

Owikeno Lake Boat Tour

For the boaters among us, here is a guided tour of Owikeno Lake that will take you to all the major highlights along the lake. You will need ORBX PNW and PFJ as well as RTMM's Owikeno Lake Area. If you are not familiar with the “nautical” side of RTMM, we would like to suggest you give this package a try. Simming at water level is very different from simming at altitude as this will demonstrate. However, you can “fly” this tour also if you would like as you can land at all the places listed.

Taking this tour will familiarize you with the various locations and the starting points for the major River Runs that are included in Owikeno Lake. In addition to the lake, there are over 100 miles of rivers to explore. There is a “pln” file available in this package, so your GPS will be active to help you with this trip

As you make this trip, you are given the option to explore any of the river runs that are part of the package. You will be told on the tour where the river runs start.



The Owikeno Lake Guided Tour:

River's Inlet SPB (CAUB) – Our tour starts at this little sea plane base and is the starting point for your Plan G navigation map. Leave the River's Inlet SPB and head Mag 107, turn to port around the red buoy marking the entrance of the waterway into Owikeno Lake. The village of Owikeeno will pass to port. (Notice the difference in spelling vs. Owikeno).



West Ferry Dock - As you enter the lake, the West Fishing Village will be ahead on the starboard shore. However, follow the port shore to the left past the ferry dock and to Brad's Bait & BBQ West, on a heading of about 022. Watch out for the Ferry Boat that works the lake and docks here. If you get a chance to watch the docking process, it is worth the wait. You can top off with fuel at Brad's Bait & BBQ (West Airstrip).



West Fishing Village - From Brad's West, set a heading of 138 to go to the West Fishing Village. Again, watch for Ferry Boat traffic as you cross its ferry route. The fishing trawler that plies the south shore of the lake docks at the West Fishing Village, so again, be aware you will be in the vicinity of active ai boat traffic. You can dock there for a while if you like. There is a Starbucks on Main Street if you need some coffee.



The Casino - We will now head to the Casino and Resort across the lake on the North Shore. Set a heading of 003. Again, watch for ferry boat traffic and as you approach the Casino, keep in mind an active MegaYacht also docks at the casino. As you will see, there is a full marina here, a helipad and parking lots for the casino and the MegaYacht tours to Machmel Village.



Dallary's Cabin - From the Casino, set a heading of 080 to a point on the south shore. We pass by this point and parallel the south shore to Dallary's Cabin, approximately 4.6 miles ahead. Watch for a red marker buoy beside a rocky point. You will turn to starboard after that and approach Dallary's Cabin. As you approach the cabin, you will pass the outfall of Dallary Creek to starboard. That is a short river run up to Dallary's End Cabin. A nice little side trip. Also at Dallary's Cabin, there is a nice little lagoon to anchor in overnight. NOTAM: Once again, you are crossing three AI Boat routes, so watch for AI traffic on this lake crossing.



Doos Creek Cabin - Our next stop will be Doos Creek Cabin. Continue to follow the southern shore, keeping it to starboard. Doos Creek Cabin is about 5.2 miles ahead on a rough heading of 081. After you pass a prominent point, head about 074 for the narrow opening down the lake. You will be staying near the starboard shore rounding that sharp point with a red marker buoy. Rounding the point come to a heading of 104. Doos Creek Cabin is on the starboard shore ahead. There are red/green flashing buoys to guide you at night. This is another good place to anchor for an overnight. Doos Creek is not navigable but beautiful to see.



Brad's BBQ Ashlulm Creek - From the red buoy outside Doos Creek, set a heading of 348 degrees, re-crossing the lake. We will cross the lake to the north shore for about 2 miles. Watch for boat traffic as you will cross the routes of the Ferry, the Trawler and the MegaYacht. Brad's is another good place to take a break, grab a bite to eat and top off fuel if necessary. You will see the mouth of Ashlulm Creek. This is a short and beautiful river run for about 4.6 miles that ends at the Ashlulm Creek Fishing Lodge. If you have time, take the little river run.



