



SAMPE – Drop Pilot Rating Test Criteria v1.1

Pre Requisites:

A **Drop Plane Pilot** Proficiency *conversion* to be considered in the following cases:

1. To be considered for a drop plane pilot proficiency, the pilot should have at least have **3 months consecutive** flying experience in the level of a **SAMAA Fixed Wing SILVER** Proficiency to be able to be tested as a drop plane pilot.
2. To fly as drop pilot at any **SAMAA Standard Airshow, Display, Demonstration or Exhibition**, the pilot should have at least **3 months consecutive** flying experience in the level of a **SAMAA Fixed Wing GOLD** Proficiency and have the **Drop Plane Pilot** Proficiency rating.

Drop Plane Pilot Rating Test:

The drop pilot must meet the following criteria;

1. **Take off with two jumpers and release random one jumper and land with the residual jumper successfully without damage to plane or jumper.**
2. **Take off and land with asymmetrical loaded jumper. (Pilot must decide which side to load)**
3. **Take off with two jumpers and land with two jumpers on. (Scenario of total release malfunction)**
 - The drop plane pilot should be able to successfully land on the designated runway without damage to neither the plane nor the jumper/s.
 - The drop plane pilot should be able to terminate the flying drop attempt without damage to the jumper or plane.

Emergency Procedures:

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This does not have to be practically tested, but the drop pilot must show / indicate that he /she had thought of the “hazards” involved. (*In other words, think on his feet – experience does help more*)

Possible Scenarios:

1. Dead stick **low altitude** - below 200ft(60m) ;
 - First step is call out **DEADSTICK!**
 - Release Jumper/s
 - Now take evasive action to save plane.
 - Instinctively save the drop plane as per fixed wing proficiency (**SAMAA PROFICIENCY TESTS FOR FIXED WING POWERED MODELS Section 6.1 page18 Dead Stick Landing**).



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2. Dead stick **normal altitude** – 200-400ft (60-120m) easy normal fixed wing recovery is possible.
 - Call out DEADSTICK
 - First release jumper/s.
 - Now take evasive action to save plane.
 - Instinctively save the drop plane as per fixed wing proficiency (**SAMAA PROFICIENCY TESTS FOR FIXED WING POWERED MODELS Section 6.1 page18 Dead Stick Landing**).
3. Dead stick **high altitude** - easy normal fixed wing recovery is possible.
 - Call out DEADSTICK
 - Safely release jumper/s
 - Land as per fixed wing emergency procedure (**SAMAA PROFICIENCY TESTS FOR FIXED WING POWERED MODELS Section 6.1 page18 Dead Stick Landing**).

Jumper hook-up / hang-up / snag after release:

Jumper got hooked to any part of the plane after being released – **no deployment!!!**

- Call; (JUMPER) **HOOKUP!!!** (Indicate which side, if possible)
- Call; **DO NOT OPEN (or DEPLOY)!!!**
- Identify which jumper is involved and instruct other jumper to proceed with deployment. (taking in account with regard to height - max 5 seconds should allow other (released /dropped / free-fall) jumper pilot to still deploy and land safely)
- Keep plane engine on idle and take evasive or resolving action to attempt **dislodging** of the jumper.
 - Actions could include:
 - Shaking controls
 - Gain altitude should it be deemed necessary.(**Power up**)
 - Should not put plane in dive, spin or roll to prevent loss of control or unintentional parachute deployment.
 - If attempts are unsuccessful after 5-10 seconds, prepare for **emergency return and landing**.
- Apply full flaps if available and proceed to fly as slow as possible. – **Keep additional distance from no-fly zones and spectators.** (Un-intentional or delayed parachute deployment whilst snagged will cause plane to crash)
- Call; “**Dead stick**” to warn other pilots of emergency landing.
- Attempt to land safely and as slowly as possible without un-intended stalling or snagging or ground looping.



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Premature release:

In the event of a Jumper that got released without intention from drop plane. (Premature)

- Call applicable **Left-Hand** or **Right-Hand** - **JUMPER AWAY!!!**