



Manual

>> Welcome to Hercules Boogie 2004 – The 11th Hercules Boogie

Before you go to Lidköping and the Hercules Boogie 2004 please read this manual carefully.

Since we have only a small, non-profit organization to manage this huge event, we need everyone's co-operation to get things running smoothly and fairly.

Please note that you must read, understand and confirm that you will follow the safety regulations found in this manual. Make your confirmation on the separate leaflet (waiver) and give it to us when you check in at the Boogie. You'll save the manifest a lot of time and the check in procedure will go faster if you print out the waiver at home and bring it with you.

The Hercules Boogie is organized and run by Cirrus Göteborg Skydiving Club (FKCG) in co-operation with the Swedish Air Force and the Special Forces Corps, (FJS) of the Swedish Army.

>> How to reach the Boogie

The DZ at the Hovby Airfield is located 4 kilometers south of the town of Lidköping which is situated by Lake Vänern, 120 kilometers north east of Göteborg. (Not to be confused with the town Linköping - spelled with a 'n' - that is a completely different place).

There are two international airports in the Göteborg area; Landvetter Airport which is the main airport about 20 minutes east of Göteborg and Göteborg City Airport (Säve), which is 10 minutes from the city centre. Säve is one of our clubs' two home DZs and also the destination for Ryan Air, which has several routes from many European cities, really low-priced. Since the Hercules Boogie is outside the town of Lidköping it really doesn't matter which one you fly to. Unfortunately there are no international or domestic flights to Lidköping airport.

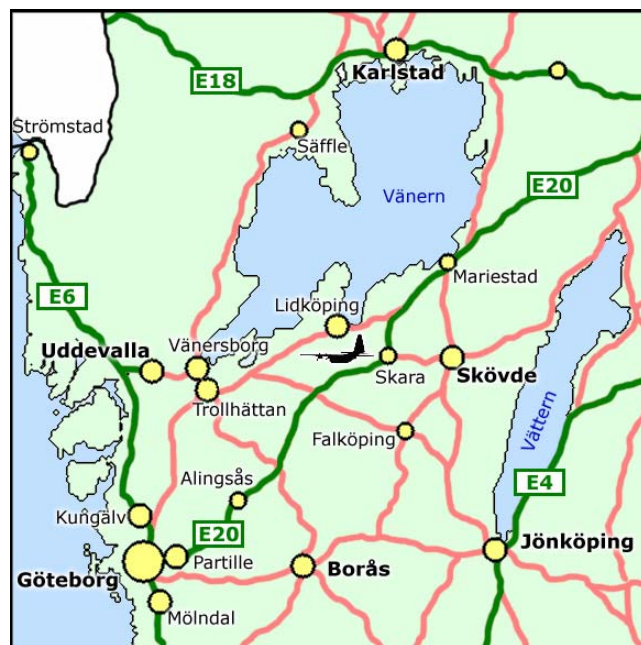
There are several ferry routes to Göteborg from the UK, Germany and Denmark. You can also cross the bridge between Copenhagen and Malmö to get here.

Please see our accommodation pages on <http://www.herculesboogie.com/> for detailed info on travel options together with phone numbers, e-mail addresses and web links to suitable travel companies.

If you arrive by car, take road E20 from Göteborg towards Stockholm. About 100 kilometers from Göteborg, turn left at village Jung, follow the signs to Lidköping airport). As you advance, the drop zone can be seen on your right-hand side.

If you arrive by bus or train, give us a call on the boogie phone (see below) and we'll arrange a pickup to Hovby DZ for you.

If you intend to fly to Hovby, in your own aircraft, you need to inform the airport in advance. The Customs are available during office hours at +46-771-520520. Other airport information call +46-510-22238 or e-mail hovby.airport@swipnet.se. More information at <http://www.lidkopingairport.com/>





You can find more maps at <http://www.tagplus.se/>

>> Contact

If you have any questions: call the boogie phone at +46-706-050261 or e-mail info@herculesboogie.com. A lot of useful information can also be found at our website <http://www.herculesboogie.com/>

Tandem telephone: +46-706-684090

>> Check-in, humans

Checking in for the Boogie begins around 1 PM on Friday July 23rd. No jumping this day. The manifest will open later in the afternoon so that organized jumping can start fairly quickly on Saturday.

