

# Spud's Creek Float Plan

by  
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**Welcome** to the Spud's Creek Float Plan. This is for a boating trip up a hidden little river or creek, discovered by Spud himself. This is a good float plan for beginners as there are no treacherous rapids or river monsters ... (well maybe only a couple here and there!).

You can start your float trip up in the Stewart Area at the Hyder Sea Plane Base and come down the Portland Canal past the Brad's at Soule Landing (part of CIRP) and continue down the canal until you come to the Brad's Bait & BBQ at the mouth of Spud's Creek. Stop in for some great food and a cup of coffee (winter) or cold beer (summer) and then head up the little creek and enjoy the wildlife and scenery along the way. There is a hard helipad at Brad's.

If you use the Map Feature in FSX, you can start at the Brads at Spud's Creek by using the "FSX Map Feature" see "Using the Map Feature," below. This will place you in front of the Brad's. Of course, select the boat of your choice, a small one is better as the creek is narrow. A good "starter boat" for the actual river run is the "freeware" Gator Bait air boat. A good "payware" boat is Deltasim's Malibu. Both can easily handle this river.



**Positioning:** First of all, make sure you have selected a boat as the "type of aircraft" ... otherwise you might wind up at the bottom of Spud's Creek. It is shallow, but would be so embarrassing to have to call the Coast Guard Dredge to get you back on land.

So where do you "start" a trip like this? If you are a more seasoned sailor and want to go down the Portland Canal, a trip of about 20 miles, then you should start at the Hyder seaplane base. If you just want to try Spud's Creek by itself, then you should start at Brad's Place at the mouth of the creek.

**Using the Map Feature:** While in FSX, select “Map”. You will find a place to add lat/long coordinates there. Put them in using these: N55 29.74 W130 6.41 and set your heading for 246. Always set the altitude for zero, FSX adjusts to the surface altitude. These coordinates will place you in front of Brad's at Spud's Creek in the water so you will be ready for your adventure. You can always find such starting locations in the Map Room at Misty's Place.

**Instructions:** Place the “Spuds Creek” folder in your Addon Scenery Folder and activate it in FSX then you are on your way.

You can follow the route you could take for a nice ride down the Portland Canal by looking at the following map. The actual scenery location is a short trip.



**Navigation:** Use the float plan that is included, and depend on your GPS (we have a GPS addition you can add on to your boat for “Instrument Views” that is handy ... on the Moorings page). But watch the GPS and steer according to the route. When you get to Spud's Creek, just follow all of the little twists of the river, these are not on the GPS ... but it gives you a direction. For the shorter river runs like this one, you would need 100 way points for all the turns.. these just are not necessary as you are letting the river be your guide.

**Fliers NOTAM:** If you are flying to the cabin at the headwaters of Spud's Creek, be prepared for a short landing zone! There are two cabins in the area, it is best to land just after the dock of the first one and taxi to the headwaters cabin ... but if you are good ... landing in front of the headwaters cabin is very possible.

### **Summary**

The little red line in the above map is the actual scenery location for “Spud's Creek”. It, obviously is not a straight line as depicted ... just follow the creek, enjoy the wildlife and sights along the way. Hope you enjoy it as much as we did making it ...

*Doug Linn*