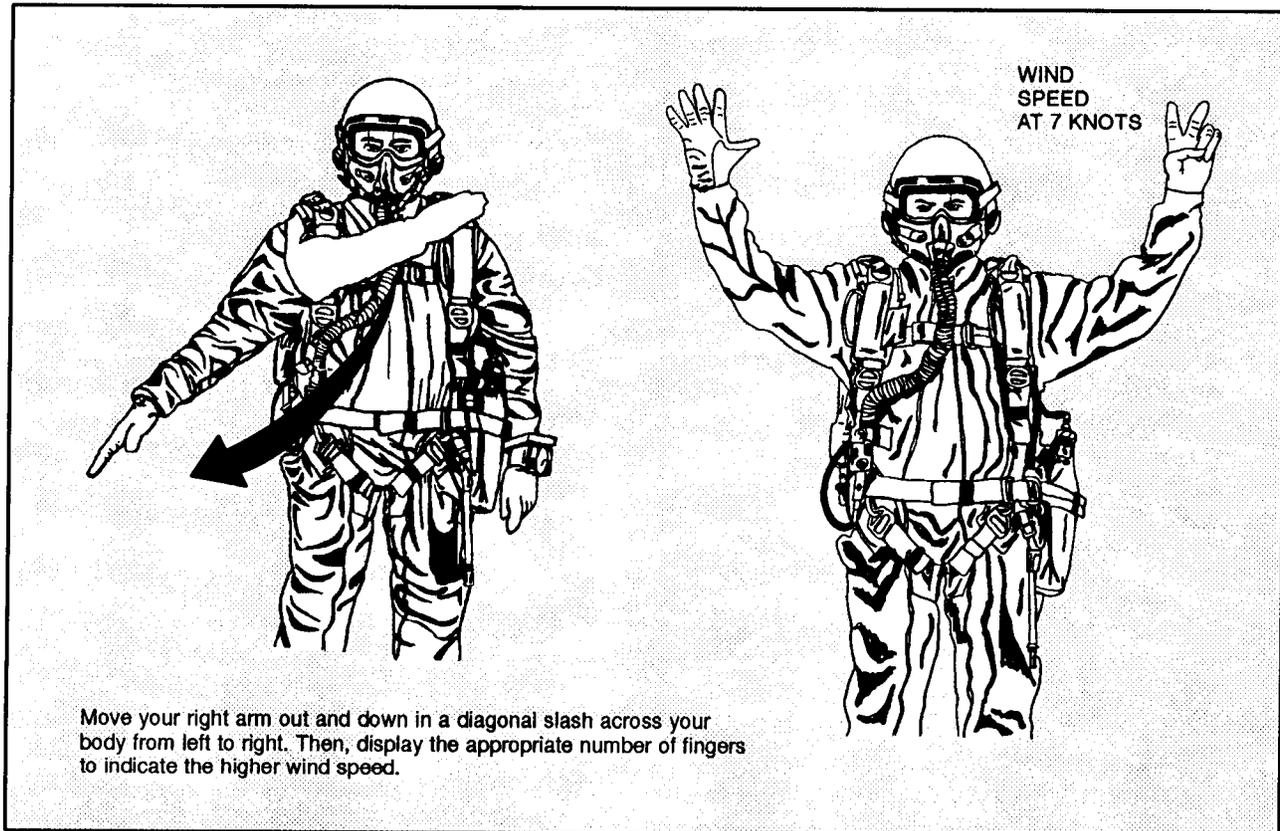
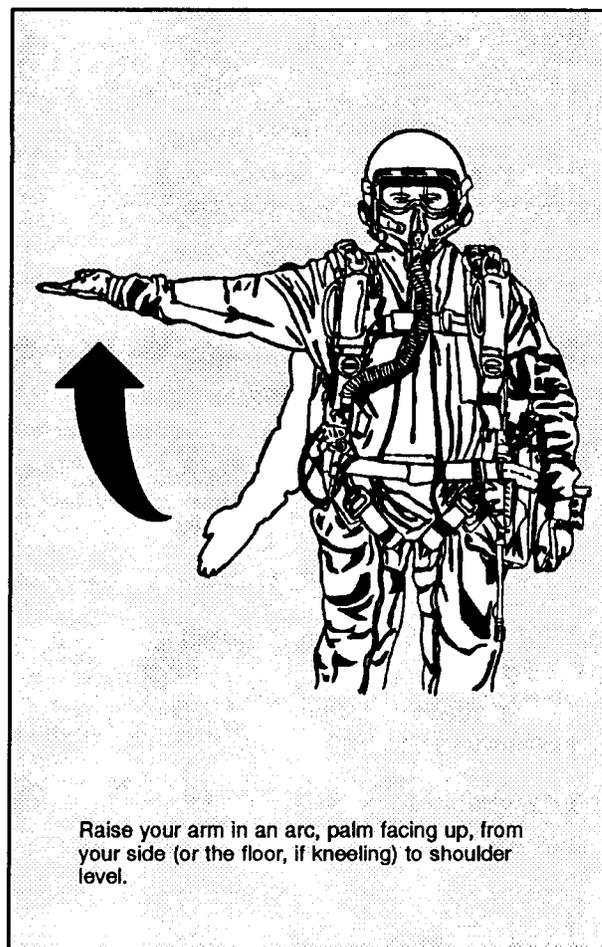


