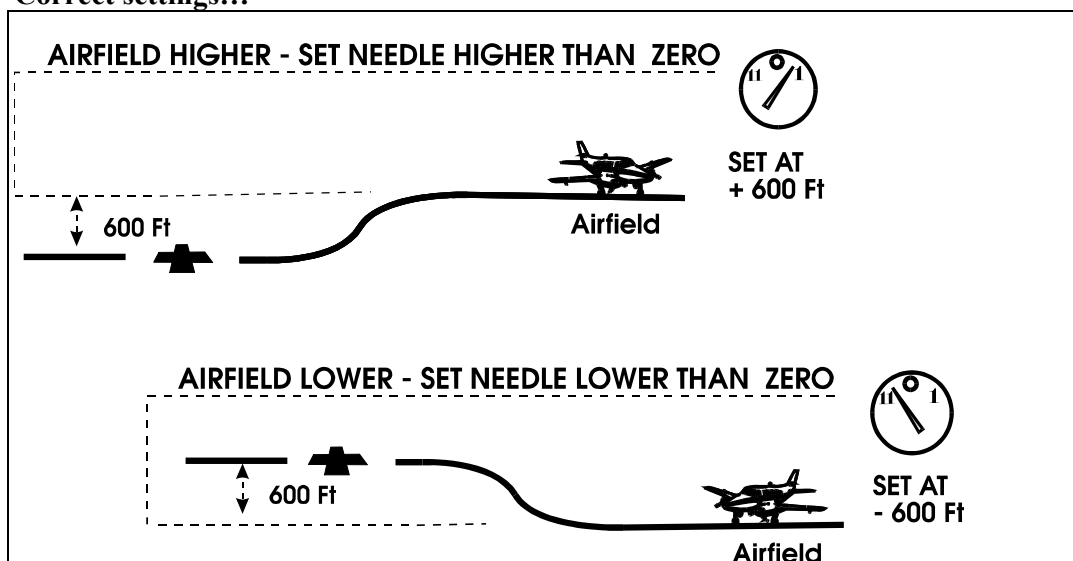


Setting an altimeter at a location other than the DZ

At times it is necessary to preset an altimeter when the airfield from which your aircraft will be taking off is at a different location to the drop zone and there is an altitude difference. If you cannot zero your altimeter at the DZ you may determine the altitude differential by studying an aeronautical chart. If you cannot determine the DZ altitude from the chart you can drive to the DZ any time before the jump, zero your altimeter there and then drive back to the emplaning airfield and note the reading. Your altimeter then reads as it should when you take off for the display.

Setting your altimeter correctly prior to take off is something you need to be sure about. It has happened that a team jumping into a DZ 500 feet higher have set their altimeters at 500 feet above zero on the airfield. This resulted in everyone opening 1000 feet below planned height. **Incorrectly setting an altimeter like this doubles the error!**

Correct settings...



AADs

AADs also need to be preset if the Drop Zone is at a different height from the airfield.

- **FXC 12000** AADs are set in the same way as altimeters since they display the set altitude AGL.
- **KAP-3** AADs are set from sea-level so you need to know the height above sea-level of the Drop Zone.
- **Cypres** AADs are different again. The unit **must** be turned on at the airfield. On the fourth push hold down the button and after the self-test the unit will start showing 30 (foot) or 10 (metre) increments up and down (Δ & ∇) alternately. You need to know the height difference of the Drop Zone and when this appears the arrow needs to point to the DZ, either Δ if the DZ is above you, or ∇ if the DZ is below. See the Cypres User's Guide for more detailed instructions.
- **Vigil** AADs may be set similarly to a Cypres except they use a + or - symbol for the height set relative to the standard set height above the airfield and unlike a Cypres the Vigil will remain at this setting until changed by the user. Refer to the user's guide for more details.

