

Circuit Decision Matrix	High Key	Low Key	Base	Final
Too High	leave & return at lower height widen circuit use airbrakes side slip	extend downwind air brakes use side slip use slipping turns angle away from runway	use air brakes sooner angle base away use side slip use slipping turns	use full air brakes to get correct glide angle use forward slip use flaps extend ref point
Too low	fly closer to runway modify circuit & turn base sooner cross runway and land reciprocal join reciprocal right base	turn base sooner delay use of air brakes angle towards runway	angle towards runway delay use of airbrakes	delay use of air brakes or flaps until overshoot established select alternate landing area if closer
Too close	adjust heading away from runway extend downwind side slip away from runway height permitting	extend downwind angle away from runway side slip away from runway height permitting	angle base away from runway move reference point upwind if height and landing area permits	use air brakes use flaps use forward slip move reference point upwind if height and landing area permits alternate landing area
Too far	turn in towards low key turn towards runway modify circuit by planning on turning base sooner consider reciprocal landing if closer	angle towards runway turn base sooner delay use of air brakes	angle towards runway delay using air brakes/flaps	delay use of air brakes and establish overshoot first alternate landing area