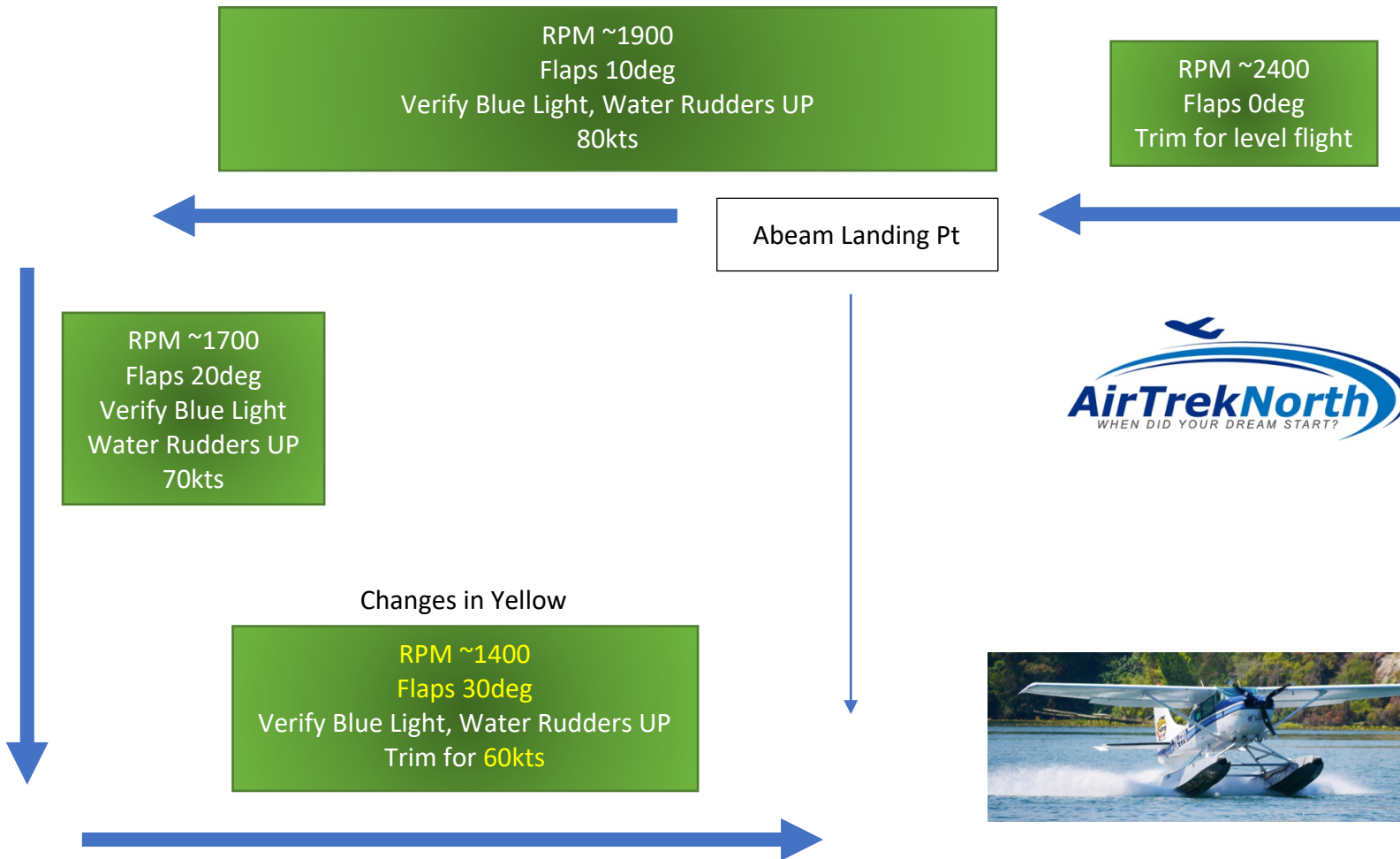


- Idle Pwr once on water, not before
- Keep nose up while slowing like in the picture
- Once slowed, Water Rudders DOWN, Flaps UP
- Taxi 1000RPM or less.

