

DEAN RIVER RUN

By Doug Linn

A 'White Water' River Run Through Magnificent Mountain Scenery

The Dean River Run scenery package takes you on a 60mi/100km river run through some gorgeous mountain scenery along the Dean River for the first 40mi/70km and then for 20mi/35km up the Iltasyuko River to Sigutlat Lake. The distance 'as the crow flies' from Kimsquit Bay to Sigutlat Lake is about 40mi/70km.



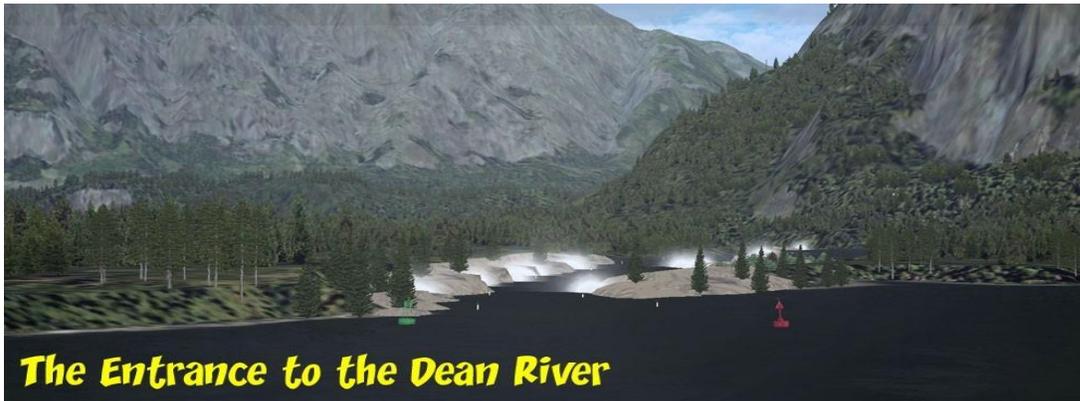
Step 1 – If you're going boating, you'll need a boat. Swap your plane for an appropriate vessel if you flew in. RTMM has 3 suggestions here: <https://return.mistymoorings.com/moorings/> - click the button entitled, "The Marina" in the lower right corner. [See 'NOTES' at the end of this document for more information on watercraft.]

Your starting location can be either the Sea Plane Base in Kimsquit Bay or the Float Rental Facility on the shore if you've installed the RTMM scenery package, 'Dean River'. [Starting points are at the end of this document.]

If you start at the seaplane base, keep the shoreline to your port side. You can stop at Brad's for fuel, some tasty BBQ and cold beverages for your trip; continue past the logging operation. Next you'll see the Medical Center complex. The Dean River Float Rental and Dive Shop comes up next where your journey begins. If you are flight-seeing by helicopter, *the starting points for the helipads are listed at the end of this document.*

Step 2 - From either the Sea Plane Base or the dock of the Float Rental facility, keep the shoreline to port and be careful going around the sunken logging ship. Your heading should be roughly 270 and as you round the headland you'll be heading about 160. Once you are round the point, you will see the green and red buoys that mark the mouth of the Dean River. This river "outfalls" in a rapids so your first task is to maneuver up the rapids to calmer water beyond.

Step 3 – Follow the little red and green buoys to be guided up the Dean River outfall rapids. Remember, going upstream, keep the red buoys to your right (starboard). You will be getting your first glimpse of the magnificence of this area ... high mountains and a beautiful river basin.



Step 4 – The Evergreen Chute



This is not a dangerous area, it's just narrow enough that you should pay attention.