Upon arrival please check in as soon as possible. Don't forget to bring the following items to the Manifest:

- Your valid license
- Your log book. As you know, we require proof of your jumping experience. 300 non-student jumps for RW jumpers, 600 freefly jumps for freefly jumpers and 500 jumps for Wingsuit jumpers. Note: This is mandatory - you can not check in if you don't meet this requirement.
- Your personal ID
- Your safety and responsibility declaration (waiver) read, understood and signed.

When you have checked in, you are cleared to manifest. Each jumper who has checked in will receive a Boogie bracelet, showing your boogie number.

The Boogie bracelet must be worn at all times during your stay at the DZ, and will always be checked before boarding.

Everybody staying at the DZ (including your non-skydiving family and friends) must wear one (due to Swedish regulations for serving alcohol in the evening). Please check in your non-skydiving friends and family when arriving at the boogie.

>> Check-in, rigs

According to Swedish safety regulations, your reserve must have been repacked within the last six months and must be cleared to the end of the Boogie (July 31st). Any equipment cleared for jumping in your own country will normally be passed at the Hercules Boogie. Due to a combination of military and civilian regulations, some details will be judged with severe strictness. One example is the pilot chute and its pocket – please make sure that the chute is safe inside its pocket and cannot be removed by accident. Another important detail is the loop and pin in the main container. Make sure that the loop is not too long or too old. Your rig (or rigs) will be cleared with a label. You will not be allowed to board the aircraft without this label. Rigger services will be available at the Boogie.

Vigil AAD is at the moment not allowed for use in Sweden.

Wingsuit jumpers: An AAD and audible altimeter is mandatory. You must be able to cut your armwings and your container must be equipped with a BOC and a throw out release system. Your pilot chute will not be allowed if you use a Bungee collapse system.

Freefly jumpers: An audible altimeter is mandatory.

>> Check-in, camera helmets

Camera helmets also have to undergo the check-in procedure. Simply bring them with you when you check in your rig.

An audible altimeter and a release system is mandatory.

>> Paying

Swedish kronor (SEK) are the only valid currency at the Hercules Boogie. You can exchange foreign currency at the DZ Bank. No personal cheques or Eurocheques please. VISA and MasterCard credit cards are accepted. Cash withdrawals from these

cards are accepted when doing a purchase and the withdrawal itself is not exceeding 500 SEK. Bank charges and a minor service fee will apply.

Jump tickets (180 SEK) are sold at the DZ Bank. We recommend that you buy enough tickets for more than one day at a time. Any unused tickets will be refunded until August 1st, 13:00.

>> **Camping**

As a registered jumper, your stay at the camping is free of charge. Camping fee for non-jumpers is 100 SEK. Electricity for your caravan/trailer (200 SEK) are paid at the DZ Bank before check-in.

Note that electricity is very limited. We cannot guarantee supply and what's available will be handed out on a first come first serve basis only if you have requested electricity on the website questionnaire.

Tents, vans, mobiles etc. should be located according to the Boogie staff's instructions. There are a number of slots available in the Bunk house. If you want one of them, please help yourself. Snooze you loose.

>> **Public bath**

A public bath is available in downtown Lidköping. It is free of charge for anyone wearing a Boogie bracelet.

>> **Hotels**

If you prefer to stay at a hotel or youth hostel please make the necessary reservations yourself. Contact the tourist office in Lidköping for more information. +46-510-770500 or <http://www.lidkopings.se/turist/>

You can find our recommendations for hotels at http://www.herculesboogie.com/04/living_accommodation.htm

>> **Food and beverage**

Breakfast is served daily from 07:00 to 10:00, lunch from 12:00 to 14:00 and dinner between 18:00 and 22:00.

In the party hangar there is also a bar, which opens when the last load of the day takes off (scheduled at 19:00).

>> **Alcohol**

No alcohol of any kind is allowed to be consumed by anyone staying at the DZ, not even non-jumpers, until

the last load of the day takes off. Any jumper found drinking before this time will be grounded for the rest of the Boogie. Non-jumpers found drinking during daytime will be asked to leave.

