
GENERAL RULES FOR SKYDIVING ACTIVITY

REQUIREMENTS FOR THE LANDING AREA

1. When landing outside the DFU-approved dropzones, the following requirements must be met:
 - a. The land owner's permission must be granted.
 - b. The landing area must include an area that can contain a circle with a radius of 100 m without any obstacles.
 - c. If there are any substantial bodies of water within 150 m from the edge of the landing area, a suitable life jacket must be worn.

CONDITIONS DURING SKYDIVING ACTIVITY

2. Wind limits:
 - a. Skydivers with a C License or above, who are jumping a square main, and reserve: Max. 11 m/s (20 knots)
 - b. Skydivers with a C License or above, who are jumping a round main and/or reserve: Max. 8 m/s (15 knots)
 - c. Students: Max. 8 m/s (15 knots)
 - d. Students without a license for the first 5 jumps: Max. 6 m/s (11 knots)
 - e. (At wind speeds less than 2 m/s (4 knots) an additional 20 kg are added to a student's bodyweight - either in the form of a weight vest or belt - when choosing the canopy)
 - f. Demonstration jumps: Cf. BL 9-01¹

REQUIREMENTS FOR PILOTS AND PASSENGERS

3. The pilot must be approved for the aircraft in question and for flying skydivers under both the civil aviation rules as well as the DFU rules and Regulations.
4. During a flight, where a door or ramp will be opened, or where one has been removed, everyone on board must wear an approved and correctly packed parachute. Operators of an aircraft with a MTOM (Maximum Takeoff Mass) of 2000kg or above are exempt from this rule as long as it is deemed safe.

¹ BL are the national rules and regulations governing skydiving in Denmark, issued by The Transport, Construction and Housing Authority.

REQUIREMENTS FOR SKYDIVERS

5. Age requirements:

- a. Solo skydives may only be conducted by persons who are members of DFU and at least 16 years old.
- b. Persons under the age of 18 must have a signed permission from a parent or legal guardian.

6. Skydivers who live outside Denmark, may jump without a DFU license under the following conditions:

- a. The activities must be monitored by an Instructor-I².
- b. The skydiver may use his/her personal gear provided it complies with the DFU regulations regarding repack schedules, AAD and canopy size and type suitable for the experience level of the skydiver. In addition, the gear must be approved in the country where the skydiver lives.

7. Physical and psychological requirements:

- c. No one may jump if they're not physically and psychologically fit for it.
- a. Before the first solo jump, all skydivers must fill in a health form to be read and approved by the Instructor-I in charge of the course.
- b. An Instructor-I can demand that a fitness test be submitted to judge the physical condition of the student.

8. Emergency procedure and deployment system:

- a. No one may skydive before having practiced their emergency procedure in the same calendar year under the supervision of an Instructor-I or an Instructor-II. This exercise must be conducted during the same year or in December of the preceding year, and must be authenticated in the skydiver's log card or logbook by an Instructor-I.
- b. Transition to a different deployment system must be approved by an Instructor-I.

REQUIREMENTS FOR EQUIPMENT

9. During jumps, the following must be used:

- a. Approved and correctly packed main and reserve canopies in an approved harness.
- b. Visual or audible altimeter.
- c. Approved and activated automatic-activation device mounted on the reserve.
- d. Water landings with less than 10 seconds of freefall don't require an AAD or

² Instructor with a level-1 rating (highest rating).

altimeter.

- e. The Instructors Committee (IU) can grant exceptions to the requirement of an AAD.

Mounting equipment on a helmet, such as sights, camera, radio, GPS etc. requires the helmet to have a cutaway system that can be operated with either hand separately. This does not apply if the mount does not involve a risk of lines getting snagged.

- 10. Parachute equipment used by DFU members for jumps under the DFU, must comply with the requirements set forth by the DFU, and be approved and packed by the appropriately certified DFU members specialized in equipment.
- 11. Skydivers who import brand-new gear are permitted to use them without an annual inspection or equipment papers until the next reserve repack or inspection period.
- 12. A reserve canopy, packed abroad due to installation of new gear, repack after use, or expiration of the previous packjob, does not need to be repacked by a DFU reserve packer until the end of the repack schedule.
- 13. The Equipment Committee (MU) may grant an exemption from the requirements for DFU-approved annual inspections, reserve repacks by a DFU reserve packer and equipment papers, for demo gear provided by a manufacturer for a single, specific event.

SKYDIVING ACTIVITY WITH STUDENTS

Throughout the Skydiving Rules and Regulations (FB), “students” is used to refer to skydivers in training up until C License.

SKYDIVING ACTIVITY

1. For all skydiving activities with students the following requirements apply:
 - a. The dropzone must be approved for students.
 - b. There must be an emergency plan in place for the dropzone.
 - c. The landing target must be marked in a way that is visible from the air.
 - d. There must be an indicator in place for both wind speed and direction.
 - e. The skydiving activities must be overseen by an Instructor-I.
 - f. Students may only jump between sunrise and sunset.
2. Pre-flight equipment check:
 - a. Right before boarding the aircraft, the student’s gear must be checked by an Apprentice Instructor, an Instructor-II or Instructor-I.
 - b. An Apprentice Instructor may only do the pre-flight equipment check alone after completing at least 10 pre-flight equipment check supervised by an Instructor-I.
3. Steering assistance:
 - a. Students must have steering assistance in the form of radio contact until the student is deemed capable of steering without assistance, however at least on the first 5 jumps.
 - b. Steering assistance may be provided by an Apprentice Instructor, an Instructor-II or Instructor-I or a person complying with the requirements stated in article 4.
 - c. *At least* the first 10 times an apprentice instructor provides steering assistance he/she must be supervised by an Instructor-I.
 - d. Several students may exit on the same go-around, provided there’s sufficient separation and no risk of misunderstanding the steering assistance.
4. Steering assistance provided by non-instructor:
 - a. Approval for steering assistance may be granted on the basis of:
 - An Instructor-I or -II license that hasn’t been expired for more than one year.
 - At least 200 jumps and theoretical instruction in matters relating to steering assistance by radio.