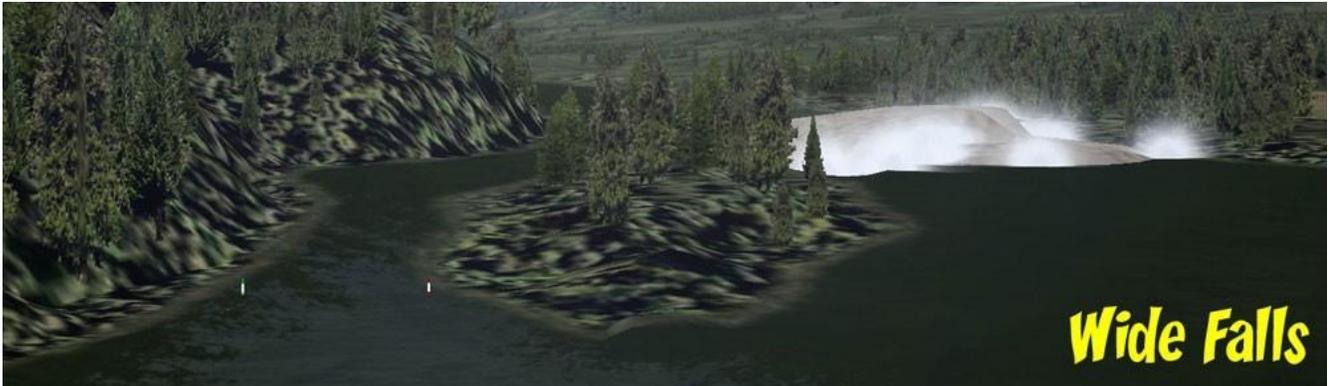
Step 5 – Follow the buoys.



Red and Green buoys mark your way during the entire journey. When travelling 'up-river' keep the red buoys to starboard (right). As you pass a buoy set, you will see the next set ahead. Sometimes, when the "other" side of the channel is obvious, you'll only see one buoy. If it is green, keep it to your left; if red, to your right (reversed, of course, if you're travelling 'downstream'). In areas of difficult rapids and waterfalls, you can depend on the buoys for navigation. Sometimes in the mist created, they are difficult to see, but they are all there for you.

We have also placed "Danger – Stay Left/Right" signs at critical turns. If you pay attention to the signs and navigation markers, you will not end up off-route.

Step 6 – Wide Falls



As we looked at the river in preparation for river-scaping, we noticed what we call "water anomalies". These are "software waves" that are found randomly in the water. Some of them are sheer walls and triangles of "water" ... impossible to maneuver around in many cases. When we first encountered these, it looked hopeless for us to develop 'river runs' ... then we made lemonade out of lemons. We decided to try to USE the water anomalies to our advantage by turning them into rapids and waterfalls. The "river-scaping" we have done will guide you around many of the anomalies we encountered. We have not put these hazards in randomly. You will encounter several of these in the Dean River Run. Some are VERY difficult. Also, some are not so realistic, but we hope we still made it "fun" for people to enjoy this beautiful river. As an example, in the case of "Wide Falls" this water anomaly covered the entire right side of the river with a 7ft/2m tall "wave"! So we route you around it as you can see in the picture above. You will encounter rough water in these areas, again, not of our doing and you'll need to be in control of your craft, but it does make your boat trip more realistic.

Step 7 – Needle's Eye Rapids



Carefully follow the markers. There is rough water in these rapids, but if you follow the buoys you will make it through successfully. It is recommended that you go slowly through this area.

Step 8 – Devil's Lair Rapids



There is a bit of the 'hand of the Devil' in this little rapids area. As you can see from the picture above, the water is rough and the passage is narrow. Rely on the buoys to guide you through ... it is bumpy, just as are real rapids. This might be a good time to tighten the life jacket a little and hold on tight!

Step 9 – The Sidewinder



This rapids will be on your starboard side going upriver. Here you will encounter your first “Danger” sign telling you to “Stay Left”. Do as the sign says and follow the red and green buoys and you will easily get through these less difficult rapids.

At the very end of these rapids is a dangerous whirlpool that will try to suck you down into the rocks to your right. Keep up your speed and stay close to the green markers. This is the only one of these you will encounter on this trip ... just be ready for it. You will actually be crossing the edge of the whirlpool. Cross it carefully but with some speed ... the Devil’s hand is reaching for you!