The Captain's Cabin - Our next stop will be the Captain's Cabin located at the mouth of the Machmel River to the south of Machmel Village. Again, you will be crossing active AI boat traffic lanes, so be careful on this leg. As you leave Brad's Ashlulm, in about a mile you will encounter a Green marker buoy on the point. At that buoy, set a heading of 085 for the Captain's Cabin. You will come to the southern shore which you will follow to the mouth of the Machmel River.

The Captain's Trawler commutes from this location near Machmel Village all the way along the lake on the south shore to the West Fishing Village where it docks again.



Machmel Village - As you pass the Captain's Cabin, set a heading to travel just off the shore to starboard to go to Machmel Village. You will first pass by the entrance to the Machmel River. This is the beginning of one of the two MAJOR river runs for Owikeno Lake. You can navigate almost 50 miles up the Machmel ending at Monastery Lake. At Machmel Village, you can dock and walk around if you like, there is plenty of food and an outfitters for supplies. Continue past the village to starboard to approach the East Ferry Dock.



Machmel (East) Ferry Dock - As you continue past Machmel Village to starboard, you will see the East Ferry Dock ahead on the starboard shore. Just beyond that is another small dock where the MegaYacht that takes people from the Casino to Machmel Village docks. There is a lot of boat traffic in this area, one of the North Leg of the lake boats is also moored in this area. If you get a chance to watch the ferry come in to either the east or west docks, it is worth the wait. Amazing how it perfectly lands at the dock.



The First Narrows - After you pass the ferry and yacht docks, continue to the point ahead and turn to starboard to go through the "First Narrows" of Owikeno Lake. After you come through the narrows, turn to port and generally follow the center of the lake, initially at 007 degrees. It will turn 90 degrees to starboard soon, then 90 degrees back toward the north. When you make the second turn, move toward the Western Shore. There are two active AI boats on this lake, so again watch out for them.



Shemahant River Entrance - On the northwest shore of this leg of Owikeno, you'll find rocks marking the entrance to the Sheemahant River. This is another long river run, about 45 miles

ending at beautiful Shemahant Lake where there is a long rapids and cabin on a secluded lake. Inside the mouth of the river is a mooring for the "North Airstrip". Another good starting points for the river run. The AI sailboat docks at an orange buoy at the mouth of this river. Come to port to follow the shoreline passing the mouth of the Sheemahant. Remember all the starting points are in the Map Room at Misty's Place.



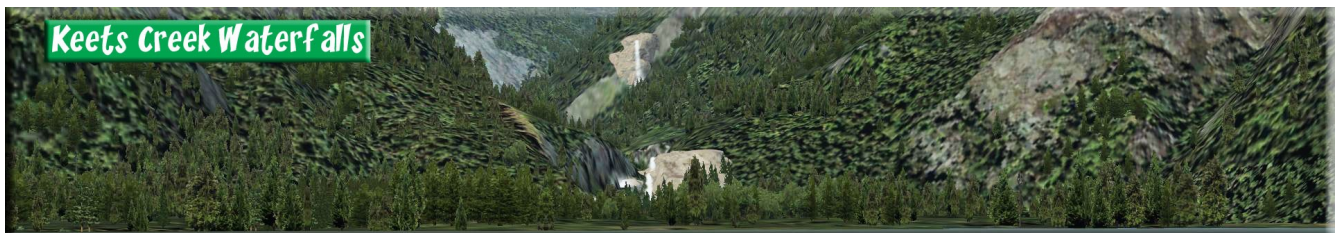
North Airstrip Farm - You will pass by the North Airstrip Farm, complete with a small dairy herd. Continue to follow the starboard shoreline. This will lead you to the Second Narrows. The orange buoy you pass near the farm is the northernmost docking point for the North Leg MegaYacht. So watch for traffic. As you round the port toward starboard, come to 356 degrees to enter the 2nd Narrows straight ahead. It is marked by green and white marker buoys.