- b. Approval must be authenticated in writing by an Instructor-I, for example on a log card.
- c. During training and while providing steering assistance, the person must
 - Be a member of the DFU
 - Comply with the requirements for starting Instructor Apprenticeship, as according to the Training Rules (UB 51), article 7 a, b, f
 - Annual renewal of the status is required. This must be given in writing by an Instructor-I based on 20 documented times providing steering assistance since the latest approval, or based on at least 10 new steering assistances supervised by an Instructor-I.
- d. A log over each steering assistance must be kept and authenticated by an Instructor-I.

5. Jumpmaster:

- a. On static-line jumps and jumps made by students who are not yet approved to jump without a jumpmaster, the jumpmaster must be an Apprentice Instructor, an Instructor-II or Instructor-I.
- b. Apprentice Instructors are only allowed to act as jumpmasters on their own after they have served as jumpmaster in the following situations, under the supervision of an Instructor-I, who is not flying the airplane at the same time:
 - In connection with manual jumps: at least 3 times as jumpmaster for manual students.
 - In connection with static-line jumps: at least 10 times as jumpmaster of static-line students.

6. Skydivers who jump with a student in order to observe the free-fall jump must have at least 250 FS jumps, of which at least 100 must be FS photo/video jumps, if the skydiver is to photograph/film the student during the jump.

7. On static-line jumps the following must be in place in the aircraft:

- a. An attachment point for securing the static line.
- b. A sign with information about the minimum and maximum length of the static line.
- c. A knife that's located so it can be used by the jumpmaster as well as the pilot. The knife must be suitable for cutting static lines in use, both straight and twisted ones.
- d. After use, the static lines must be stored safely inside the airplane so they don't constitute a risk during any following go-arounds where skydivers exit.

- e. Together, the instructors and pilots belonging to the club will devise a procedure for the use of static lines and their secure storage after use. This procedure must be suitable for the aircraft(s) used in the club. The procedure must be submitted to the Instructors Committee (IU).

EQUIPMENT

8.
 - a. Harness, main canopy, reserve canopy and automatic-activation device must be approved for student use, acc. to lists in the MB-PA (appendices to the Equipment Rules).
 - b. The pilot chute of the main canopy must be spring-loaded, unless
 - a direct bag is used.
 - a pouch system is used.
 - the student is approved for a springless pilot chute.
 - is making a check dive aiming to be approved for springless pilot chute.
 - is taking the AFF education, cf. Training Rules (UB 50), article 15.g.
 - a permit has been granted by the IU.
 - c. In connection with static-line jumps from an aircraft with a side door and no option of using a step or making a hanging exit, a direct bag must be used.
 - d. A lanyard must be mounted on the harness.
 - e. Cut away and reserve must have separate handles.
 - f. The harness must be marked on the outside with:
 - Types of main and reserve canopies.
 - Type of safety-activation device and altered activation altitude, if any.
 - Weight limit (naked weight) for both main and reserve parachutes, respectively.
 - g. For AFF-jumps levels 1-7, the harness must also be equipped with an extra handle on the left side of the harness.
 - h. The static line must be marked with its full length.
 - i. A springless pilot chute may not have a kill line.
9. The student must wear:
 - a. A hard helmet designed so that lines cannot get stuck.
 - b. Suitable clothing and footwear.
 - c. Visual altimeter with an analog reading.
 - d. Life vest if prescribed by the dropzone's authorization.
 - e. Protective goggles if the student wears glasses or contact lenses.

DROPZONES

1. A dropzone used as a landing area for students must be approved by the DFU's Instructors Committee (IU).
2. Besides the requirements stated in BL 9-1, article 5.1.f, the dropzone must fulfil the following requirements:
 - a. The landing point must be in the center of an area that contains a circular area with at least a 100 m radius, without any obstacles or terrain that could pose a danger to the skydivers during or after landing.
 - b. Within a distance of 250 m from the landing point there may not be any powerlines or similar obstacles that a skydiver cannot see and steer around.
 - c. There may not be any high-voltage power lines within 400 meters of the landing point.
 - d. The IU may grant an exemption to the requirement in point a about a circular area with a 100 m minimum radius, provided that the landing area comprises at least 40,000 m² and the other requirements are fulfilled.
3. The approval process for a dropzone starts with submission of an application to the IU, including:
 - a. Map of the dropzone in 1:25,000 scale or a map with clearly stated measurements, where the landing point is drawn in, as are any electrical wires and other obstacles.
 - b. Information about the property owner's name and address as well as his/her written permission.
 - c. Written approval from two Instructor-I's who have inspected the dropzone.
 - d. Copy of the emergency plan for the dropzone.
4. The approval may be subject to special requirements, for example for the use of life vests.
5. A dropzone's approval is tied to the dropzone itself, not to the club or any users, who originally obtained the permit.
6. If any conditions of the dropzone change, so the requirements for approval are no longer certain to be fulfilled, the IU must be informed in order for them to review the approval.