Notes: Once past 'Abeam Landing Pt'

1. Pitch for airspeed
2. Power for altitude
3. Keep nose up once on water

Normal Landing Traffic Pattern

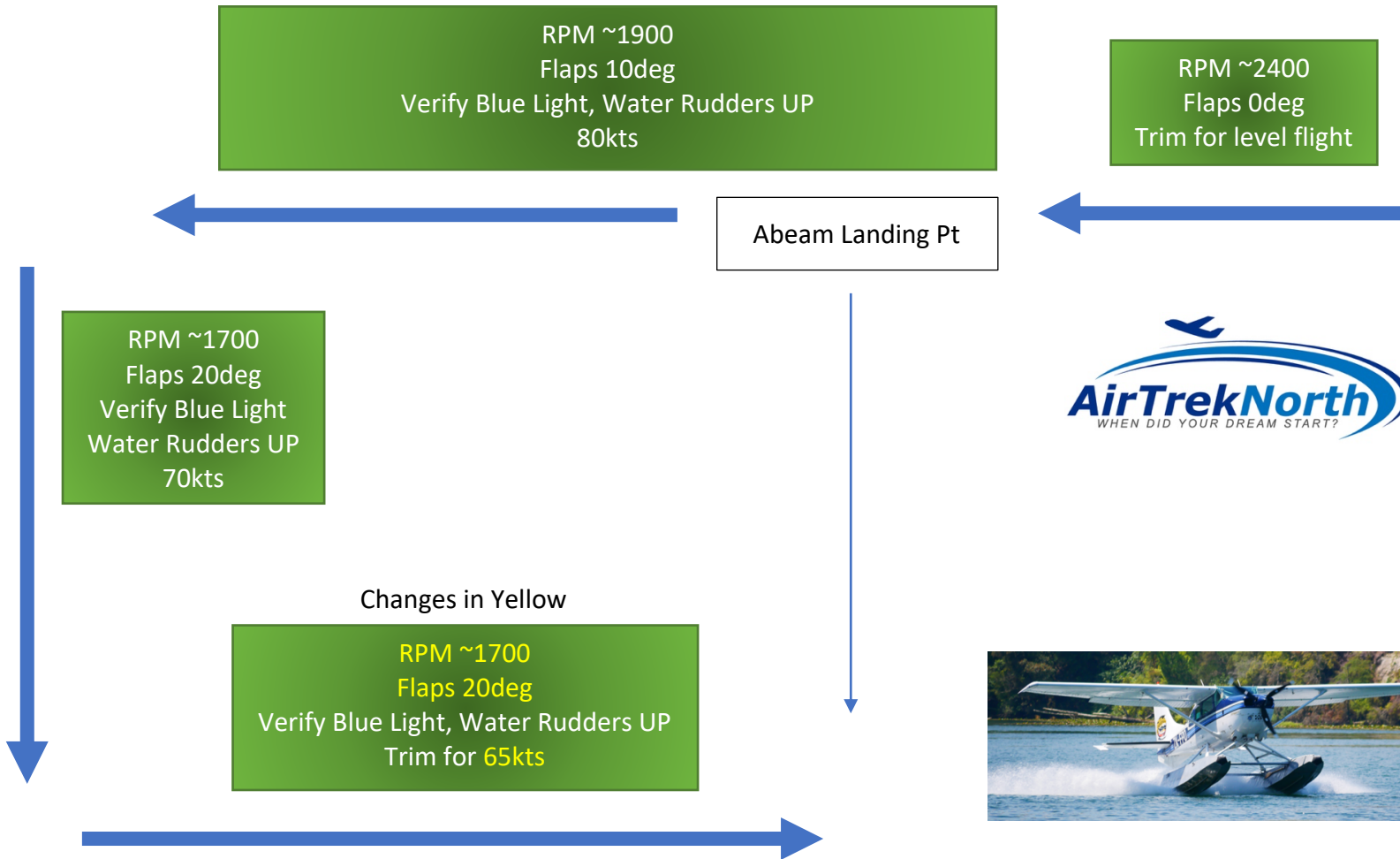


- Idle Pwr once on water, not before
- Keep nose up while slowing like in the picture
- Once slowed, Water Rudders DOWN, Flaps UP
- Taxi 1000RPM or less.

