

**From:** [REDACTED]  
**To:** [REDACTED]  
**Cc:** [REDACTED]  
**Subject:** Re: Statements regarding September 17th Incident  
**Date:** Wednesday, September 25, 2024 5:55:23 PM

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This is wonderful, thank you. I'll reach out on Monday. Brian

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**From:** Skydive Deland Info [REDACTED]  
**Sent:** Wednesday, September 25, 2024 3:36:30 PM  
**To:** Brian Rayner [REDACTED]  
**Cc:** [REDACTED]  
**Subject:** Re: Statements regarding September 17th Incident

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Brian Rayner,

Apologies for the delayed response as I have been gathering this information over the last few days. The following will answer your initial questions. No, the jumper overshot his intended landing area. Yes, he was landing downwind. The jumper did not see the Aircraft until the collision was imminent.

We utilize the entire airport depending on winds and the experience level of the jumper. I have attached a photo of the landing area with a RED STAR on the field where this jumper intended to land. This is the center of the most wide open area that we have. Based on the information I have gathered, the jumper was disoriented in his landing pattern and ended up landing downwind instead of into the wind as the planned pattern called for. When he realized he was approaching the runway he felt that he was at too low of an altitude to make a safe turn to avoid it.

Low turns are the leading cause of injury and death to skydivers in recent years. Jumpers are taught to avoid low turns.

Landing priorities are taught in the following order:

1. Level wing (no low turns)
2. Land in a clear area
3. Flare to at least half brakes

We teach jumpers to make the decision to avoid obstacles when you have the altitude to do so.

\*Please see the attached map layout

Black box: Holding area for the red star landing area that day

Black arrows: Landing pattern for the red star landing area that day

Red Star: Student Landing area  
(Under 50 jumps) Intended Landing area for this Jumper

Blue Star: Intermediate Landing area  
(50 Jump minimum)

Black Star: Experienced Landing area  
(500 Jump minimum)



Holding area



Landing pattern



Student landing area



Intermediate landing area



Experienced landing area



Point of collision



Incident jumper's  
landing direction