SKYDIVING LICENSES

GENERAL

1. The DFU offers the following types of Skydiving Licenses: A, B, C, D, E, F and G.
 - a. A and B licenses are issued by an Instructor-I with a stamp on the log card.
 - b. All other licenses are issued by the DFU on nomination by an Instructor-I.
2. Skydivers without a valid DFU C License are considered students. However, this does not apply to skydivers living abroad, cf. GB 30, article 6.
3. At the start of the basic education a log card is issued.
4. The following must be written on the log card and authorized by an Instructor-I:
 - a. Approval of each step of the basic education.
 - b. A and B licenses.
 - c. Packing license cf. MB 61 (may be authorized by a senior packer or someone with a higher rank of equipment specialization).
 - b. Approval of transfer to a different type of deployment system.
 - c. Approval of annual Emergency Procedure (EP) drill.
 - d. Approval of particular skydiving activities when required.
 - e. Approval as a coach for particular skydiving activities when required.

REQUIREMENTS FOR OBTAINING A-G SKYDIVING LICENSES

5. A license:
 - a. At least 13 jumps
 - b. Passed Stage II of the static-line/manual education, cf. UB 50, article 8.
 - c. For AFF education: Passed Level 8 and approved for jumping without a jumpmaster
 - d. Passed Canopy Piloting Stage II.
6. B license:
 - a. A License
 - b. At least 25 jumps
 - c. 2 Tracking Tests
 - d. Ability Test

- e. Stability Test
- f. Passed Canopy Piloting Stage III
- g. Packing License.

7. C License:

- a. B License
- b. At least 5 jumps where the landing was within 25 meters from a marked point.
- c. At least 40 jumps.
- d. Theoretical exam on the rules in BL 9-1 and FB about solo skydiving activities.
- e. Approval for making own pre-flight equipment check.

8. D License:

- a. C License and at least 150 jumps in total.
- b. Canopy piloting course
- c. Equipment course
- d. Check for Formation Skydiving

9. E License:

- a. D License and at least 500 jumps in total.
- b. Senior Packer License
- c. Demo License

10. F License:

- E License and at least 1000 jumps in total.

11. G License:

- F License and at least 5000 jumps in total.

VALIDITY, RENEWAL AND SUSPENSION OF LICENSES

12. Licenses are valid for a calendar year.

13. For renewal of Skydiving Licenses C – G, the following must be completed under supervision of an Instructor-I within the past 3 months.:

- a. At least two stable jumps with min. 30 seconds' freefall.
- b. At least one jump where the landing was within 10 meters from a marked landing

point.

14. Renewal is certified by an Instructor-I with a stamp on the skydiver's license.
15. Suspension of license:
 - a. An Instructor-I can decide that a student may not continue to jump, and suspend his/her A or B license.
 - b. A suspension of the A or B license by an Instructor-I may be brought before the Instructors Committee (IU) by the student. This must be done within 2 weeks from the day the student received notification of the suspension.
 - c. C - G licenses may be suspended by the IU in case of a situation covered by the by-laws of the DFU, article 12, section 1, nos. 1 and 3.
 - d. An Instructor-I may temporarily suspend a C - G license; the Instructor-I must bring the suspension before the IU for approval within one week. A written statement of the basis for the suspension must be included.
 - e. A decision, by the IU, to suspend a C-G license, may be brought before the DFU board by the skydiver.
 - f. Such a complaint must be made in writing, addressed to the DFU office.
 - g. The deadline is two weeks from the day the skydiver received notification of the IU's decision.

RECURRENCY

16. After a break of more than 6, but less than 12 months, the following is required:
 - a. Students taking the static-line/manual education and the AFF education – not yet passed Level 7; must take at least one jump of a lower difficulty level than the latest jump.
 - b. Students taking the AFF education - who have passed Level 7; must make at least one jump with the same difficulty level as the latest jump.
 - c. Skydivers with a C-G license, must take at least two jumps of a difficulty level determined by an Instructor-I.
17. After a break of more than 12 months, re-training specified by an Instructor-I must be conducted, before renewal of the license. This re-training must include at least 2 jumps in student gear.

DEMOS AND DEMO LICENSE

DEFINITION

1. According to BL 9-1, a demo is
 - jumps during civilian air shows,
 - jumps made with a view to landing in a built-up area
 - jumps made with the intention of landing within 150 meters' horizontal of a built-up area, including areas with holiday homes and inhabited campgrounds, and
 - jumps made with the intention of landing in an outdoor area where a large number of people are gathered.

GENERAL

2.
 - a. Demos may only be conducted by the DFU or the DFU member clubs with prior permission from the DFU.
 - b. In connection with demos, the stipulations of GB 30, article 1, and GB 38, articles 4 and 5, do not apply.
 - c. To handle permissions, the DFU's board will appoint two Demo Instructors, nominated by the IU. One will be responsible for the area west of the Great Belt and one for the area east of the Great Belt.
 - d. The DFU board may decide that demos in particular locations must be brought before the board for permission.
 - e. The DFU-appointed Demo Instructors may define additional requirements and conditions for granting permission for a demo.
 - f. The DFU-appointed Demo Instructors may grant approval for a demo that does not comply with the requirements of the BL 9-1, articles 10g and 10h, provided that a permission/dispensation has been obtained from the aviation authorities, through the DFU.
3. Even if the requirements of BL 9-1 and the DFU are fulfilled, a demo must never be undertaken if it can lead to any unreasonable risk for the skydivers or the audience, or can lead to bad publicity for the DFU or Skydiving in general.
4. The Jump Leader for the demo must be an Instructor-I.
5. Skydivers must all comply with the requirements of BL 9-1 and have a DFU demo license.