During your stay at the DZ you may be asked to take an alcohol/drug test. As a licensed jumper you have to agree to this and you will in fact not be allowed to participate if you don't.

>> **Parties**

There will be organized parties, live music or entertainment of some sort more or less every night. Check our website for details.

>> **Sales and marketing**

If you intend to sell or market products or services at the DZ you must notify the Hercules Boogie Committee in advance. You will receive a permit if your intentions don't interfere with those of the Boogie. If you fail to do this you won't be allowed to sell or market your products.

If you intend to offer packing services at the boogie and you do not hold a Swedish licence, you need in addition to receive a permit also do an examination pack for a Swedish rigger according to Swedish regulations.

>> **Organizers**

Internationally well-known organizers are at your disposal for free assistance.

We will clearly state which type of jump they are planning to do and which experience level they are expecting from you. You should be prepared to stay with your group the whole day but as well be prepared to move between groups depending on your skills.

All jumps with organizers will be debriefed with video.

>> **Aircraft**

You will be jumping from a Lockheed C-130 Hercules from the Swedish Air Force. It takes about 80 jumpers. Air speed on jump run is 110-120 knots. The entire crew; pilots, mechanics, load- and jumpmasters; are employed by the Swedish Air Force and Army. All jumpmasters and jump leaders are experienced sport parachutists. These guys know what they are doing. No discussion on any subject will be tolerated.

First load of the day takes off at 09:00 and the last load takes off at 19:00.

>> Briefing

Briefings will be held whenever needed and are announced over the loudspeakers. Further rules and information may be given at these briefings.

The first briefing is on Saturday July 24th at 08:00. BE THERE! (Your chances to get in the group you want is lower if you arrive later).

>> Getting on a load

The Manifest is computerized and your boogie number will be used as identification.

Due to military rules there are new procedures for manifesting this year:

When you have organized your jump, choose one of you as a team leader. The team leader is responsible for his/her team and that the team

- 1) Is gearchecked before boarding the Hercules
- 2) Wear helmets between loading the Hercules and 300 meters (does not apply to camera helmets)
- 3) Is pinchecked before exit

Failure to follow the above rules may lead to grounding.

The team leader books a load for the team by handing over a sufficient amount of jump tickets filled in with the boogie number of the jumper for each ticket. (remember that there has to be at least eight jumpers in your group, and of course these eight jumpers have to leave the tailgate together. This rule is necessary for efficient use of the Hercules capacity).

As a receipt and booking confirmation, the team leader receives a list with the names of the team members, together with the load number.

A copy of the booking confirmation with the above rules has to be confirmed and signed by the team leader and returned to the manifest.

If you want to change your group, you or your team leader must bring the old booking confirmation to the Manifest and receive an updated one when the changes have been registered. This has to be signed as well.

From the Manifest point of view, the name of the team is the name of the team leader.

Snoozing your load means losing your money.

If the load is airborne then your jump ticket is used. You pay for the flight.

Double manifesting is not allowed unless informed otherwise from the manifest.

>> Calls

The Manifest will give two calls over the loudspeakers before the load, 30 and 15 minutes before takeoff.

1st Call 30 minutes - You may now book smaller groups if there are slots available on the load. Time to gear up and move to the boarding area.

2nd Call 15 minutes - The load is freezed. No changes.

At 5 minutes before take off it is boarding time, and if you're not already at the boarding area, you will most likely snooze.

The loud speaker system does not reach the camping area so make sure you know the estimate time for your load if you're not in the vicinity.

After a Standby/Hold you will only receive a 2nd call.

After a break you will get a 1st and 2nd call.

>> Boarding

Team leaders – Check your teams' equipment, make final checks. Keep your team together! One man missing now is one man missing in the air.

Andreas, or one of his disciples, will call for the team leaders in due order. If your bracelet boogie number does not match the number on the list – out you go! (So check your booking confirmation when you receive it from the manifest!)

Before boarding make sure you know which landing area is designated to your team.

On command, enter the aircraft. Fasten your seatbelt, and prepare for the rush. The faster the boarding, the more jumps can be made by everyone. At previous Boogies average boarding time has been less than two minutes.