Step 10 – Four Rocks Rapids



These are fairly simple rapids to navigate, there is some rough water but just stay to the ‘red’ markers side. As you can see from the picture above, there is some absolutely stunning scenery in this river run. In this document we are showing you mostly the hazards to enable you to anticipate and avoid problems. What we are not showing you is the 60mi\100km of breathtaking scenery from the Dean Channel to Sigutlat Lake - scenery you can discover and enjoy for yourself.

Step 11 – Half Way River House and Float Rentals



From this point forward, large boats will have difficulty with the width and curvature of the rivers. It is suggested that you park your larger boat here and rent a smaller one to take you on to the Lake. There is a floating helipad here (*co-ordinates are at the end of this document*).

Step 12 – The Toboggan



The water anomaly in the software here formed a very narrow “lowered” toboggan-like pathway structure. We “defined” it with river-scaping. Going upstream, almost at the end of this, you must fall off a small waterfall from starboard to port. Follow the markers ... trust them and you'll be fine.

Step 13 – High Country



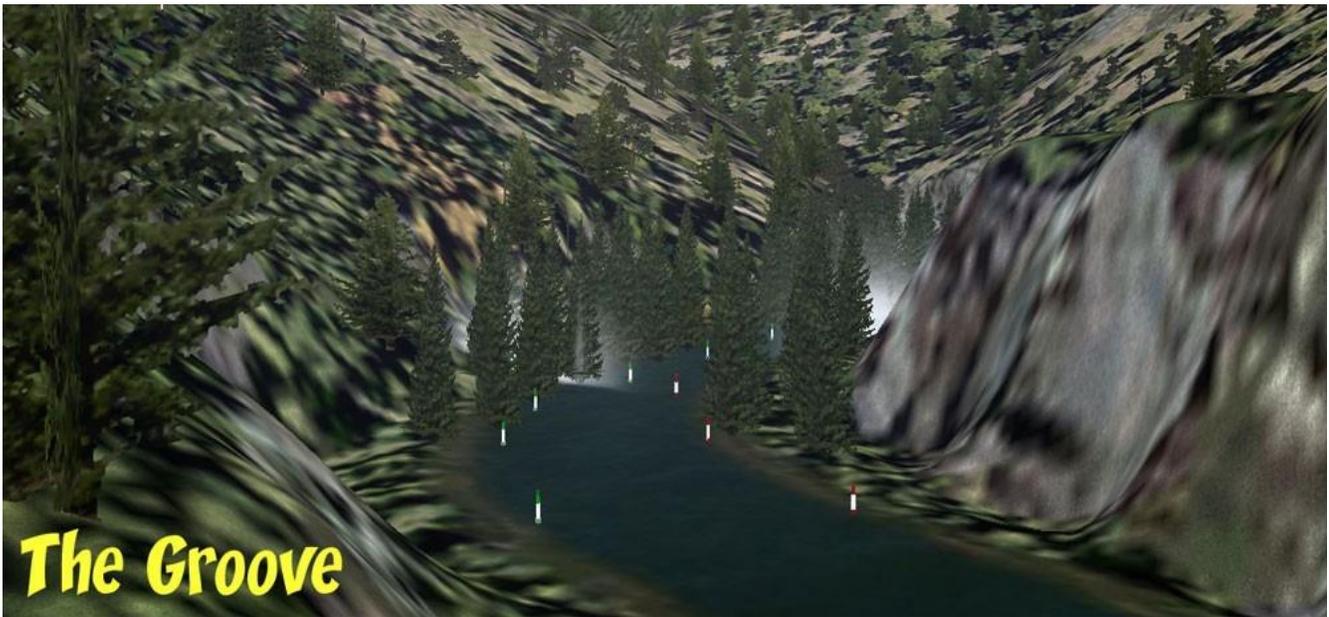
Part of what is so interesting about the river runs are how the landscape changes. Sometimes you are in a deep pine forest, sometimes an open expanse and as the picture above demonstrates, when you get to the “high country” the colors change as the landscape changes. You will notice this “down on the water” more so than flying over it. You will be amazed at the detail “down on the water.” If you are not a boater, just use the ‘SLEW’ function and get “on” the water at zero altitude. You’ll see the difficulties and the beauty.