6. Permission will be granted by DFU's Demo Instructors following an application including:
 - a. Property owner's permission.
 - b. Map or aerial photo showing the landing area.
 - c. Registration of the aircraft to be used for the demo.
 - d. Name of the pilot.
 - e. Name of the Jump Leader.
 - f. Altitude where skydivers expected to exit.
 - g. Number of skydivers.
7. Flying over the audience in canopies at a low altitude must be avoided.
8. If flags, or similar, have to be weighed down due to their size, weights must be used that are not sharp and/or hard objects, and the weights must be securely attached.
9. Smoke canisters may not hang free, but must be securely attached to the skydiver.

DEMO LICENSE

10. Requirements:
 - a. The requirements stipulated for demo skydivers in BL 9-1
 - b. At least a C License and
 - c. Completed training conducted by an Instructor-I
11. Training:
 - a. Theoretical review of the demo rules in BL 9-1 and in DFU's rules about demos.
 - b. At least two jumps with a safe and controlled landing, within 3 meters of a marked landing point, located max. 50 meters from trees, buildings or similar obstacles.
 - c. At least two jumps with a safe and controlled landing max. 5 meters from a marked landing point located max. 30 meters from trees, buildings or similar obstacles.
12. Advanced Demo License:
 - a. The Demo License may be extended to cover jumps with a flag and/or streamer under canopy, and smoke in free fall and under canopy.
 - b. In addition to a theoretical review of the current rules, the training consists of at least one jump with the object in question.

13. The License is valid for a calendar year.
14. In connection with renewal of the Demo License, the requirements in BL 9-1 must be fulfilled and the skydiver must have a valid DFU license, at least type C.
15. Renewal is authorized by an Instructor-I with a stamp on the skydiver's license.

ACCIDENTS/INCIDENTS

1. In general, the DFU is to be informed of every situation where skydiving activities did not go as planned.

2. In order to investigate accidents leading to a death or serious injuries, as well as incidents where it is deemed necessary, the DFU appoints an Accident Task Force. A list of members of the Accident Task Force (Havarigruppen in Danish) can be found at DFU.dk.

3.
 - a. The responsible Instructor-I is responsible for compliance with the rules about accidents/incidents.
 - b. In case of skydiving activities not supervised by an Instructor-I, the skydiver(s) involved are responsible for compliance.
 - c. In case of incidents involving students, the responsible Instructor-I should report the incident.

4.
 - a. Sounding the alarm, informing and reporting in connection with accidents/incidents (jumps that do not go as planned) will take place according to the table below.
 - b. Reporting is done electronically via the DFU webpage DFU.dk.
 - c. If the incident is investigated by the DFU Accident Task Force, an incident report need not be submitted.
 - d. If the extent of injuries to any person is not known at the time of reporting, a follow-up report must be submitted when that information is available.

5. In case of accidents/incidents, the DFU offers to manage the media contact. If this offer is accepted, the DFU should be the only ones to speak on the matter.

6. Any equipment should remain as untouched as possible to allow for the subsequent investigation. However, first consideration is to the injured persons. If possible, close-up photos should be made of equipment and any other circumstances to aid the investigation.

7.

- a. With respect to the aviation authorities, the Police is responsible for investigating any accidents.
- b. The Police will examine equipment at the site in cooperation with the DFU Accident Task Force.
- c. If the DFU is not able to examine the equipment, the DFU Chairman and Technical Secretary must be informed immediately.
- d. After completion of the investigation at the site, the Police may take the equipment away for further examination, if deemed necessary.

8.

INCIDENT ACTION	Death/ serious injury (Accident)	Injury involving ambulance/ medical treatment	Injury of third party/third- party property	Cut away	Incident concerning education/ safety	Incident that can lead to media coverage
Call Accident Task Force	Yes	Normally, no	Normally, no	No	No	No
Photos of equipment and circumstances	Yes	Yes	Yes	Yes, if possible	Yes, if possible	Yes, if possible
Inform relatives	Yes, by agreement with the Police	Yes, by agreement with the Policy if involved	If necessary	No	No	No
Call the club and the DFU (Chairman/ Vice Chairman, Technical Secretary)	Yes, immediately	Normally, no	No	No	No	Yes, immediately
Inform/report to DFU office	Preliminary Accident Task Force report within 24 hours	Incident report within 48 hours	Request damage claims form soonest	Incident report within 48 hours	Incident report within 48 hours	If necessary
Inform DFU's Technical Secretary	Only if Chairman/ Vice Chairman not informed	Normally, no	Within 48 hours of the incident	No	No	Only if Chairman/ Vice Chairman not informed

TANDEM JUMPS

DEFINITION

1. A tandem jump (TJ) is a jump where two persons use the same parachute. One of the, the Tandem Master, wears the rig holding the parachute while the other one, the tandem passenger, wears a passenger harness that is attached to the rig at the front of the Tandem Master.

