

Normal Landing Traffic Pattern

RPM ~1900 Flaps 10deg Verify Blue Light, Water Rudders UP 80kts

RPM ~2400 Flaps Odeg Trim for level flight

Abeam Landing Pt

RPM ~1700 Flaps 20deg Verify Blue Light Water Rudders UP 70kts



Changes in Yellow

RPM ~1400
Flaps 30deg
Verify Blue Light, Water Rudders UP
Trim for 60kts



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.

Confined Area Landing Traffic Pattern

RPM ~1900
Flaps 10deg
Verify Blue Light, Water Rudders UP
80kts

Abeam Landing Pt

RPM ~1700
Flaps 20deg
Verify Blue Light
Water Rudders UP
70kts

RPM ~2400 Flaps Odeg Trim for level flight



Changes in Yellow

RPM ~1700
Flaps 20deg
Verify Blue Light, Water Rudders UP
Trim for 65kts



Keep nose up while slowing like in

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

Notes: Once past 'Abeam Landing Pt'

- 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.

Rough Water Landing Traffic Pattern

RPM ~1900 Flaps 10deg Verify Blue Light, Water Rudders UP 80kts

RPM ~2400 Flaps Odeg Trim for level flight

Abeam Landing Pt

RPM: Adjust for Altitude
Flaps 10deg
Verify Blue Light
Water Rudders UP
Trim for 65kts

Changes in Yellow



RPM: adjust for 50ft above last VDP
Flaps 10deg
Verify Blue Light, Water Rudders UP
Trim for 60kts

RPM: 1950 after last VDP
Flaps 10deg
Verify Blue Light, Water Rudders UP
Trim for 55-60kts



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