Intruddir®
skydive and base gear

PRODUCT REVIEW

by Adrian Sandu

Intruddir®
skydive and base gear

HALF-A 2.0
DEVELOPED & CREATED BY ANTOINE LAPORTE

HalfA 2.0 "Flying tips"
Based on my personal approach and progression

Pilot name: Adrian Sandu
Height: 1.83 cm
Weight: 81 kg.

Skydiving experience: 650 jumps
- 350 wingsuit skydives;
- 25 Phoenix Fly 2 piece tracksuit;
- 25 HalfA skydives;
- 10 HalfA 2.0 skydives;
- 5 other (Onesie Power & Mutation).

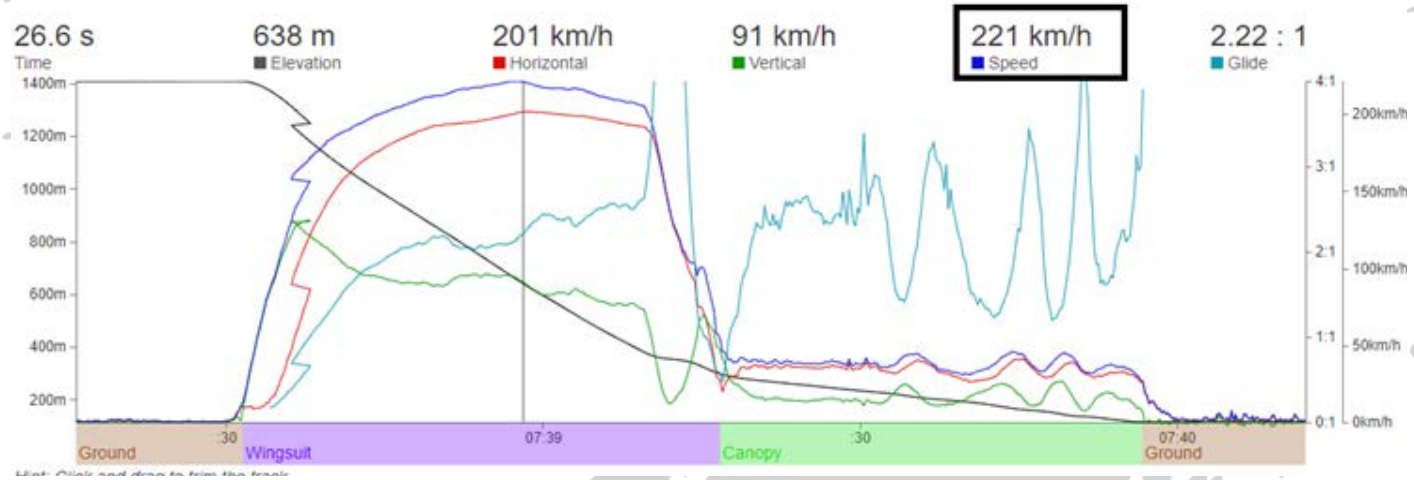
Base-jumping experience: 205 jumps
35 slider down;
45 Phoenix fly 2-piece tracksuit;
90 HalfA
35 HalfA 2.0