GENERAL

2. Only equipment with type approval for TJ, may be used.
3. The Tandem Master must either:
 - a. Have a valid DFU Tandem Master license or
 - b. Be in training for, or renewal of a Tandem Master license.
4. The passenger must:
 - a. Sign a declaration that he/she accepts the risks, if the person is not a member of the DFU.
 - b. Have parental permission from the person holding parental custody, if the passenger is less than 18 years old.
 - c. Be able to fit the harness safely.
5. Execution of the TJ:
 - a. The lowest acceptable exit altitude is 1500 m (5000 f).
 - b. The parachute must be deployed so as to be fully inflated at least 1200 m (4000 f) above the ground.
 - c. The landing area must have a soft surface and, for example, may not be covered in asphalt.
 - d. At winds above 6 m/s (11 knots) there must be at least one person present in the landing area to help "catch" the parachute at landing.
6. Demo jumps with tandem may only be conducted by Tandem Masters holding a demo license and having made at least 50 tandem jumps.

7. Formation skydiving (FS) with tandem(s) may only be conducted if:
 - a. The Tandem Master is approved for FS and has made at least 25 tandem jumps.
 - b. The other skydiver(s) have at least 500 FS jumps or are AFF Instructor(s).
 - c. Contact between tandem and other skydivers does not take place until the tandem has exited, is stable and has deployed the drogue.

8. Photo/video jumps alongside a tandem may only be conducted if:
 - a. The Tandem Master is approved for FS jumps and has at least 10 tandem jumps after completion of the Tandem Master training.
 - b. The photo/video skydiver has at least 300 FS/Freefly jumps and at least 100 FS/Freefly photo/video jumps.

9. The following rules apply if a Tandem Master is to use a handheld camera (handcam) during a tandem jump:
 - a. The Tandem Master must be approved for jumping with video/camera.
 - b. The Tandem Master must have made at least 200 tandem jumps.
 - c. The Tandem Master must be approved by a Tandem Master Examiner for use of a handheld camera.
 - d. An audible altimeter must be worn during the jump.
 - e. After a break in jumping, during which the requirements for maintaining the Tandem Master license have not been fulfilled, the Tandem Master must make at least
 - one tandem jump without handheld camera and
 - one jump in regular skydiving equipment with a handheld camera,before he/she may use a handheld camera during a tandem jump.

10. TJ's must only take place between sunrise and sunset.

11. Canopy Formation jumping is not permitted with a tandem.

NIGHT SKYDIVING

DEFINITION

1. Night skydiving is when a jump takes place outside the time of Visual Flight Rules (VFR) daylight flying.

GENERAL

2. Night skydiving may only be conducted by skydivers holding at least a C License and equipped with
 - a. Fixed, white light or chemical light of a color other than green or red, that is visible 360 degrees horizontally.
 - b. Backlit visual altimeter.
3. Jump activities must be monitored by an Instructor-I.
4. The landing area must be marked with lights.

WATER LANDINGS

DEFINITION

1. Water landings are jumps made with the intention of landing in water.

REQUIREMENTS FOR SKYDIVERS

2. Water landings may only be performed by skydivers with at least a C License who have undergone training for water landings.
3. Training for water landings is conducted by an Instructor-I and consists of the following:
 - a. 200 m freestyle swimming without rest.
 - b. Practicing how to get out of a harness in water.
 - c. Review of procedures, signals etc.

REQUIREMENTS FOR THE LANDING AREA

4. The landing area must be approved by the DFU's Instructors Committee (IU) and fulfill the following requirements:
 - a. The landing point must be marked no more than 200 meters off land.
 - b. The water must be at least 2.5 meters deep within 100 meters around the landing point.
5. Approval for a landing area for water landings is obtained by submitting an application to the IU, enclosing:
 - a. A map of the area, scale 1:4,000, where the landing point, water depths etc. are indicated.
 - b. Information about the landowner's name and address as well as this person's written permission.
 - c. Written approval from two Instructor-I's who have visited the site.
 - d. A copy of the emergency plan for the landing area.

REQUIREMENTS FOR THE SKYDIVING ACTIVITY

6.
 - a. The skydiving activity must be monitored by an Instructor-I
 - b. For each skydiver in the air at the same time, there must be at least one motor boat in

the water, with a steersman and a highly experienced swimmer. Everyone on the boat must wear a life vest or swim vest.

- c. On land, near the landing area, there must be an Instructor or Apprentice Instructor in contact with airplanes and boats.
- d. The skydivers must wear suitable clothing and a suitable life vest or swim vest.
- e. Water landings with less than 10 seconds of free fall may be conducted without an altimeter or automatic activation device.
- f. Water landings may only take place between sunrise and sunset.

PHOTO / VIDEO JUMPS

DEFINITION

1. A photo/video jump is when the skydiver brings photo/video equipment with the intention of using it during the jump.

GENERAL

2. Skydivers who are not approved for photo/video jumps may only perform photo/video jumps as part of their training toward the approval. Such jumps must be supervised by a photo/video skydiver who is authorized to make check dives for photo/video jumps, hereafter referred to as a Photo/Video Coach.
3.
 - a. Photo/video jumps along with a tandem may only be conducted by skydivers with at least 300 FS/FF jumps and at least 100 FS/FF photo/video jumps.
 - b. Photo/video jumps together with students may only be conducted by skydivers with at least 250 FS/FF jumps, on which at least 100 were photo/video jumps.

EQUIPMENT REQUIREMENTS

4.
 - a. An audible altimeter must be used.
 - b. The skydiver must bring a hook knife.
 - c. The pilot chute for the main parachute may not be spring-loaded.
 - d. If the camera mount carries a risk that lines may get snagged, the helmet must have a cut-away system, cf. GB 30, article 10.

