



Solo Checkout Jump Endorsement

The following is a list of the minimum skills that an instructor should ensure the student accomplishes and documents prior to performing the checkout jump.

1. **self directed instruction:** be able to plan the next three dives
2. **pilot briefing:** cover all areas
3. **safety checks:** 100% on an error detection with at least 5 errors
4. **self spotting and theory:** be able to apply skills prior to and on the checkout dive
5. **stable exits:** three in a row
6. **figure 8:** on heading, in control
7. **activation control:** three in a row, stable, fixed heading, at the prescribed altitude
8. **canopy control:** demonstrated rear riser turns, stall practice, and recovery
9. **complete landing approach:** three in a row facing into the wind and landing in the target area

Evaluation

When the student is fully trained, the instructor should be taken through a complete jump, to demonstrate that the student can supervise themselves. The student will be expected to complete the following 25-point jump, with an overall 80% pass, and a pass on the mandatory parts.

** Mandatory Pass to pass checkout

	Area	Score
1	Plan a logical skydive, a coach may be used as a reference	
2	Rehearse the skydive	
3	Manifest	
4	Assess weather conditions	
5	Check their own equipment	
6	Don their own equipment	
7	Arrange and receive a safety check** and give a safety check to another jumper	
8	Final rehearsal at mock-up/ aircraft	
9	Board aircraft safely and brief the pilot	
10	Takeoff routine: helmet, seatbelts, conduct	
11	In-Flight mental rehearsal	
12	Arrange for and receive a pin check**	
13	Pre-Exit handles check	
14	Spot for the aircraft	
15	Exit without assistance	
16	Stable exit	
17	Figure 8 on heading	
18	Altitude awareness**	
19	Activate on a heading, stable, at the prescribed altitude**	
20	Complete canopy checks	
21	Fly a pattern to the landing area	
22	Safe landing, facing into wind within a target area	
23	Return all gear to appropriate places	
24	Demonstrate awareness and recall of the jump's events	
25	Fill in logbook accurately and completely	
	Overall Score (20 required to pass)	/25