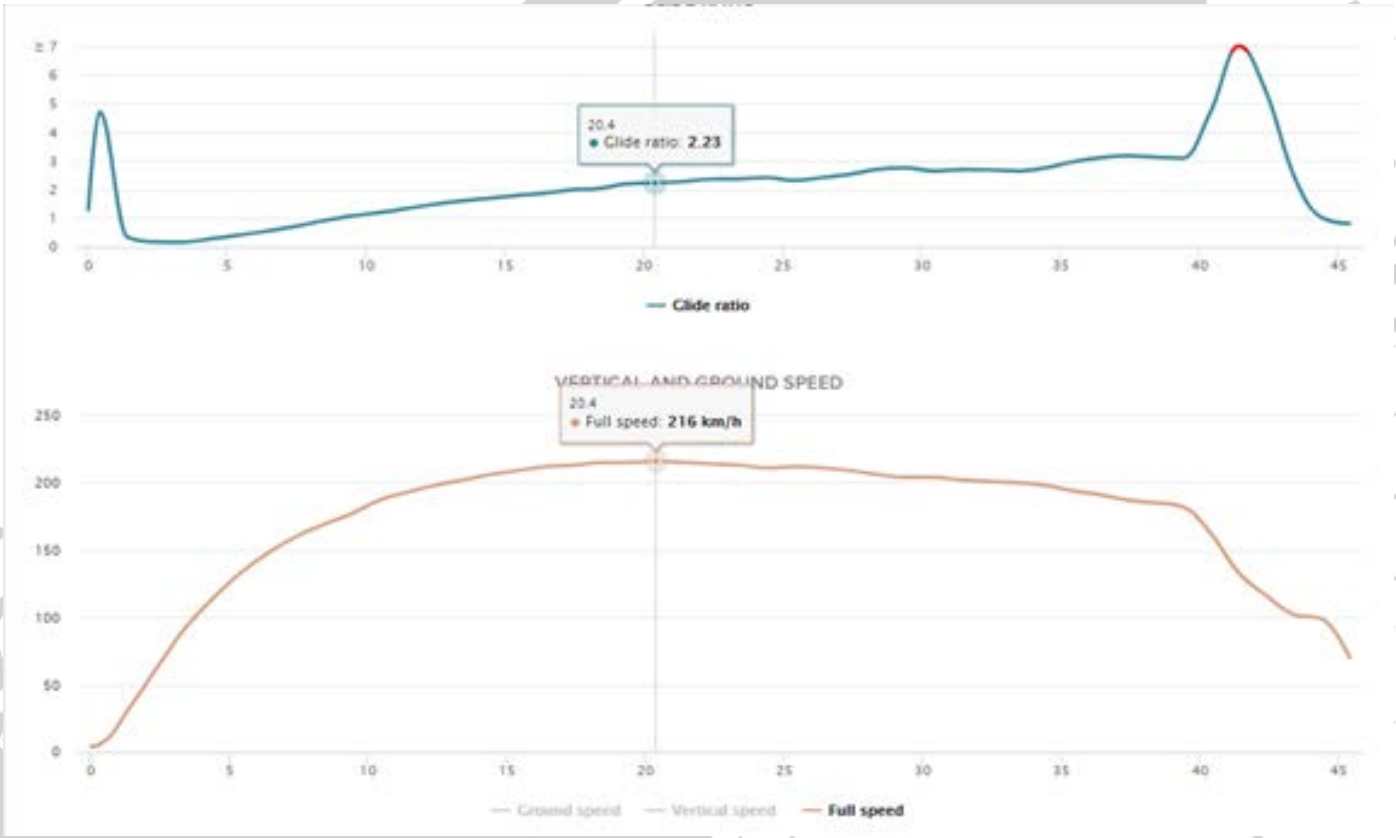
Flight characteristics:

Starts & safety:
HalfA 2.0 is a great hybrid tracksuit. It has the quickest starts by far, essential for conserving altitude and adding safety to challenging track lines / exits. It also allows for experienced flyers to access lines previously flown by wingsuits only. Considering my body weight (81 kg) and level of experience, I have achieved quite quickly consistent 330 x 330 m starts within the first 20 base jumps with the HalfA 2.0 (a 12% - 15% improvement compared to the previous model HalfA). Lighter pilots should be able to obtain even better start numbers.

Speed range & safety:
I have flown the suit in base jumping environment in a wide speed range as low as 140 km/h and as high as 221 km/h (total speed) with the glide ratio not dropping under 2.2 at both of the extremes. The flight is not demanding, with speed increasing naturally as hands are moved and kept straight along the wing of the body, decreasing drag.

HalfA 2.0 GPS graphs





Due to its size and inlet profile, the suit is "floaty" and will retain its glide and maneuverability characteristics even at low air speeds (NOT recommended in base environment).

HalfA 2.0 Glide

Max. glide is obtained in the 160 – 180 km/h total speed range and this is where the focus should be spent when flying. In standard flying conditions (no tail or head wind or thermals), you should be able to maintain 2.5-2.7 glide ratio consistently after the you reach the speed range mentioned and maintain the correct body position & angle. In thermals, glide ratio numbers improve in the range of 2.8 to 3 and above.