Here is an example of how critical the loading time is for shortening the waiting time:

If we all save 1-1,5 minute of loading time per load (which is at least what we do if people run rather than walk into the aircraft) we can make several more hundred jumps during the boogie. That means more than one – maybe two - extra jumps for every jumper!

Hard or soft helmet is required by Swedish regulations. This rule applies in the aircraft as well as in free fall and under canopy. An exception is camera flyers that should not wear their helmet during take off.

Don't step on the seats in the aircraft. This makes the owners, i.e. the military, irritated and you don't want that.

>> Exit

There is only one exit altitude – 4'000 meters (13'000 feet). There, the Hercules will be emptied during one or two jump runs.

On command, release your safety belt, stand up and make final pin checks. The team leaders are responsible for this compulsory check. First team will get a ten seconds notice before exit. The following teams line up and exit as fast as possible. Maximum delay between exits is eight seconds (corresponding to 450 meters). No time must be wasted between the teams. Don't be afraid to exit close to the team before yours – the air speed is so high, 110-120 knots, that your teams will be well separated.

>> Safety rules

No main canopies may be deployed above 900 meters (3'000 feet) or below 750 meters (2'500 feet) according to Swedish regulations. More people are coming from up there!

Under canopy, always use the left turn (anti-clockwise) flight pattern. When you land, you may well find it quite crowded. For this reason and because too many jumpers have injured themselves and/or their friends in the landing area no hook turns are allowed. (What is a hook turn? Having enough jumps to participate you must certainly know. If you don't, ask us). If you can't land you canopy without hooking – bring another canopy!

There are two landing areas this year as well. Make sure you know at boarding time which landing area is designated for your team.

Low or high pulls or inappropriate canopy handling may lead to grounding!

Also, we cannot allow any CRW. The Hercules keeps flying until all jumpers are back on the ground. This makes CRW at a safe altitude a very expensive pastime. Please note that equipment like freefly tubes or spaceballs also are not allowed at the Hercules Boogie.

After landing, go and meet up with your team leader. He or she must report your team to the Safety staff directly after landing. Please make sure you do this, it will save the organization a lot of work and worries!

If you have landed close to the runway, get out of there fast (ie run). If you are on the wrong side, you are not allowed to cross the runway. You have to walk around the entire strip.

On your way back to the packing area you must pass the station where your team is counted in. If you for some reason landed out, don't walk on the airport ground (see map on next page) and please report back as soon as possible to the manifest.

You have been reading "Safety rules" Did you understand every word? Good! Now read it again.

>> Other info

Some loads will have tandem groups. Note that only boogie organized tandem is allowed.

