

UTD MINIMUM DECO		
Depth	Min Deco	RB
10'/3m	1 min	
20'/6m	1 min	
30'/9m	1 min	
40'/12m	1 min	
	2 min	
92'/28m	25 / 35 min	+ 1 min



ASCENT STRATEGY
<ul style="list-style-type: none"> <li>* Ascent speed = 30'/9m per minute</li> <li>* First stop at 50% of average depth or current if deeper than average</li> <li>* Stop 1 minute every 10'/3m</li> <li>* Minimum total stop time = 3 min</li> <li>* The 10'/3m and 20'/6m stop can be interchangeable</li> <li>* If the surface interval time is shorter than 60 minutes, then we can double the shallow stops (30'/9m, 20'/6m, 10'/3m)</li> </ul>

UTD MIN DECO TABLE (NDL)		
Depth	Air	Nx 32 o 25/25
10'/3m	100 min	160 min
20'/6m	90 min	140 min
30'/9m	80 min	120 min
40'/12m	70 min	100 min
50'/15m	60 min	80 min
<b>60'/18m</b>	<b>50 min</b>	<b>60 min</b>
70'/21m	35 min	45 min
80'/24m	30 min	40 min
90'/27m	25 min	35 min
<b>100'/30m</b>	<b>20 min</b>	<b>30 min</b>
110'/33m	--	25 min *
120'/36m	--	20 min *
130'/39m	--	15 min *

\* only 25/25

**ROCK BOTTOM (minimum gas / thumbs)** — is enough gas for two divers to complete an air share, leave the bottom and do the deep stops and or minimum safe ascent and arrive safely at the next available gas such as the deco bottle or surface.

$$RB = 2 \text{ divers} * SAC * T * D \quad \text{Surface Air Consumption (SAC)}$$

SAC = 30 l/min

T = total ascent time + 1 min for the emergency

D = average depth of ascent (in ATAs)

Rest (deco) = 15 l/min

Work (flutter) = 20 l/min

Emergency (stress) = 30 l/min

$$RB = 2 \text{ divers} \times 30 \text{ l/min} \times 7 \text{ min} \times \left( \frac{28 + 0}{2} / 10 + 1 \right) \text{ ATA} = 1008 \text{ l}$$

### TANK ELECTION

$$RB = 1008 \text{ l} / 12 \text{ l} = 84 \text{ bar} \approx 85 \text{ bar}$$

$$RB = 1008 \text{ l} / 15 \text{ l} = 67,2 \text{ bar} \approx \mathbf{70 \text{ bar}}$$
 (choose 15 l tank)



### GAS PLANNING



**all usable**

$$200 - 70 = 130 \text{ bar}$$



**1/2 usable**

$$(200 - 70) / 2 = 65 \text{ bar}$$

possible ascent



**1/3 usable**

$$(200 - 70) / 3 = 45 \text{ bar}$$

ascent not possible