Figure 6-8. Gusting winds.



Face toward the right side of the aircraft. Place your left hand on your left hip, then extend your arm forward at about a 45-degree angle.

Figure 6-9. Arm ARR.



Raise your arm in an arc, palm facing up, from your side (or the floor, if kneeling) to shoulder level.

Figure 6-10. Stand up.

## Jump Commands

The jump commands discussed in the following paragraphs begin as early as 2 minutes before the actual jump is made. The jumpmaster gives these commands.

### Stand Up

The jumpmaster commands “stand up” about 2 minutes before TOT (Figure 6-10). Upon receiving this command, the parachutist stands up, faces the jumpmaster, and checks his equipment. If jumping oxygen, the parachutist also places his left hand on the ON/OFF valve of the bailout bottles and grasps the console hose at the AIROX VIII with his right hand.

### Move to the Rear

The jumpmaster commands “move to the rear” about 1 minute before TOT (Figure 6-11). Upon receiving this command, the parachutist tightens the combat pack’s shoulder straps around his legs, adjusts his goggles, and moves to within 1 meter of the jump door or to the hinge of the cargo ramp. If jumping oxygen, the parachutist must activate the bailout oxygen system, check the flow indicator of the AIROX VIII, and disconnect from the oxygen console before moving to the rear of the aircraft.

### Stand By

The jumpmaster commands “stand by” about 15 seconds before the exit (Figure 6-12). Upon receiving this signal, the parachutist signifies readiness by returning the jumpmaster’s signal and then moves to the jump door or the cargo ramp.

