SC-5, 25 FEB 2021 to 25 MAR 2021

## ARRIVAL ROUTE DESCRIPTION

From WAPPL on track 250° to cross WLMOR at or above 15000, at or below FL210, then on track 250° to HUDZY, then on track 250° to cross CLWSN at or above 12000, at or below 14000 and at 280K, then on track 250° to cross SWWAA at or above 10000, at or below 12000 and at 250K, then on track 191° to cross PUSHN at or above 8000.

<u>LANDING HOU RUNWAY 4</u>: From PUSHN on track 192° to cross BUGZY at or below 10000, then on track 192° to cross PRTCH at or below 7000, then on track 177° to cross SHUUG at 6000 and at 210K, then on track 222° to EMARR, then on track 222°. Expect vectors to final approach course.

LANDING HOU RUNWAYS 13L/R, 17: From PUSHN on track 192° to cross BUGZY at or below 10000, then on track 192° to cross PRTCH at or below 7000, then on track 200° to cross MOLLR at 6000 and at 210K, then on track 251° to VILII, then on track 311° to ALLLY, then on track 311°. Expect vectors to final approach course.

LANDING HOU RUNWAY 22: From PUSHN on track 192° to cross BUGZY at or below 10000, then on track 175° to cross RTWNG at 7000 and at 210K, then on track 111° to MAAHH, then on track 111°. Expect vectors to final approach course.

<u>LANDING HOU RUNWAYS 31L/R, 35:</u> From PUSHN on track 192° to cross BUGZY at or below 10000, then on track 192° to cross PRTCH at or below 7000, then on track 126° to cross UBETR at 6000 and at 210K, then on track 126°. Expect vectors to final approach course.

LANDING ARM, AXH, BYY, EFD, GLS, HPY, IWS, LBX, LVJ, SGR, TME, T00, T41, 54T From WAPPL on track 250° to cross WLMOR at or above 15000 and at or below 21000, then on track 250° to HUDZY, then on track 250° to cross CLWSN at or above 12000, at or below 14000 and at 280K, then on track 250° to cross SWWAA at or above 10000, at or below 12000 and at 250K, then on track 191° to cross PUSHN at or above 8000, then on track 192° to cross BUGZY at or below 10000, then on track 175° to cross PLKTN at 8000, then on track 175°. Expect vectors to final approach course.