AIRFIELD NAME	October 25	WOODVALE			EGOW	West
CALLSIGN	Woodvale Tower				119.755	
CALLSIGN		EGO'	W_TWR		Approach EGCC 121.980	
LOCATION Lat N053.34.53.000		000	W003.3.19.000		Elev. 37ft	
LOCATION	N 1:		1NM SW WARTON Airfield		Conspicuity	
CHART SOURCE/VOR various		CAUTION	CAUTION CLASS A airspace to S and E.		QFE= QNH	
METAR AIRPORT EGOW 121.005		LOCAL HAZARDS; Military Drones; Executive Jet traffic. SEA BIRDS.				
NAV AIDS [NOT RW] VOR WAL		14.10. Radial 018/198 12nm POSSIBILITY OF M			ILITARY DRONE FLYING	
Headings	Dimension	Surface	DO NOT overfly noise abatement areas shown on chart,		n chart,	
RUNWAYS 03/21	1635M x 50M	1 Asphalt	BELOW A2000ft. Descend dead side well clear.			
08 / 26	1040M x 53M	1 Asphalt	03/21. USE 1/3 of runway as final, Due restricted space.			
AIRSPACE CLASS G	Transition lev	el 6000ft	Airspace above Class C London FIR FL195			
CIRCUITS A1000	To the WEST. 03 LH; 21 RH; NOTE NOISE SENSITIVE AREAS. KEEP CIRCUITS 'TIGHT'.					

SPECIAL RULES **APPROACHING from the EAST;** Expect DEAD SIDE JOIN;

Report dead side at 3dme, NOT BELOW A2500ft.then AS INSTRUCTED;

EITHER "Continue dead side, not below A1800ft" - Fly across centre of runway, descending to A1800ft, turn downwind (REPORT "TURNING DOWNWIND"), descend to circuit height. normal circuit.

OR "Report in the overhead A2000ft" join the overhead at and maintain A2000ft until instructed.

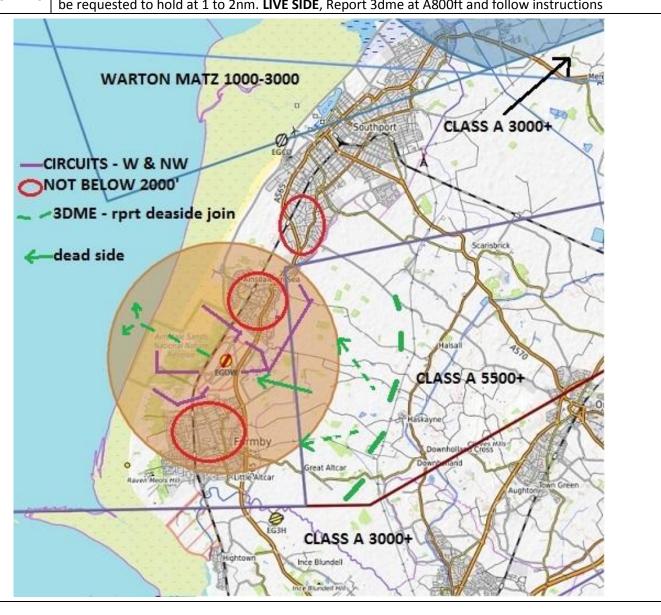
You should hold on the edge of the ATZ (2nm from centre of A/F) -

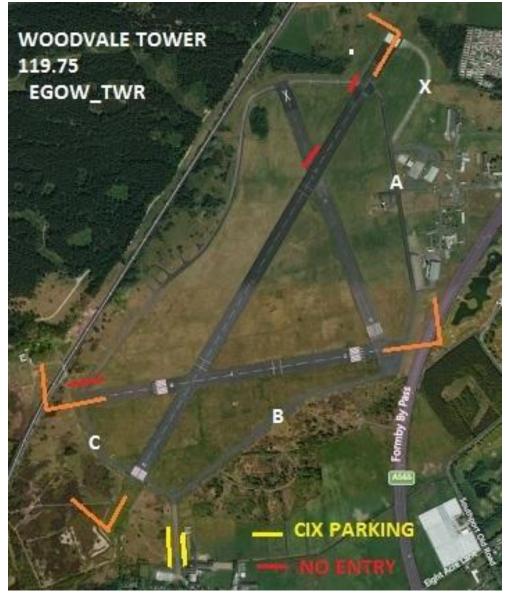
enables 2 or 3 A/C to hold, with rate 1 turns, CLEAR of noise sensitive areas. (see chart below).

FINAL APPROACH, both runways LESS THAN 1/3rd nm! Make curved base to land at least 1/3 along the runway.

HELICOPTERS

Dead side; Approach NOT BELOW A800FT & NOT ABOVE A1500FT. As FIXED wing except, you may be requested to hold at 1 to 2nm. **LIVE SIDE**, Report 3dme at A800ft and follow instructions







IF ATZ DORS NOT SHOW ON YOUR 'CHART', PLACE a 2NM RING, CENTERED ON EGOW

PILOTS:

PLEASE PUT YOUR A/C CALLSIGN AFTER YOUR NAME.

NOT TO BE USED FOR REAL WORLD OPERATIONS