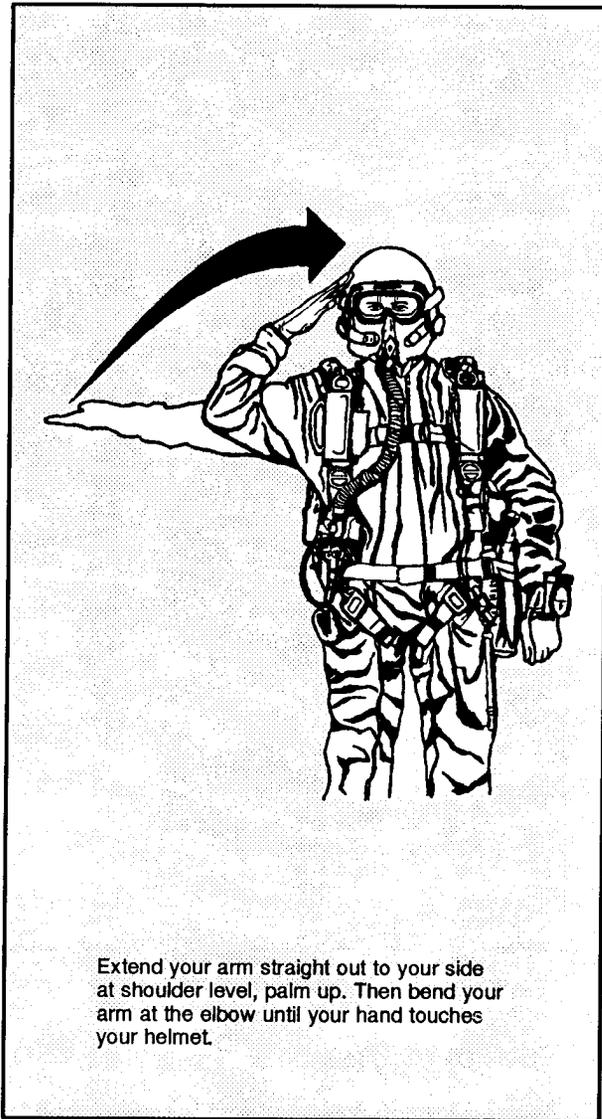


Figure 6-11. Move to the rear.



Figure 6-12. Stand by.

### Go

The jumpmaster commands “go” when the aircraft is over the release point and the green jump light is on (Figure 6-13).

### Abort

The jumpmaster commands “abort” anytime an unsafe condition exists inside or outside the aircraft (red jump light comes on) or on the DZ (Figure 6-14). Upon receiving this command, the parachutist returns to his seat and sits down.

If jumping oxygen, the parachutist reconnects to the oxygen console, turns off the bailout system, and then sits down.

### Disarm ARR

The jumpmaster gives the signal “disarm ARR” (reinsert arming pin) by reversing the arm ARR signal. The safety or the assistant jumpmaster checks the ARR arming pin and the pins of the main and reserve parachute. The parachutist on right side of another parachutist can most easily reinsert the arming pin.

