Cecil Airport High Power Procedures / Locations

1. PROCEDURES: High Power Engine Turns:

High power engine turns must be coordinated with Cecil Tower and will be performed in one of six designated locations on the AOA (Airport Operations Area). High power engine turns are defined as any power setting greater than that required to taxi the aircraft. Coordination with the ATC Tower is required to transit into and across the Movement Areas leading to many of the High-Power Run-Up areas. See *Figure* 1 for the specific locations.

- (a) High power aircraft engine run-ups are prohibited on the ramp.
- (b) High power turns will only be conducted on concrete surfaces.
- (c) Cecil Operations will coordinate closure of taxiway with ATC Tower if maintenance is to be performed outside of the aircraft.

(d) Request for a high-power turn must be coordinated with Cecil Tower between 0800 and 2200 daily. Deviations or requests for high power turns outside of these hours must be coordinated with the Cecil Operations Manager or Cecil Duty staff member by contacting the JAA AOCC at 904-741-2040.

(f) Military Helicopter operations on the military ramp are exempt.

(g) All engine turns must be performed with the nose of the aircraft into the wind.

• **High Power Turn 1**-Taxiway A between Taxiway A1 and A2, this location can be used for a North/South wind.

High Power Turn 2 - Utilized by F18s, F16s, F5s, T45s. Operators required to provide Hold Back Fitting for Deck Plate mounting.

- **High Power Turn 3** Taxiway B1, this location can be used for a South/West wind.
- High Power Turn 4 -Taxiway A5, this location can be used for a North/South/East wind.
- High Power Turn 5 Taxiway B2 South, this location can be used for a North/South/East Wind to avoid perimeter fence damage. Aircraft wings span GREATER than 118ft will need to be towed in and out of this location.
- High Power Turn 6 Taxiway B3 this location can be used for south direction.
- (h) Pilot/Operators are responsible for maintaining safe high-power operations which includes preventing damage to airfield assets. (E.g., airfield lighting, fences, and signage).