APPROVAL FOR PHOTO/VIDEO JUMPS

5. Following training and nomination by a Photo/Video Coach, approval may be granted by an Instructor-I, specifically for FS, Freefly, CRW or wingsuit photo/video jumps.

6. Requirements before training is initiated:
 - a. C License or higher
 - b. At least 150 jumps.
 - c. Approval for the type of jumps that the skydiver wants photo/video approval for.

7. Training is conducted by a Photo/Video Coach and includes:
 - a. Safety issues, including especially the mounting of equipment, exits, risk of entanglement when the main is deployed or in case of emergency procedure.
 - b. In connection with approval for FS jumps; also, the particular circumstances for photo/video recording of student and/or tandem jumps.
 - c. Practical training on at least 5 jumps together with a Photo/Video Coach, where the trainee shows safety, control and overview at the same time as keeping the subject of the photo/video in focus as planned.

PHOTO/VIDEO COACHES

8. Approval is granted by an Instructor-I, specifically for FS, Freefly, CRW or wingsuit photo/video jumps.

9. Requirements for approval:
 - a. At least 250 photo/video jumps of the type in question, however, for CRW, only 50 jumps are required.
 - b. Convincing control, confidence and overview during photo/video jumps.
 - c. Ability to guide other skydivers with confidence.
 - d. A serious and healthy attitude to safety in connection with photo/video jumps

10. As a requirement for maintaining the status as Photo/Video Coach, the skydiver must have made at least 25 photo/video jumps of the type in question, within the past 12 months.

FORMATION SKYDIVING

DEFINITION

1. Formation Skydiving (FS) is when two or more skydivers plan to be in contact with or near each other while in their stable free-fall position ("belly") during free fall.

GENERAL

2. Groups of more than 5 skydivers must break away from each other no later than at 1,200m (4,000f).
3. Skydivers who are not approved for FS, may only conduct FS with an FS skydiver who is approved for making check dives for FS, hereafter called an FS Coach.
4. FS jumps with a tandem may only be conducted, if:
 - a. The Tandem Master is approved for FS jumps and has made at least 25 tandem jumps.
 - b. The other skydiver(s) have at least 500 FS jumps or are AFF Instructors.

APPROVAL FOR FORMATION SKYDIVING

5. Following training and nomination by an FS Coach, approval may be granted by an Instructor-I.
6. Before starting the training, the skydiver must have at least a C License.
7. A skydiver with a B License may start his/her FS training, provided that the FS Coach is an Instructor-I or Instructor-II with at least 250 FS jumps, of which at least 50 are FS check dives, or that the coach is an AFF Instructor.
8. Training is managed by an FS Coach and includes:
 - a. Theoretical review of issues concerning equipment, spot/exit order, separation and issues pertaining to free fall.
 - b. Practical training on at least 5 jumps where the skydiver shows safety, control and overview during the free fall.

FS COACHES

9. Approval is granted by an Instructor-I.

10. Requirements for approval:

- a. At least 150 FS jumps.
- b. Convincing control, safety and overview during free fall.
- c. Ability to correct other skydivers' body position during free fall with great confidence.
- d. A serious and healthy attitude to safety in connection with FS jumps.

11. As a requirement for maintaining the status as an FS Coach, the skydiver must have made at least 25 FS jumps, within the past 12 months.

FREEFLY

DEFINITION

1. Freefly is when two or more skydivers plan to be near each other in other positions than the stable free-fall, belly position.

GENERAL

2. Break-off altitude must be at least 1,500 meters (5,000 feet).
3. Skydivers who are not approved for Freefly, may only conduct freefly jumps with a Freefly Coach who is approved for the level in question. A check dive requires one Coach/Examiner for one skydiver who is not yet approved for the level in question.

EQUIPMENT REQUIREMENTS

4. For freefly jumps the following equipment requirements apply:
 - a. An audible altimeter must be used.
 - b. A hard helmet must be used.
 - c. Deployment system of the main parachute must be hand-deploy or pull-out, located at the bottom of the container (BOC).
 - d. Other requirements are stated in the PA³ (FF-1).

APPROVAL FOR FREEFLY

5. Approval may be granted for Head-Up Level 1 (HU-1), Head-Up Level 2 (HU-2), Head-Down Level 1 (HD-1) or Head-Down Level 2 (HD-2). Approval may only be granted in the above order.
6. Following training and nomination by a Head-Up Coach/Head-Down Coach, approval may be granted by an Instructor-I.

APPROVAL FOR HU-1 and HU-2

7. Requirements for starting the training:
 - a. C License or higher

³ The PA are Appendices to the Equipment Rules.

- b. At least 25 FS jumps
- c. Other requirements are stated in the PA.

8. The training is managed by a Head-Up Coach and includes:
- a. Theoretical review of issues concerning equipment, spot/exit order, exit, issues pertaining to free fall, separation and deployment of the parachute.
 - b. Practical training as according to the PA.

APPROVAL FOR HD-1 and HD-2

9. Requirements for starting the training:
- a. Approved for HU-2.
 - b. At least 50 Head-Up jumps after Head-Up approval.
 - c. Other requirements are stated in the PA.

FREEFLY COACHES

10. Following nomination by a Freefly Examiner, approval may be granted by an Instructor-I.
11. Requirements for approval as Head-Up Coach (HU-U in Danish):
- a. At least 150 HU jumps after completion of HU-2 approval.
 - b. Compliance with the requirements stated in the PA.
12. As a requirement for maintaining the status as Head-Up Coach, the skydiver must have made at least 25 Freefly jumps, within the past 12 months. These must include at least 5 coaching jumps.
13. Requirements for approval as Head-Down Coach:
- a. At least 12 months as an HU-U.
 - b. At least 150 HD jumps after completion of HD-2 approval.
 - c. Compliance with the requirements stated in the PA.
14. As a requirement for maintaining the status as Head-Down Coach, the skydiver must have made at least 25 Freefly jumps, within the past 12 months. These must include at least 5 HD coaching jumps.

