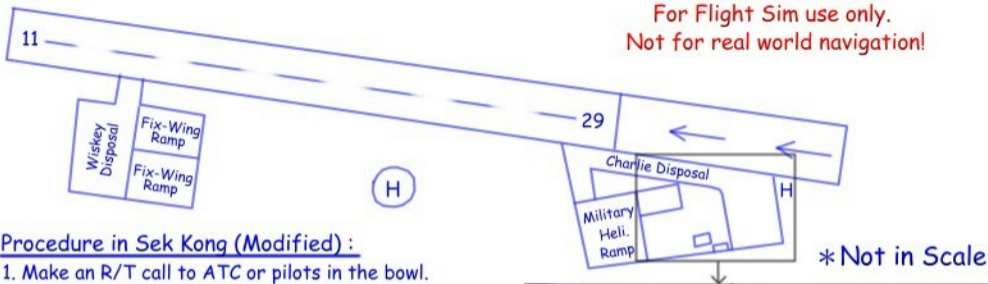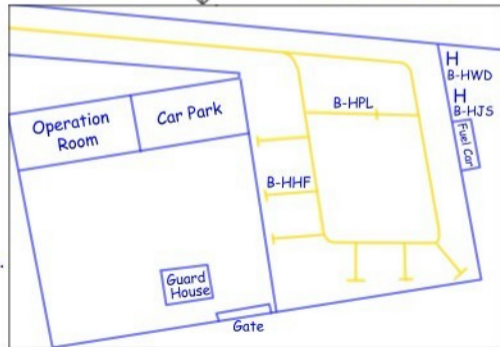# Airport Facilities Diagram for Sek Kong Airfield

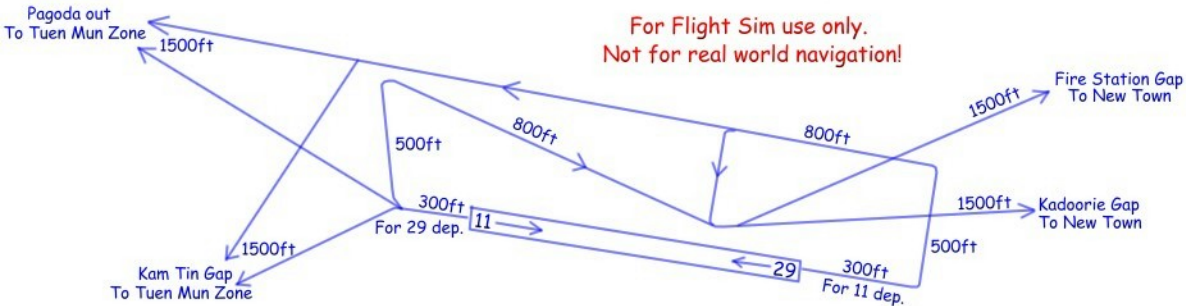For Flight Sim use only.
Not for real world navigation!

Procedure in Sek Kong (Modified) :

1. Make an R/T call to ATC or pilots in the bowl.
2. Use blind communication in all actions :
   Start up, Taxi in Chaile Disposal, Taxi into runway,
   Backtracking runway, Rolling, Downwind, Final,
   Go Around, Touch and Go.
3. Follow the instructions of ATCs, ATCs have right to
   restrict local training and close the airport
   due to weather.
4. All flights should have the permittion before taxi.
5. If crosswind >15kts or Cloud few below 1200ft or
   Have CB cloud over the area, it is NOT suitable for
   pilots to fly. And follow the restrictions from ATCs.
6. Pilots should have manner to give way to landing traffic.
7. Pilots should get argeement with ATC and pilots
   before using opposite runway.

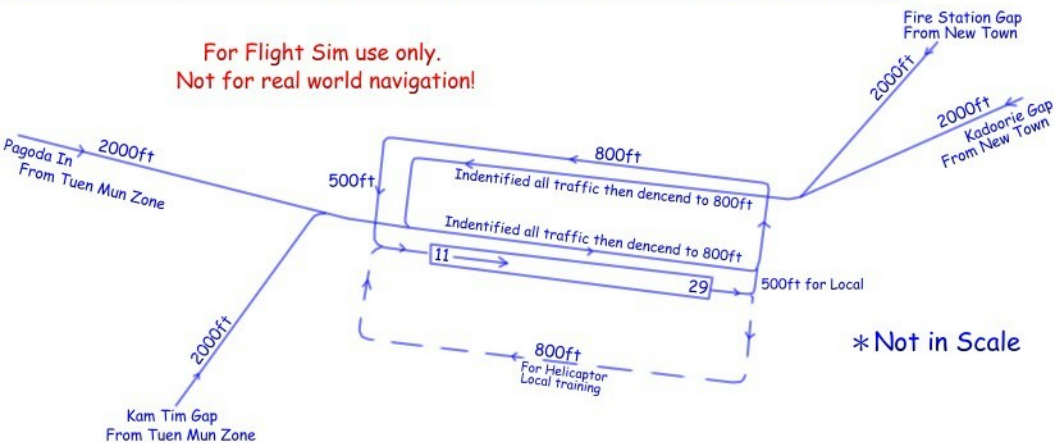# Departure Route for Sek Kong Airfield (For Runway 11 and 29 dep.)

Pagoda out
To Tuen Mun Zone
1500ft

For Flight Sim use only.
Not for real world navigation!