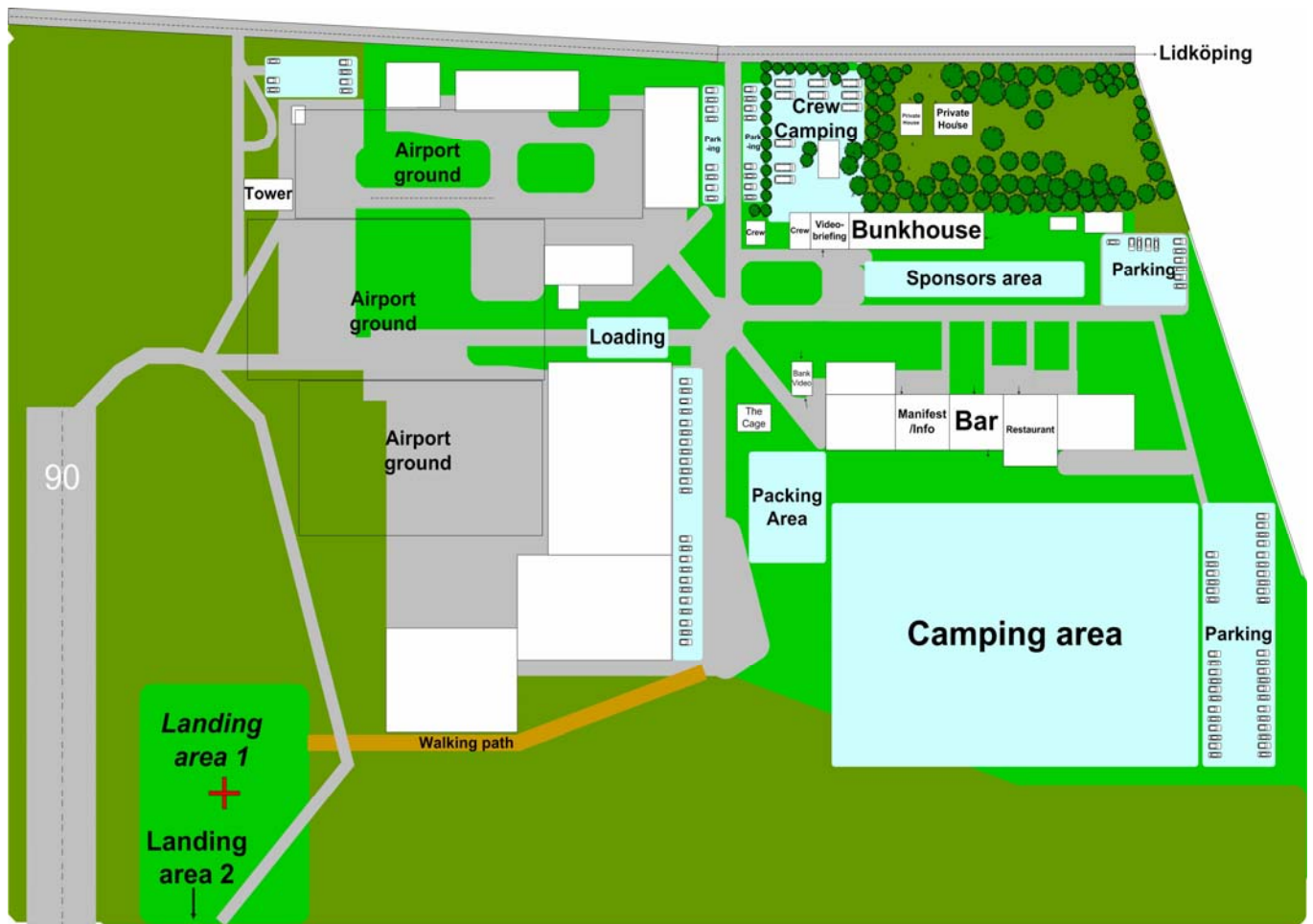
The military are responsible for decisions regarding jumping in cloudy weather.

Since the boogie is fully booked, make sure that your name already are on our confirmation page at <http://www.herculesboogie.com/04/preregistered.shtm>

If it is not – you can not skydive at the boogie.

>> Responsibilities

As a jumper, you must accept this: You have the sole responsibility for your rigs after checking in, for safety checks prior to boarding and jumping, as well as for exit, free fall and separation, pull, canopy ride, and landing. The organizer, i.e. Cirrus Göteborg Skydiving Club (FKCG), assumes no responsibility above this insurance conditions: All participants are covered by third party insurance signed by the Swedish Parachute Association. Swedish licensed jumpers are covered by health- and accident insurance as well. Non-Swedish jumpers must take care of their own health- and accident insurance before arriving at the boogie.



The Hercules Boogie 2004 is sponsored by:



Waiver

To be signed and handed to the Manifest when checking in.

I hereby declare, that I have read, understood and accepted the information and safety regulations given in the manual and will follow them; that I will accept any action taken against me for violating these regulations; and that I accept that the Cirrus Göteborg Skydiving Club, Army, Air Force or Lidköpings Aviation Club, will take no responsibility what so ever. I also:

- Agree to any action taken by any authority establishing valid facts on concentration of alcohol or drugs according to Swedish regulations for airmen.
- Confirm I have a valid health- and accident insurance.
- Agree to information about my jumping being published on herculesboogie.com after the boogie.

Lidköping, 2004-07-_____

Boogie no. _____

Name in clear _____

Full Address _____

License and license number _____

Insurance company _____

In case of emergency and notification of next of kin. Two persons, please. (Name and telephone number):

Signature _____