CANOPY RELATIVE WORK

DEFINITION

1. Canopy Relative Work (CRW) is where two or more skydivers planned to be in contact while under canopy.

GENERAL

2. Limitations:
 - a. CRW may only be conducted between sunrise and sunset.
 - b. CRW may not involve any tandems.
 - c. CRW must be broken off, if stable contact has not been reached at an altitude of at least 800 meters (2,400 feet).
 - d. Skydivers who are not approved for CRW may only conduct CRW with a CRW skydiver who is approved for making check dives for CRW, hereafter called a CRW Coach.

EQUIPMENT

3. During CRW jumps:
 - a. A visual altimeter must be used.
 - b. Skydivers must bring a hook knife.
 - c. Lanyards may not be used.

APPROVAL FOR CANOPY FORMATION JUMPING

4. Following training and nomination by a CRW Coach, approval may be granted by an Instructor-I.
5. Requirements for starting the training:
 - a. C License or higher.
 - b. At least 100 jumps. At least 75 of these must be with a ram-air canopy.
6. The training is managed by a CRW Coach and includes:
 - a. Theoretical review of issues concerning equipment, spot/exit order, position in the formation, issues pertaining to entanglement and separation.

- b. Practical training consisting of at least 5 jumps monitored by a CRW Coach where the skydiver displays confidence, control and overview.

CRW COACHES

- 7. Approval is granted by an Instructor-I.
- 8. Requirements for approval:
 - a. At least 50 CRW jumps.
 - b. Convincing control, safety and overview during CRW jumps.
 - c. Ability to guide other CRW skydivers during the jump with great confidence.
 - d. A serious and healthy attitude to safety in connection with CRW.
- 9. As a requirement for maintaining the status as CRW Coach, the skydiver must have made at least 25 CRW jumps, within the past 12 months.

SKYSURFING

DEFINITION

1. Skysurfing is a jump with a "board" attached to the skydiver's feet.

GENERAL

2. Exit altitude must be at least:
 - a. 2,000 meters (6,600 feet).
 - b. 3,500 meters (11,500 feet) while in training.
3. Deployment must be no later than:
 - a. 1,000 meters (3,300 feet).
 - b. 1,500 meters (5,000 feet) while in training.
 - c. Skydivers who are not yet approved for Skysurfing, may only conduct skysurfing jumps as part of the skysurfing training and must be supervised by a skydiver, who is approved for skysurfing check dives, hereafter referred to as a Skysurfing Coach.

EQUIPMENT

4. Limitations:
 - a. An audible altimeter must be used.
 - b. Skydivers must bring a hook knife.
 - c. Hand-deployed pilot chutes located anywhere other than BOC (bottom of container) are not permitted.
 - d. Lanyard may not be used.
 - e. The "board" must have a cut-away system.
 - f. The "board" used for the first 25 jumps may not exceed 0.3 meters x 0.8 meters.
 - g. For the first 15 skysurfing jumps, an elliptical main canopy is not permitted.

APPROVAL FOR SKYSURFING

5. Following training and nomination by a Skysurfing Coach, approval may be granted by an Instructor-I.
6. Requirements for starting the training:
 - a. C License or higher.

- b. At least 500 jumps.
 - c. At least 50 Freefly Head-Down jumps.
 - d. Ability to hold a stand for a long period of time. And ability to go from a stand into a turn, a standing turn and backflip in layout position ending in a stable stand.
7. The training is managed by a Skysurfing Coach and includes:
- a. Check of Freefly skills.
 - b. Theoretical review of issues pertaining to equipment, spot/exit order, exits, issues pertaining to freefall, deployment of the parachute, emergency procedure and landing.
 - c. Practical training in the form of at least 5 jumps monitored by a Skysurfing Coach, where the skydiver displays confidence, control and overview during free fall.

SKYSURFING COACHES

8. Approval is granted by an Instructor-I.
9. Requirements for approval:
- a. At least 50 skysurfing jumps.
 - b. Convincing control, safety and overview during skysurfing jumps.
 - c. Ability to guide other skysurfers with great confidence.
 - d. A serious and healthy attitude to safety in connection with skysurfing.
10. As a requirement for maintaining the status as skysurfing Coach, the skydiver must have made at least 25 skysurfing jumps, within the past 12 months.

WINGSUIT

DEFINITION

1. Wingsuit jumping is when a skydiver is wearing a special suit with wings between arms and legs for the purpose of creating an airfoil.

GENERAL

2. Minimum altitude for separation is:
 - a. 1,300 meters (4,800 f) for groups of up to 3 persons.
 - b. 1,500 meters (5,000 f) for groups of more than 3.
3. A wingsuiter in free fall may only fly near other skydivers under canopy, if the wingsuiter is approved for wingsuit category 3 cf. PA-GB 1.b and the skydiver under canopy is approved for competition canopies cf. PA-MB 1.i.
4. Skydivers who are not approved for wingsuit, may only conduct wingsuit jumps as part of their training for that approval and under supervision of a skydiver who is approved for making check dives for wingsuit, hereafter called a Wingsuit Coach.