Fire Station Gap
To New Town
1500ft

500ft
800ft
800ft

300ft
For 29 dep.
11

1500ft
Kam Tin Gap
To Tuen Mun Zone

1500ft
Kadoorie Gap
To New Town

500ft

29
300ft
For 11 dep.

Remarks :

1. Pilot should not fly higher then 2000ft in SKARA area without permition.
2. All pilots should fly 1500ft on all exit points.
3. Make all communication by phase : Sek Kong Traffic, [Your callsign].
4. Keep Squawk Stand by if just for local training, or fly into UCARA only.
5. All pilots should use the phase : Sek Kong Traffic, [Callsign], [Exit Point] out, 1500ft.
6. Pilot should get permition of the flight by ATCs before your departure.
7. Pilot should land on Sek Kong or fly outside of SKARA area before GFS arrival if it is in operation.
8. Mai Po Out is restricted for all aircrafts expect GPS operation and need to above 1000ft.

∗ Not in Scale

Local Training or Arrival Route for Sek Kong Airfield (For Runway 11 App.)

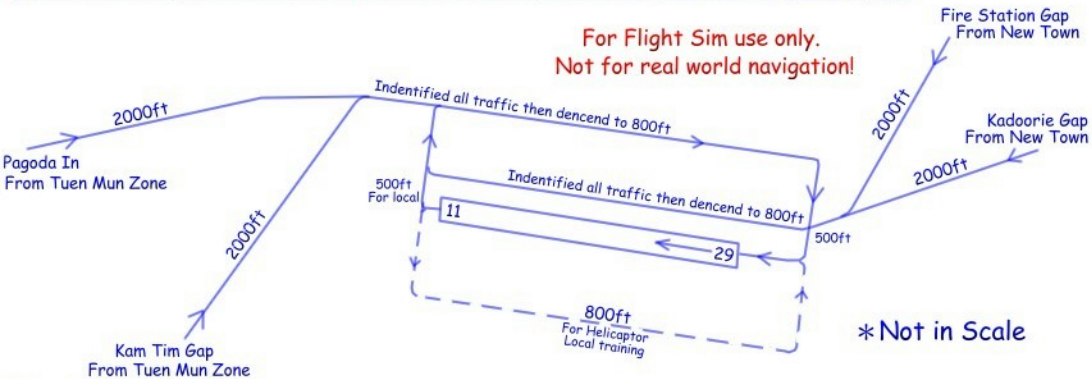For Flight Sim use only.
Not for real world navigation!

Fire Station Gap
From New Town

2000ft

Kadoorie Gap
From New Town

2000ft

Pagoda In
From Tuen Mun Zone

2000ft

500ft

800ft
Indentified all traffic then dencend to 800ft

Indentified all traffic then dencend to 800ft

11 →

29

500ft for Local

2000ft

Kam Tim Gap
From Tuen Mun Zone

800ft
For Helicaptor
Local training

＊Not in Scale

Remarks :

1. Pilot should not fly higher then 2000ft in SKARA area without permition.
2. All pilots should fly 2000ft on all entry points.
3. Make all communication by phase : Sek Kong Traffic, [Callsign], ...
4. Cancel the flight plan by rquesting cancal SAR watch to ATCs on all entry points.
5. All pilots should use the phase : Sek Kong Traffic, [Callsign], [Entry Point] In, 2000ft.
6. Visually indentified all traffic in the bowl then use the phase : (Pilot should maintain 2000ft before that.)
   "Sek Kong Traffic, [Callsign], visually indentified all traffic, dencending." and than dencend to 800ft.
7. If Sek Kong is closed or uable to land, fly via Tuen Mun Zone to VHHH and request for landing on VHHH.
8. Pilot should land on Sek Kong or fly outside SKARA area before GFS arrival if it is in operation.
9. Mai Po In is restricted for all aircraft exept GFS and need to above 1000ft.

Local Training or Arrival Route for Sek Kong Airfield (For Runway 29 App.)

For Flight Sim use only.
Not for real world navigation!

Fire Station Gap
From New Town

Kadoorie Gap
From New Town

Indentified all traffic then dencend to 800ft

2000ft

Pagoda In
From Tuen Mun Zone

2000ft

500ft
For local

Indentified all traffic then dencend to 800ft

2000ft

2000ft

500ft

11

29

2000ft

Kam Tim Gap
From Tuen Mun Zone

800ft
For Helicaptor
Local training

* Not in Scale

Remarks :

1. Pilot should not fly higher then 2000ft in SKARA area without permition.
2. All pilots should fly 2000ft on all entry points.
3. Make all communication by phase : Sek Kong Traffic, [Callsign], ...
4. Cancel the flight plan by rquesting cancal SAR watch to ATCs on all entry points.
5. All pilots should use the phase : Sek Kong Traffic, [Callsign], [Entry Point] In, 2000ft.
6. Visually indentified all traffic in the bowl then use the phase : (Pilot should maintain 2000ft before that.)
   "Sek Kong Traffic, [Callsign], visually indentified all traffic, dencending." and than dencend to 800ft.
7. If Sek Kong is closed or uable to land, fly via Tuen Mun Zone to VHHH and request for landing on VHHH.
8. Pilot should land on Sek Kong or fly outside SKARA area before GFS arrival if it is in operation.
9. Mai Po In is restricted for all aircraft exept GFS and need to above 1000ft.