Notes: Once past 'Abeam Landing Pt'

1. Pitch for airspeed
2. Power for altitude
3. Keep nose up once on water

Confined Area Landing Traffic Pattern

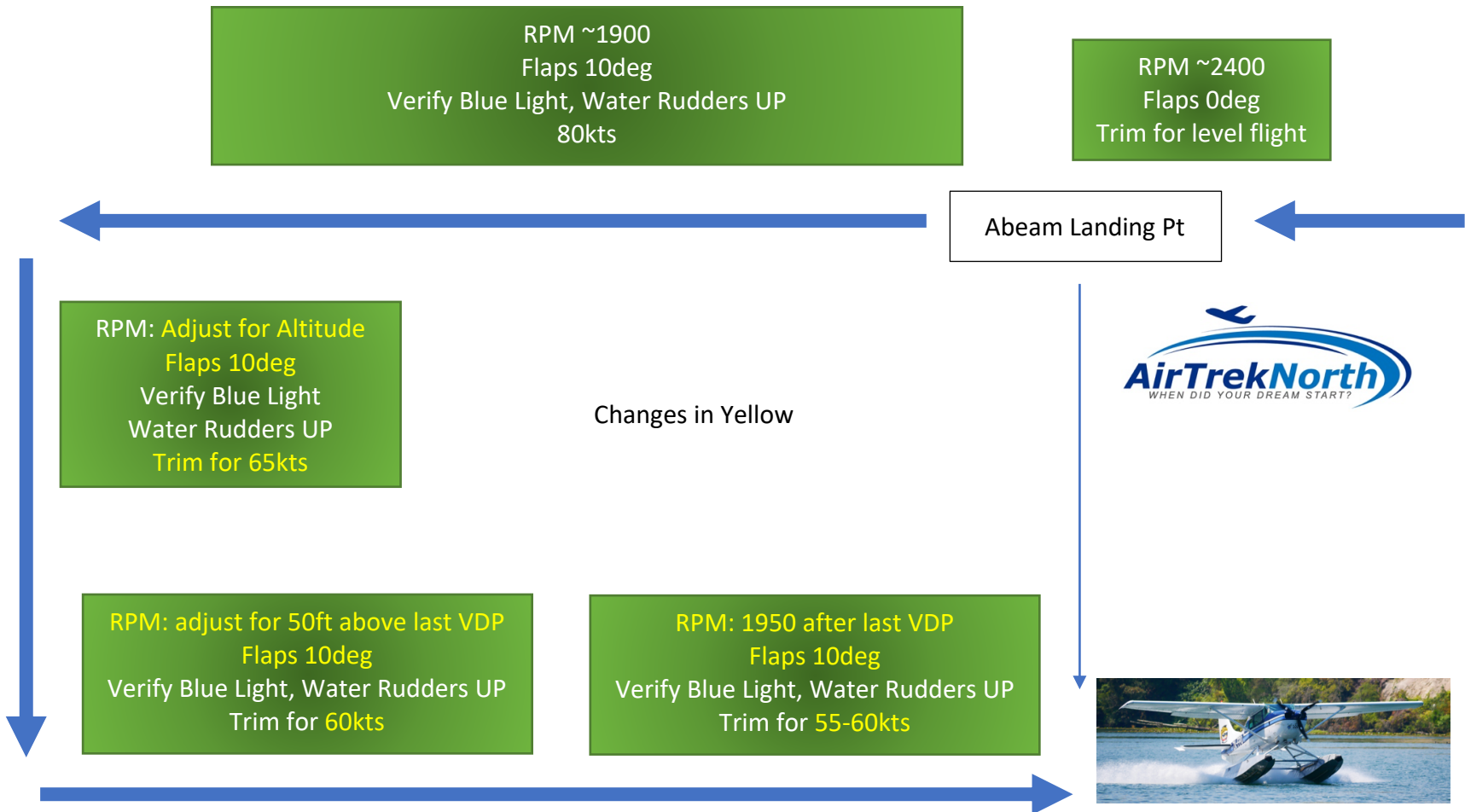


- Idle Pwr once on water, not before
- Keep nose up while slowing like in the picture
- Once slowed, Water Rudders DOWN, Flaps UP
- Taxi 1000RPM or less.

Notes: Once past 'Abeam Landing Pt'

1. Pitch for airspeed
2. Power for altitude
3. Keep nose up once on water

Rough Water Landing Traffic Pattern



Make 2 mile final to have time for adjusting airspeed and altitude precisely

Notes: Once past 'Abeam Landing Pt'

1. Pitch for airspeed
2. Power for altitude
3. Keep nose up once on water

- Idle Pwr once on water, not before
- Keep nose up while slowing like in the picture
- Once slowed, Water Rudders DOWN, Flaps UP
- Taxi 1000RPM or less.

Glassy Water Landing Traffic Pattern