

ORLANDO, FLORIDA

SE-3, 19 FEB 2026 to 19 MAR 2026



DEPARTURE ROUTE DESCRIPTION

SEE ADDITIONAL REQUIREMENTS ON AAUP

TAKEOFF RUNWAY 17L: Climb on heading 185° to intercept course 215° to cross BAAIT at or above 1500, then on track 185°, for vectors to FSHUN, thence. . . .

TAKEOFF RUNWAY 17R: Climb on heading 185° to intercept course 211° to cross BAAIT at or above 1500, then on track 185°, for vectors to FSHUN, thence. . . .

TAKEOFF RUNWAYS 18L/R: Climb on heading 185° to 596, then direct BAAIT at or above 1500, then on track 185°, for vectors to FSHUN, thence. . . .

. . . .then on transition, maintain 7000'. Expect filed altitude 10 minutes after departure.

TAKEOFF RUNWAY 35L: Climb on heading 005° to intercept course 355° to cross SAWZZ at or above 2300, then on track 345° to cross HANDD at or above 3000 and at or below 230K, then on track 338° to cross LEFTI at or above 4000 and at 230K, thence. . . .

TAKEOFF RUNWAY 35R: Climb on heading 005° to intercept course 343° to cross SAWZZ at or above 2300, then on track 345° to cross HANDD at or above 3000 and at or below 230K, then on track 338° to cross LEFTI at or above 4000 and at 230K, thence. . . .

TAKEOFF RUNWAY 36L: Climb on heading 005° to 596, then direct KYOTE at or above 2300, then on track 006° to cross EARRS at or above 3000 and at or below 230K, then on track 342° to cross LEFTI at or above 4000 and at 230K, thence. . . .

TAKEOFF RUNWAY 36R: Climb on heading 005° to 596, then direct FACTS at or above 2300, then on track 359° to cross EARRS at or above 3000 and at or below 230K, then on track 342° to cross LEFTI at or above 4000 and at 230K, thence. . . .

. . . .then on track 275° to cross BLOSM at or below 7000, then on track 195° to DADTI, then on track 181° to FSHUN, then on transition, maintain 7000'. Expect filed altitude 10 minutes after departure.

ALL AIRCRAFT: ATC climb gradients: if unable to accept climb gradients rates advise ATC prior to taxi. RUNWAY 36L: 599'/NM to 2300, RUNWAY 36R: 589'/NM to 2300.

PLUMR TRANSITION (FSHUN4.PLUMR)