14 – Little Falls of the Dean River



This is one of the smaller waterfalls you will encounter and are best negotiated at higher speed. You tend to stay level when you hit the falls. If you are going too slowly, the bow of your boat will rear up or you may not be able to get up the falls at all!

15 – The Groove



The software anomaly here gave us a “groove” in the water. It is a bit unrealistic but we've made it fun to traverse. Stay in the groove and follow the red and green markers. It is best to run these rapids SLOWLY.

16 – Twin Falls



Twin Falls creates an interesting feature. Above is the view going upstream. Your main concern is the waterfall just beyond the first two markers. Then you will go down a waterfall on the other side. Keep your speed up to breach the first falls. Going “down” the other side is not a problem. Watch out for the navigational markers.

Step 17 – Twin Falls



Going “downstream” posed a more difficult problem for the river-scaping. The waterfall on this side is simply too high to breach. So we thought we'd have a little fun by adding Xavier's new “ramp” ... we put a boulder underneath to hold it up and now you have a way to get back downriver. You need to hit the ramp at moderate speed ... it takes you up the falls and drops you right between the two markers so you can go over the second falls safely.

This is actually kind of fun to do a few times. Go over the falls, then turn around and try the ramp a couple of times. This is a feature we may have to put into other river runs ... again, not too realistic, but a way of making some fun out of a problem.

Step 18 – Scary Rapids



An “S’ configuration ... you must go around the rocks then be prepared to turn sharply in the other direction to go around another set of rocks ... all the while staying steady in rough water ... “S” stands for “Scary” on this one!

