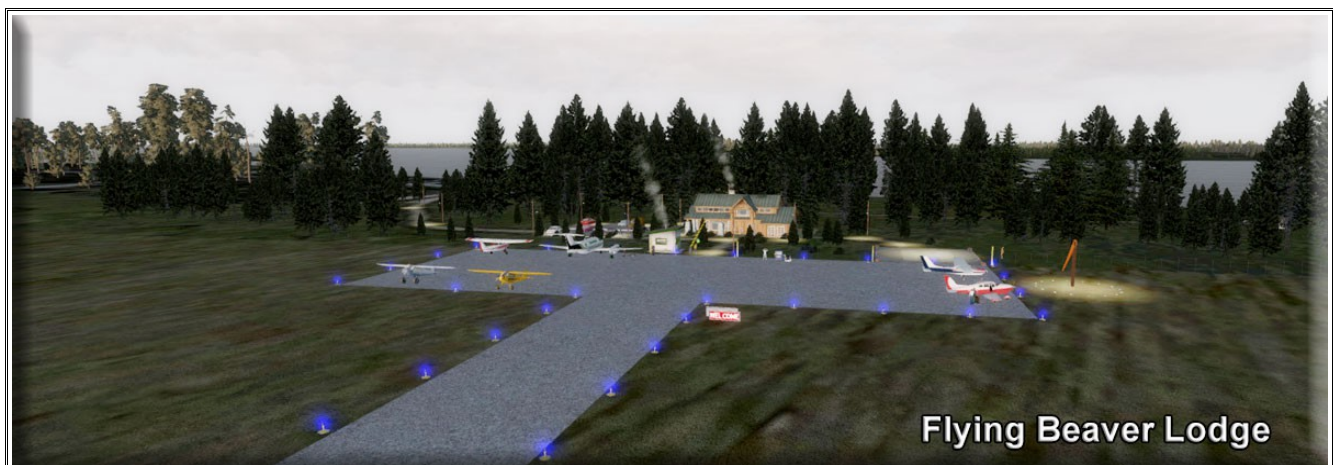


# Flying Beaver Lodge (and Beaver Airport (WBQ upgraded) Upgraded)

This is a fictitious lodge placed at the WBQ (Beaver) airport. This is a “fly-in” facility where people would fly in for the weekend. The country around this area is literally untamed and is a great place for extreme hiking and some very good, but off the grid, fishing in the Yukon River. There are three ramps at the airport, the near one is the Lodge, the middle one is from Snow Dog Tours and the distant one is the airport terminal area.



Fuel is available on the ramp at Flying Beaver Lodge, and there is sufficient lighting for low level light operations (typical in winter in this area). There is a dock and the lodge can easily be accessed by float plane. A road system connects the lodge, the airport and the community.



**NOTAM: Snow Dog Tours B – Part 1.** There was a conflict between the scenery for Snow Dog Tours that has been fixed. If you already have Snow Dog Tours B – Part 1, then you should **RE-DOWNLOAD** it and put in the latest version (2018), otherwise the terminal area of the airport will be compromised. If you do not have Snow Dog Tours, then you will see an unused apron at the airport toward the middle of the airport. Adding Snow Dog Tours puts all of the objects and lighting into place.



At last count, there are only 84 families in the community of Beaver. So this is a rather extreme outpost community.

### Navigating to the Flying Beaver Lodge

WBQ and the Lodge are located about 70 miles from the BWEP pipeline. You easily fly to it from Bettles, Prospect Creek, Winter Trail or Five Mile ... all airports part of BWEP's "The Dalton Highway" pipeline segment. You can land on the Yukon River and use the dock for the lodge. Be aware, the river can be frozen, so in winter time a ski plane is recommended.



### Starting Positions:

Lodge Ramp: N66 21.63 - W147 24.67 – Mag: 129

Lodge Dock: N66 21.55 - W147 24.61 – Mag: 347

Use GO TO AIRPORT for WBQ, three parking spaces available

One interesting way to fly to the Lodge is to track the Yukon River from the pipeline area to the lodge. This is a very important and interesting river. It was used during the gold rush to transport materials to the Klondike area.

Enjoy  
Doug Linn/RTMM

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## DESIGNER CREDITS

Scenery created by Doug Linn

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## REQUIRED SCENERY

This scenery requires ORBX Global/Vector to work properly. This was created for the BWEP pipeline project. Having the pipeline scenery will enhance this location for you.

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## INSTALLATION

Unzip the file to a temporary folder.

Place this scenery areas main folder and it's sub level folder named "Scenery" and all files in that folder

into your FSX/P3D "Addon Scenery" folder.

Start up FSX or P3D

Go to "Settings"

Then to "Scenery Library"

Click on "Add Area"

Click on "Addon Scenery"

Locate the newly installed folder for this package you just moved into your "Addon Scenery" folder of

FSX/P3D

Click on the main folder only. You do NOT need to open the "scenery" folder.

Then click on "OK"

And then "OK" again.

FSX/P3D should begin to recompile your scenery library.

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## SNOW DOG TOURS NOTAM

If you have Snow Dog Tours, be sure to re-download the latest Snow Dog Tour B – Part 1. (Dated 2018). If you do not need Snow Dog Tours, but it is recommended as the objects show at several of the airports we are updating.

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## OBJECT LIBRARY

Be sure you have downloaded the latest BWEP Object Library found on the BWEP page or on the

Object Library Page. Dated at or later than 11.21.2016.

The flight plan is located in RTMM Flight Plans.zip that you can download from the Here2There page.

"To Lodge at Black Rapids from Fairbanks.pln" It's a VFR flight plan to the location up over Valdez

Glacier from Valdez. Then you can call this up in FSX using the flight planner and have a flight plan

on the aircraft GPS to help guide you to this destination. That's it.

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## DOCUMENTATION

READ ALL OF THE INSTALLATION FILES IN EACH OF THE INCLUDED ZIP FILES WE PRODUCE. THEY ARE NOT ALWAYS GOING TO BE THE SAME!!

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**DISCLAIMER**

User accepts all risk associated with this scenery file. AUTHORS WILL NOT BE HELD ACCOUNTABLE FOR ANY DAMAGE TO USER SYSTEM HARDWARE.

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