DEPARTURE (RNAV)

DETROIT METRO WAYNE COUNTY (DTW)

EC-1. 28 NOV 2024 to 26 DEC 2024

KAYLN THREE DEPARTURE (RNAV) AL-119 (FAA)

DETROIT, MICHIGAN



EC-1, 28 NOV 2024 to

26 DEC 2024

## DEPARTURE ROUTE DESCRIPTION SEE ADDITIONAL REQUIREMENTS ON AAUP.

TAKEOFF RUNWAYS 3L/R: Climb on heading 036° to intercept course 349° to SHEVY, then on track 315° to cross BUIKK at or below 7000, then on track 274° to cross DDOGE at or below 9000, then on track 274° to MTRCT, thence.... TAKEOFF RUNWAY 4L: Climb on heading 036° to intercept course 357° to SHEVY, then on track 315° to cross BUIKK at or below 7000, then on track 274° to cross DDOGE at or below 9000, then on track 274° to MTRCT, thence.... TAKEOFF RUNWAY 4R: Climb on heading 036° to intercept course 352° to SHEVY, then on track 315° to cross BUIKK at or below 7000, then on track 274° to cross DDOGE at or below 9000, then on track 274° to MTRCT, thence.... TAKEOFF RUNWAY 21L: Climb on heading 216° to intercept course 243° to cross SAAMS at or below 7000, then on track 313° to cross BSLNE at or below 9000, then on track 313° to FDRCH, then on track 313° to MTRCT, thence.... TAKEOFF RUNWAY 21R: Climb on heading 216° to intercept course 240° to cross SAAMS at or below 7000, then on track 313° to cross BSLNE at or below 9000, then on track 313° to FDRCH, then on track 313° to MTRCT, thence.... TAKEOFF RUNWAY 22L: Climb on heading 216° to intercept course 239° to cross SAAMS at or below 7000, then on track 313° to cross BSLNE at or below 9000, then on track 313° to FDRCH, then on track 313° to MTRCT, thence.... TAKEOFF RUNWAY 22R: Climb on heading 216° to intercept course 238° to cross SAAMS at or below 7000, then on track 313° to cross BSLNE at or below 9000, then on track 313° to FDRCH, then on track 313° to MTRCT, thence... TAKEOFF RUNWAYS 27L/R: Climb on heading 276° or as assigned by ATC, for RADAR vectors to MTRCT, thence....

....on track 279° to KAYLN, then on (transition). Maintain 17000, expect filed altitude 10 minutes after departure.

SMUUV TRANSITION (KAYLN3.SMUUV):