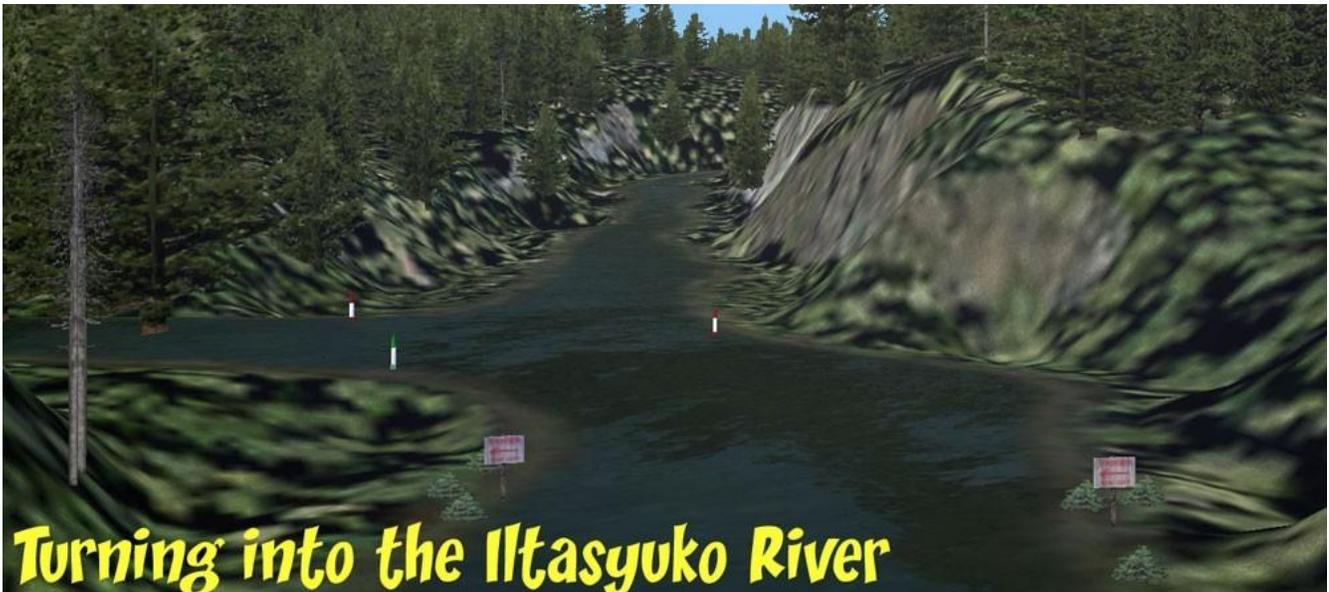
Step 19 – Sharp Turn Rapids



Follow the marker buoys, watch for rough water coming to you from the “green” side of the rapids. This makes a sharp turn toward the end (going upstream) or at the beginning (coming downstream). Coming into these rapids, going upstream, the turn to the right is difficult to make, the water is “slanted” and tends to make you run over the second green buoy shown above. Go slowly, turn sharply and you will miss it.

As you look at the picture, when you look to the “left” side of the picture, you'll see a good example of a “water anomaly” ... it is just a sheer cliff of water.

Step 19 – Turning into the Iltasyuko River



The Dean River goes ahead for many more miles and it is difficult to navigate. In our journey we are going to take a turn to go up the Iltasyuko River that flows out of Sigutlat Lake. We've marked the turn with danger signs and markers. When going upstream, keep those green markers to port.

Step 20 – Tumble Down Rapids



When I saw the water anomalies here, I almost gave up on this project. This is the most difficult of all the rapids/waterfalls on the run. Going upstream, you will make a sharp turn to the right ... into very rough water. Toward the top, you take a hard turn to the left again in very rough water. You may have to try this one more than once! Only a smaller boat with speed can make this. This is about a 20% gradient and you are climbing about 40 feet.

Step 21 – Sigutlat Lake Falls



This is the final hazard you will encounter on the journey. Come at these falls with speed and you will sail past it with little notice of the 3 foot height of the falls. Come at this slowly and the bow of your boat will rise up sharply ... too slow and you could actually flip backwards. So approach these falls with speed. On the other side, come around to starboard to see the beautiful Sigutlat Village. This is a beautiful high mountain lake and fun to explore.

Step 22 – Sigutlat Village



To the right, you see Sigutlat Lake Falls. Here at the village you can stay over, drop off your rental boat and fly back by the Misty Float Plane ... it and its pilot are waiting for you at the dock.

If you are not wet enough yet, try tackling the route 'downriver'. It is actually "easier" except for the ramp at Twin Falls.