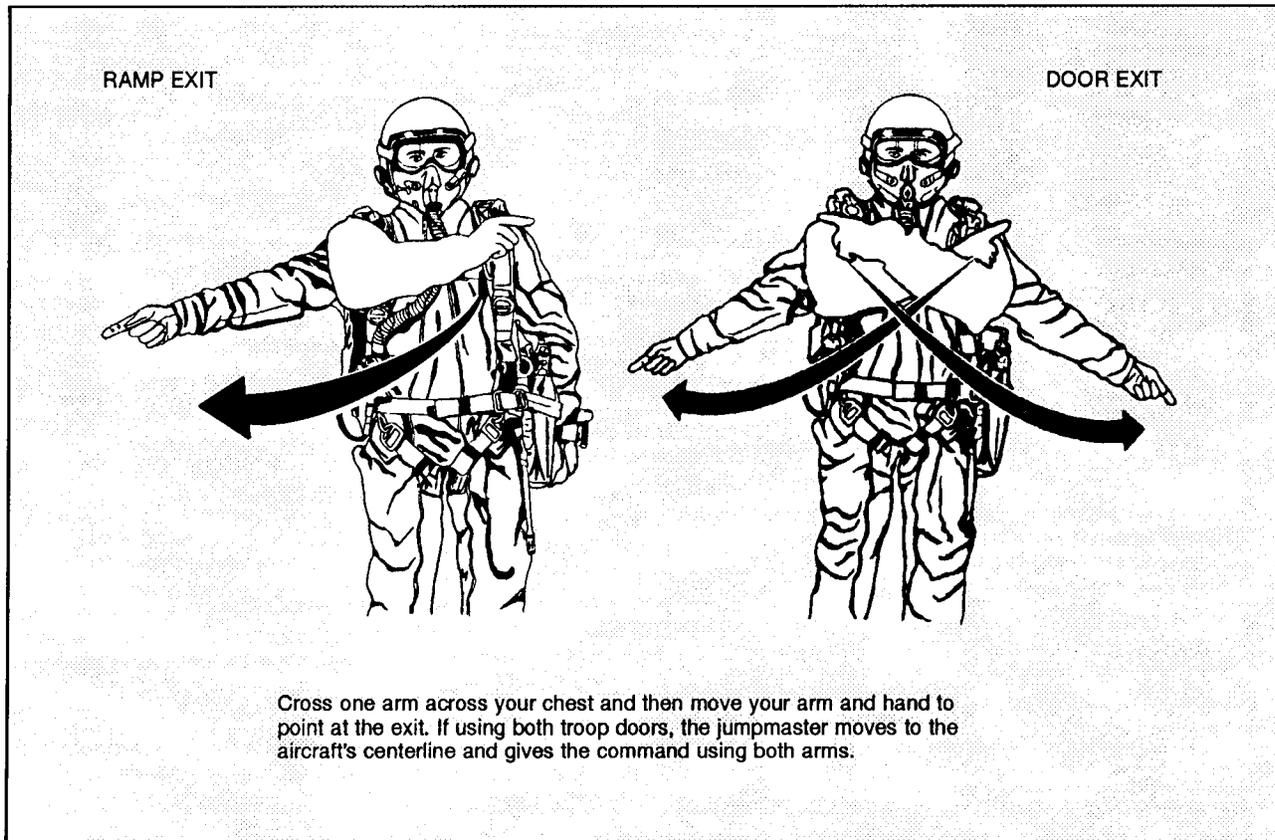


Figure 6-13. Go.

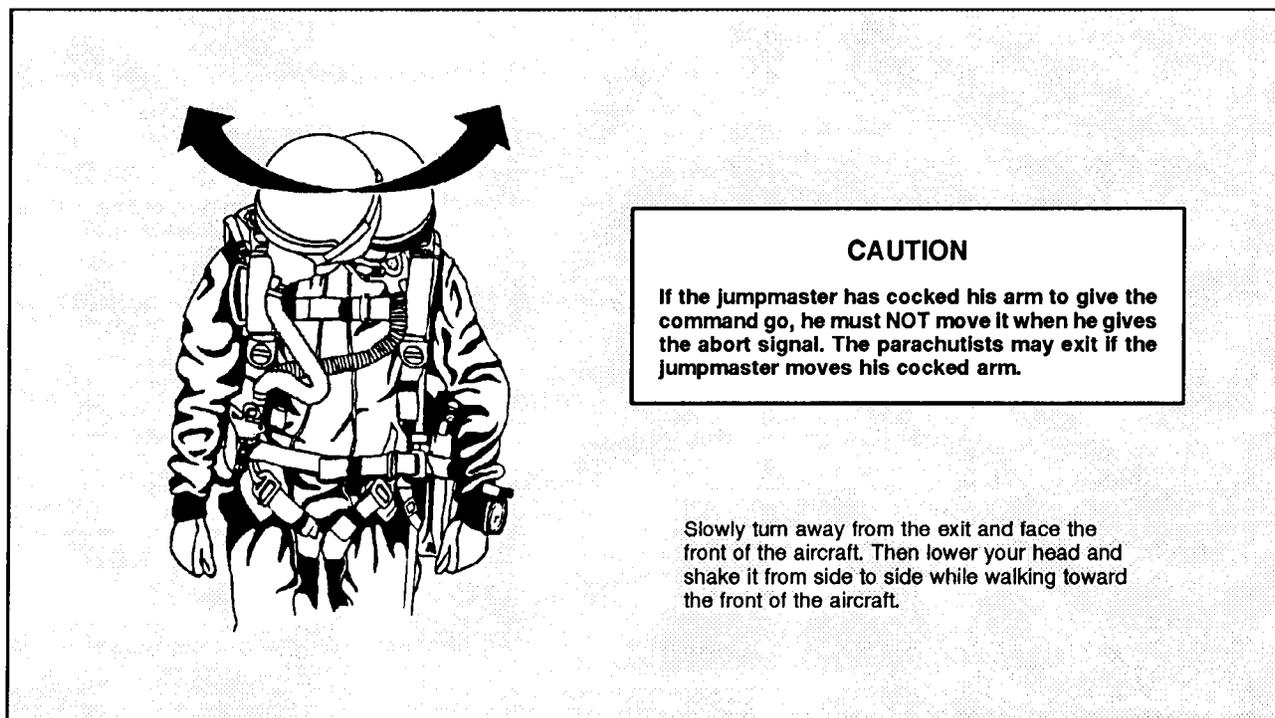


Figure 6-14. Abort.