Second Narrows - Follow the channel with the red and green marker buoys. Set a heading of 343 to head for the second part of the Narrows a short distance ahead. When you come out into the open lake, stay near the port shore as this will guide you to the Third Narrows.



Third Narrows - As you approach the third narrows, you will see a red buoy on the point to port. Round that point and you are into the Third Narrows.



Keets Creek - As you come out of the third narrows, stay to the port shore and you will soon arrive at Keets Creek. You can see waterfalls ahead from this point ... that is the Keets Creek

Area. Your heading should be 332. You will find a small campsite on the port point. If you want to see the Keets Creek cabins, turn into that point to them, only about 1/2 mile ahead. There are two cabins here and the creek is semi-navigable ... (not river-scaped). If you want to continue on, from the campsite set a heading of 012 for Brad's BBQ North. As you pass Keets Creek, look to port to see the waterfalls in the distance.



Brad's BBQ North – This facility has camping, boat rentals, docks and seaplane supplies. As Brad's comes into view, you can go to there to park and refresh, or you can head up the entrance of the Tzeo River just to the left of the Brad's BBQ complex.



Tzeo River - The entrance to the Tzeo River is marked by large red and green buoys. These buoys mark the "canal route". (There are smaller red and green buoys for side trips). Go between those buoys to begin your adventure cruising the Pacific Fjords Gateway Canal.



Wuikinuxv Falls - About a half mile up the Tzeo River, you will see rocks on your right and a (small buoy) marked route leading to starboard. This is a short 1/2 mile trip back to the Wuikinuxv Falls. A short side trip to a beautiful little area tucked back into the scenery. Some tricky navigating, but you'll make it. You can turn around by the falls and come back out to the Tzeo River again. Notice the large Green and Red Buoys, stay between them to continue on the "canal route".



PNW Canal Control Point - About 5 miles up the Tzeo River you will finally arrive at the ranger station that controls the south end of the Pacific Fjords Gateway Canal. If you need a map, or need some other kind of help before entering the canal, you can stop for it here.

Again, notice the large green and red buoys, turn to starboard and enter the man-made canal.

The Pacific Fjords Gateway Canal - After turning into the canal, you will follow it to the 1st Lake.



Canal 1st Lake - As you come out into the lake, you will see a small cabin ahead and starboard to the exit to this lake. High above you on the starboard cliff are two beautiful waterfalls, best seen coming from the other direction. Continue across this little first lake into the exit/entrance to the second lake.



Canal 2nd Lake - The second lake is very small and you head straight for the exit/entrance ahead. (Watch out for the sailboat that parks here!)



Canal 3rd Lake - Follow the markers to negotiate the winding 3rd lake. To port there is a beautiful waterfall to look at as you go by, best seen if you are heading south. Toward the end of the lake to starboard, a beautiful residence complete with float plane. The entrance is ahead and turns sharply to starboard and you will be back into the man-made part of the canal.



PF Gateway Airstrip - as you come near the end of the canal, you will encounter the Pacific Fjords Gateway Canal airstrip. The runway is 2000 feet long, so you can land a twin engined

aircraft here if you like.



The Pacific Fjords Access Control Station - On the port side, you will encounter the PF Access Control Station. When you pass this, you are going out the exit/entrance of the canal.



The Pacific Fjords Gateway Lodge - As you exit the canal, staying to the port shoreline will bring you to the Pacific Fjords Gateway Lodge, a good place to overnight. This is also a good place to start a trip in the reverse direction. The Mooring Point for the lodge can be found in the Map Room at Misty's Place.

From this final area of the Owikeno Lake scenery, you can connect by water all the way to Misty Fjords and all the other scenery areas coming soon in RTMM.

Hope you enjoyed the tour.

Doug Linn
RTMM

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NOTAM: Included in the zip for this Tour is the large map you can follow and the FSX “pln”. When you load the plan into FSX, the route shows up on your GPS. Note, on the Tzeo River as you are entering the canal, not all the little turns are on the plan, so consider it only for direction but not auto-navigation in that area.