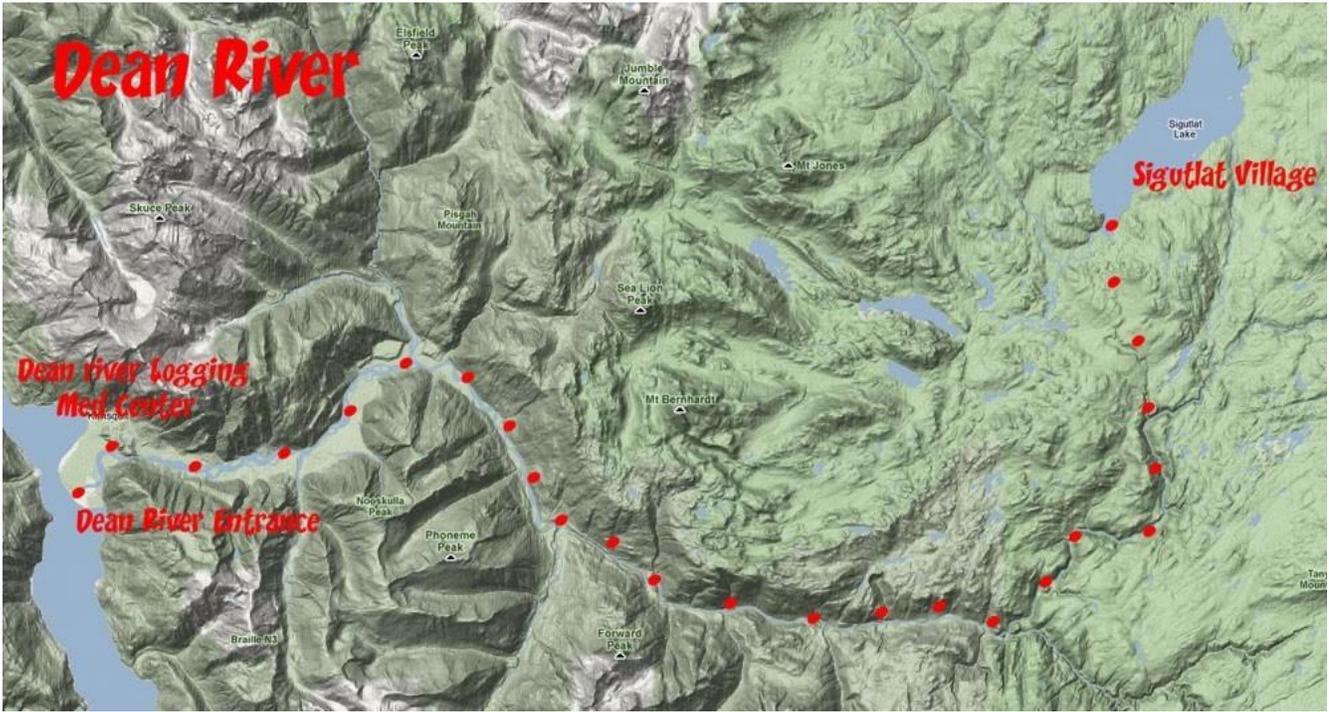
RTMM hopes you enjoyed your trip[s].

Another superb scenery by Doug Linn.

Key Mooring (Start Point) Co-ordinates

SITE	LAT	LONG	Heading
Kimsquit Area			
Brad's Bait & BBQ (water)	N52 49.87	W126 57.83	224
River Dean Entrance	N52 48.26	W126 58.22	n/a
River Run			
Half Way Rentals (heli)	N52 45.12	W126 28.52	any
Half Way Rentals (water)	N52 45.12	W126 28.48	044
Sigutlat Lake			
Village Mooring (water)	N52 57.04	W126 11.36	254
Village Helicopter (heli)	N52 57.03	W126 11.39	063

