LONG BEACH AIRPORT - VOLUNTARY FLY FRIENDLY PROCEDURES Follow Carson St. at 1000' MSL AT 500' MSL Begin Northbound Turn E2 AT 500' MSL Begin Southbound Turn time Follow Willow St. at 1000' MSL DISCLAIMER: This map not intended for navigation. Air Traffic Control Instructions always supercede any other instructions. Nautical Miles



HOW TO FLY FRIENDLY AT LONG BEACH AIRPORT

- Use full length of Runway, and full power on departure.
- Use Best Rate (Vy) or Best Angle (Vx) on departure.
- Utilize Best Angle with any touch and go aircraft operations to achieve maximum altitude within tthe airport boundaries.
- + Fly appropriate pattern altitudes.
- Implement crosswind turns at 500' MSL on departure.
- Otherwise fly upwind leg to 1000' MSL on departure before turning crosswind/downwind.
- Limit the width of the downwind leg to no more than ½ to one mile from runway centerlines of Runway 08L/26R and use visual cues.
 - Aligning Downwind to Carson St. to the north on Runway 08L/26R.
 - Aligning Downwind to Willow St. to the south on Runway 08R/26L.
- → Distribute traffic load based on demand and the optimization of the use of both Runways 26L and 26R as the prevailing runway to best avoid residential areas..
- Adhere to all Long Beach Municipal Code (LBMC) Chapter 16.43 (Airport Noise Ordinance) regulations and Long Beach Airport recommended noise abatement procedures related to pattern and flight training.
 - Reminder Touch and Go operations are not permitted after 7 pm weekly and 3 pm on the weekends and Holidays.
 - As a recommendation- No pattern work on any runway after 10 pm- including required full stop and taxi back operations.
 - For any pattern work necessary after 10 pm, use a right hand pattern on the only active runway (30/12) so to mitigate impacts to residential neighborhoods
- Aircraft should try to touch down in the first 500' of usable distance of the Runway and as close to the Runway Identifyer Markers as possible. This will assist in the best use of the runway to maximize flight profiles.



