

PARACARGO GUIDELINES FOR THE WILDLAND FIREFIGHTER

Things to consider before initiating your paracargo order.

- **What type of cargo do you want?** Equipment? Food? Or Both?

Not all smokejumper bases provide “fresh food” However, all bases can provide Standard National Cache items; i.e. pumps, hose, batteries, MRE’s, etc.

- **Time?** In general, 24hrs is usually enough.
- **Is your drop zone/cargo spot adequate?** drop zones should be around 1 acre with few or no prominent trees. Helispots, ridge tops and meadows all work well.
- **Steepness of slope** Flatter is better. Note* if you put your line gear down and it will roll down the hill, then it is too steep.
- **Frequencies** A local air to ground is preferred. Smokejumper air to ground is not.
- **An accurate Lat. and Long.** and a **description of the area** is important.
- **Are jumpers on your incident?** They may assist cargo operations. Note* Jumper(s) can be ordered specifically for managing cargo spots.

Place your order through normal dispatch channels; however a follow up call (cell or sat phone) directly to the supporting jump base will ensure clarity for the operation.

What we need to know before we start/process your paracargo order

- **Name of incident**
- **Type of Incident** Wildland fire? Type 1, 2, 3, 4 or 5?
- **Who placed the order?**
- **Where is the P/C going?** Division? Spike camp?.. **Elevation**
- **Who’s receiving the order? / Ground contact?** Crews, Engines, Division? Etc.

During the Mission

- **Communicate Hazards, Ground Wind other Aircraft in area.**
- **Clear the drop zone.** Refer to paracargo in the IRPG.
- **Do not contact the plane while on final approach to drop, unless imminent danger!**
- **Communicate immediate feedback** to the jump plane, post drop.

After the Mission

- ***Be sure all bundles are accounted for before the jump ship leaves the area.***
- ***Detailed Feedback to the jump ship and supporting jump base is greatly appreciated.***