MAP

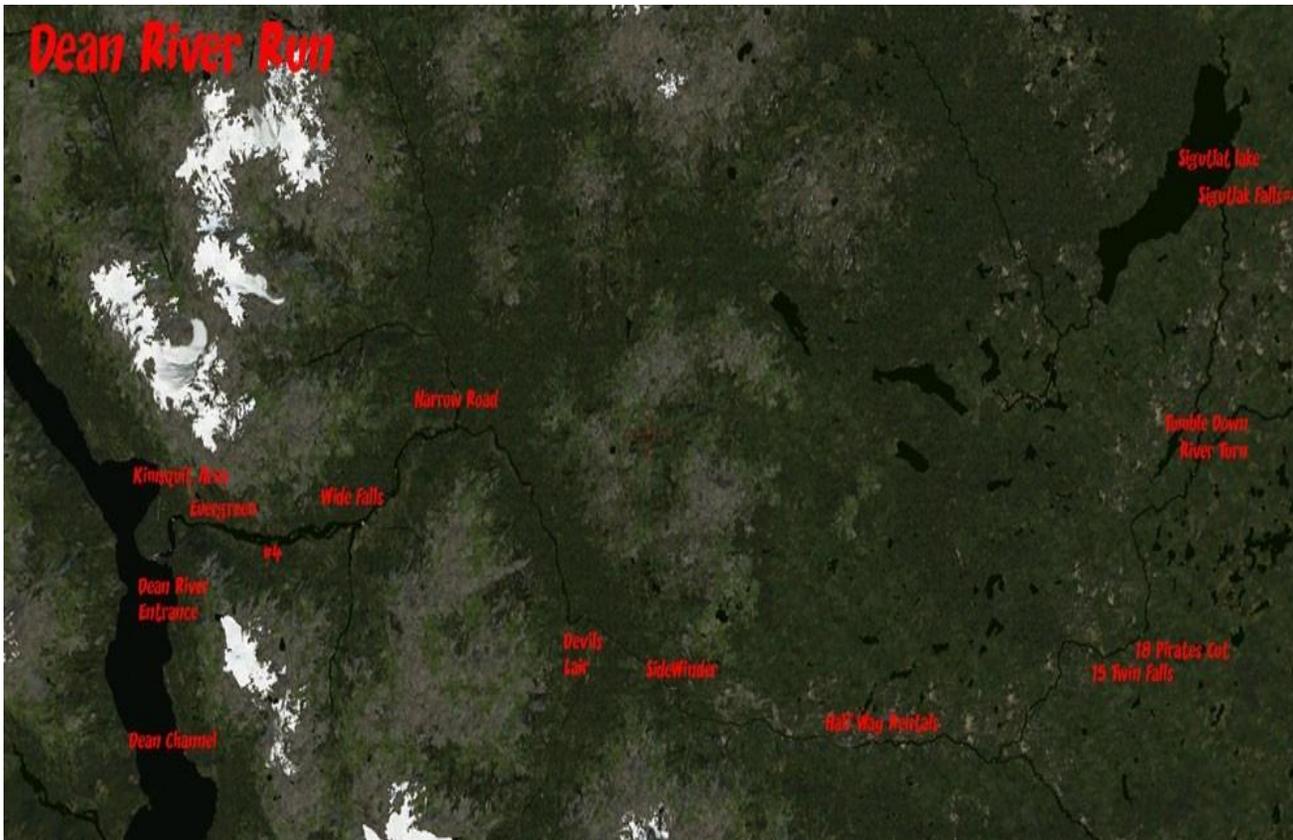


Dean River Area Maps

Dean River – Kimsquit Area Map



Dean River Run – Map



NOTES:

1. If the Dean River Run is your first experience of “Misty Moorings on the water”, we strongly advise that you visit this page: <https://return.mistymoorings.com/moorings>
2. All starting points can be found on the Map Page here: <https://return.mistymoorings.com/mistys/#maproom>; click on the button marked “Starting Points” and scroll down the list to ‘Dean River Run’.
3. Some users have advocated the use of the hovercraft that is included in the Cambria Icefield Research Project [CIRP] scenery package [*Scenery page under ‘C’.*] There are many other suitable craft available on the internet; here are a few links to get you started:

<http://www.deltasimstudio.com/>

<http://www.fs-shipyards.org/index.php>

<https://flyawaysimulation.com/downloads/files/3001/fsx-donzi-28-zxo/>

INSTALLATION, MISCELLANEOUS AND LEGAL INFORMATION

Recommended method of Installation

Even if you are a seasoned installer of RTMM scenery files, you are advised to read the installation instructions where they exist - they are not always the same!

- Extract the contents of ‘Dean River Run V2.0.zip’ to the location where you store your scenery files
- Place a copy of the scenery folder, ‘Dean River Run’, into your sim’s scenery folder

RTMM recommends this folder structure: P3D or FSX\Addon Scenery\RTMM\ Dean River Run

- Add the scenery to your sim’s scenery library
- Start your sim, load the flight plan, take off and enjoy!

Miscellaneous

RTMM does not recommend use of the autopilot for any flights that require the pilot to fly "Low, Slow and Dangerous" - exercise ‘best judgment’ regarding use of the autopilot.

A special ‘**thank you**’ goes from RTTM to Ken Hall and Mark Lee of ‘OZx’ who have given permission to use their objects in various RTMM scenery packages. They add so much to what RTMM does and RTMM is grateful ... and, no doubt, RTMM users are grateful too.

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