EQUIPMENT

5. Limitations:
 - a. An audible altimeter must be used.
 - b. A bungee-collapsible pilot chute is not allowed.
 - c. Pull-out, ripcord handle or hand-deployed pilot chutes located anywhere other than BOC (bottom of container) are not permitted.
 - d. An elliptical main canopy is not allowed.

APPROVAL FOR WINGSUIT JUMPS

6. Approval may be granted by an Instructor-I after training and nomination by a Wingsuit Coach.
7. Requirements for starting the training:

- a. C License or higher.
 - b. At least 200 jumps cf. PA-GB 1.b
 - c. Approval for FS.
8. The training is managed by a Wingsuit Coach and includes:
- a. Theoretical review of issues pertaining to equipment, spot/exit order, exits, navigation, issues pertaining to freefall, separation, deployment of the parachute and emergency procedure.
 - b. Practical training in the form of at least 5 jumps where the skydiver displays safety, control and overview during free fall.

WINGSUIT COACHES

9. Approval is granted by an Instructor-I.
10. Requirements for approval:
- a. At least 100 wingsuit jumps.
 - b. Convincing control, safety and overview during wingsuit jumps.
 - c. Ability to guide other wingsuiters with great confidence.
 - d. A serious and healthy attitude to safety in connection with wingsuit jumping.
11. As a requirement for maintaining the status as Wingsuit Coach, the skydiver must have made at least 25 wingsuit jumps, within the past 12 months.

MAIN CANOPIES FOR SKYDIVERS WITH C-G LICENSES

1. Skydivers with less than 200 jumps may only use main canopies listed under PA-MB.
2. Skydivers with less than 400 jumps may not use main canopies smaller than 120 square feet.
3. Skydivers with less than 600 jumps may not use main canopies that are labelled "for highly experienced skydivers" (or similar meaning) by the manufacturer.
4. For skydivers with fewer than 200, or 400 jumps, respectively, the following weight limits also apply, calculated based on exit weight (which means the skydiver's body weight + weight of a weight vest or belt + a standard 10kg for the equipment):
 - a. For skydivers with less than 200 jumps the wing load of the canopy may not exceed 500 grams per square foot.
 - b. For skydivers with less than 400 jumps the wing load of an elliptical canopy may not exceed 500 grams per square foot.
 - c. For skydivers with less than 400 jumps the wing load of other types of canopy may not exceed 650 grams per square foot.

RETRAINING AND APPROVAL FOR PARADROPPING PILOTS

1. A paradropping pilot must fulfill and comply with the requirements of the BL 9-1, articles 5.3 and 5.4. He/she is responsible at all times for ensuring that the paradropping takes place in accordance with the current laws, regulations as well as local agreements and restrictions.
2. The retraining for paradropping pilots is managed by an approved paradropping pilot with at least 150 hours of varied paradropping. The retraining must take place in cooperation with an Instructor-I. The retraining consists of both a theoretical and a practical element.
3. The theoretical element must include, at least:
 - a. Calculation of weight and center of gravity during paradropping.
 - b. The operational limitations of the aircraft (engine handling, speeds, climb, descent etc.).
 - c. Wind indications on the ground.
 - d. Usage of the aircraft's equipment (rescue parachute - which must be worn by the pilot during flight - clock and knife, which must be reachable by both pilot and jumpmaster).
 - e. Streamer toss, including adjustments of direction by skydivers/jumpmaster.
 - f. Flying a jumprun with static-line skydivers.
 - g. Flying a jumprun with manual skydivers.
 - h. Emergency procedures, including "Hanging underneath" and the functioning of automatic-activation devices.
 - i. Flying at competitions/championships, including coordination with other aircraft and the Jump Leader.
 - j. Environmentally appropriate flying in accordance with local restrictions/agreements.
 - k. Radio procedure.
4. The practical element must include, at least:
 - a. Preflight.
 - b. The student pilot is observer on at least one load with static-line skydivers.
 - c. The student pilot is observer on at least one load with manual skydivers from at least 2,000 meters.
 - d. The student pilot is pilot for at least one load with static-line skydivers, with an

- approved paradropping pilot as observer.
- e. The student pilot is pilot for at least one load with manual skydivers from at least 2,000 meters, with an approved paradropping pilot as observer.
 - f. A streamer toss must be made on either the 4d. or 4e. flight.
5. Until the retraining is considered completed, the approved paradropping pilot must observe from the ground, while the pilot student makes his/her first flights alone. An Instructor-I must be on the plane during these flights.
6. Documentation of retraining:
- a. During the retraining the supervising pilot authenticates each step of the retraining on a log card as the retraining progresses.
 - b. On completion of the retraining, notes are written, and authentication provided in the retrained pilot's logbook.
 - c. A copy of the log card is sent to DFU with information including at least the pilot's name and address, preferably also telephone number and email address.
7. In connection with championships and international competitions the paradropping pilot must be FAI-approved and authorized by an international judge in writing in the pilot's logbook.
8. If a paradropping pilot has not flown at least 30 loads within the past 12 months, the first 3 loads must be made with an Instructor-I as jumpmaster.
9. All paradropping pilots are obligated to report in writing about any incidents and experiences in connection with paradropping flights, which may benefit others, especially if they pertain to safety.
10. In case of a violation of the Skydiving Rules and Regulations (FB) or in case of irresponsible flying, the board of the DFU may revoke a paradropping pilot's approval as paradropping pilot on recommendation by the Instructors and Safety Committee (ISU in Danish).