Tips for a quick learning curve to fly the suit at its maximum capability:

- Use a fly sight or similar gps system connected to earphone ear buds to get audio notifications when flying in the right speed interval for max glide. Upload and analyze your data on skyderby.ru and debrief your flights and videos. The website is free, it will automatically generate the graphs with your speed and glide, and wind influence (tail wind, head wind) on the glide ratio.

- I have bought a used fly sight for 100 USD and connected it to an earphone ear buds (10 USD). I use it in skydiving and base environment. It saved me a lot of trouble and progression was very quick.

Skydiving environment:

- **Min. recommended experience: 150 skydives.**
- Medium sized wingsuits or one-piece track suits previous experience is recommended.
- Due to the suit size, a 30-inch PC is highly recommended. The pull and throw of the PC should be energetic and aiming for the clean air on the side of the suit (avoid the burble created by the suit which is similar to advanced wingsuits in size). Preferably get a Skysnatch or similar, to avoid PC hesitation in burble if a lazy pull occurs.

- Exit the plane horizontal to the wind, with the head position neutral or even slightly bent - chin in, hands next to the body. Similar to wingsuit exits, do not get head high with the chest into the wind, as it will slow you down.

- First jumps:
  - Focus your first jumps on flying the suit relaxed (do not add to much pressure on the tip of your toes to stretch the suit too much). On all flights try to maintain the correct body position (head neutral – chin in, body straight or a bit de-arched, toes slightly pointed but not fully, palms facing up).
  - Elbows can be bent at an angle to allow for more stability in the first jumps (fig.A and B) feeling tension in the material on the shoulder and upper arm area.

- Progressively, hands can be straightened and positioned sideways next to the wing of the body, palms facing up **(fig.C & D– ideal body position).**

- Should any instability occur in the first flights, extend arms sideways to catch the air and offer a wider body base to stabilize (fig.E). Then bring slowly the arms back in the standard flying position (next to the body).

- Flaring:
Remember to flare the suit (like a wingsuit) for a couple of seconds prior to throwing the PC.

Base Jumping environment:

- Min. 150 base jumps experience, with significant one-piece tracking experience.

- DO NOT attempt to base jump the suit without prior skydiving experience in it. Be cautious and allow yourself a safe and timely progression in the safe environment of skydiving.

- At least 10 – 20 skydives are recommended before attempting to base jump the suit. Skydive it until you can fly the suit safe and predictable at any speed range and tight turns.

- For the first base jumps with the suit, aim for some of the "more forgiving locations" such as Brento (Italy) or Kjerag (Norway).

- On the first jumps, focus on getting a good exit, keeping a straight line, feeling the suit and aiming for the speed range mentioned to generate max glide and ideal body position. Use the flysight if available (highly recommended for maintaining the proper speed and debrief after the jump).

- Flare for a few seconds and open high to have time to unzip the legs prior to landing. Suit can be landed zipped or unzipped. I prefer unzipped for full range of leg motion during landing (if I have to run).

- Exits: A good flight starts with a good exit. Focus on poised exits first, exiting flat, aiming for the horizon, arms forward for at least 3 seconds, bringing them slowly next to the body as the suit starts to inflate and fly. Focus on achieving stability, safety and consistency in your exits. Bringing the arms to quickly or to soon might lead to a head low position. Try to focus on feeling the suit pressurizing and flying in those first seconds.

- Optimizing your exit numbers takes a bit of practice. The transition into flight position should be faster between 2-3 seconds ideally but without sacrificing safety.

- Running exits are fun and the suit design allows for a good run, but they tend to be head-high, so aim to exit flatter (jumping on your belly).

Have fun, enjoy the flying progression and BE SAFE!

More videos on exit and body position in flight here:

https://www.facebook.com/100005920184648/videos/1799246290282693

https://www.facebook.com/100005920184648/videos/1781628788711110

Disclaimer:

I am by no means a super-experienced flyer, or a skydiving or base-jumping instructor. I am not a sponsored athlete either. I am simply sharing the tips and tricks that worked for me to get the most out of the suit. I love the HalfA 2, it's a wonderful hybrid tracking suit with huge potential if it is flown right, so for those who already purchased it or want to fly this suit in the future, I hope this info will help you in your progression.

Official Intrudair Product Page:

http://intrudair.com/_product_tracking_half_a_2.php