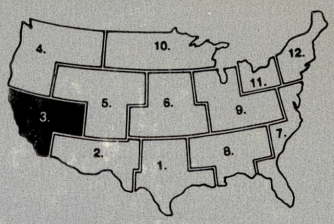
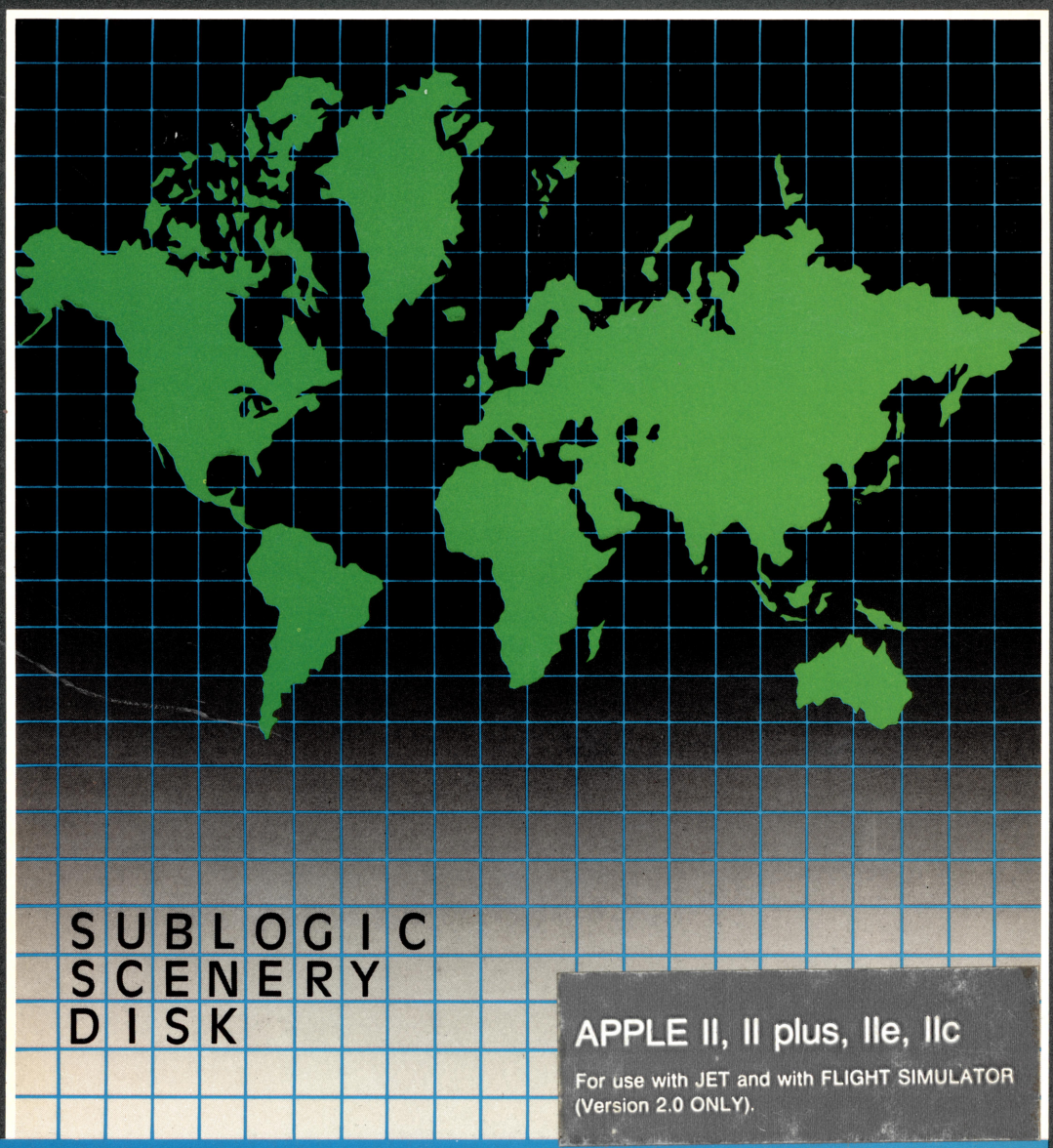
SCENERY DISK 3

1. San Francisco
2. Los Angeles
3. Las Vegas





SUBLOGIC
SCENERY
DISK

APPLE II, II plus, IIe, IIc

For use with JET and with FLIGHT SIMULATOR
(Version 2.0 ONLY).

subLOGIC Scenery Disk

Database Design by Michael Woodley

First Edition
First Printing

SubLOGIC Corporation
713 Edgebrook Drive
Champaign, IL 61820

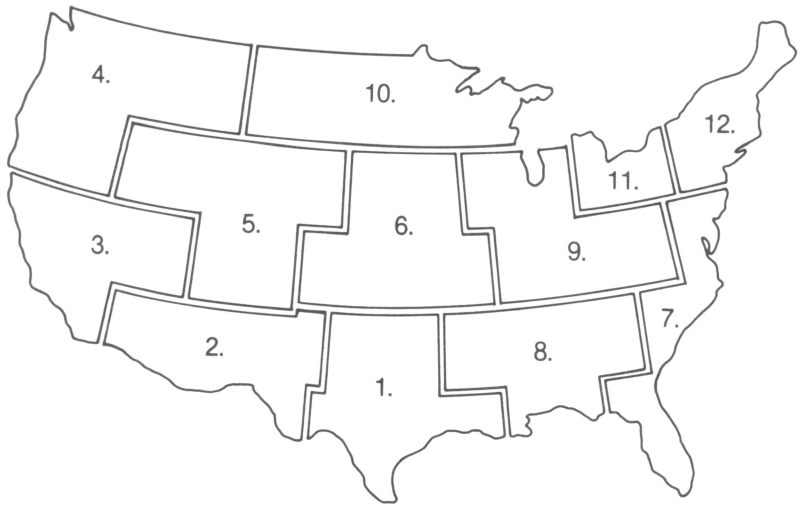
Introduction

SubLOGIC Scenery Disks are an enhancement designed to expand the potential flying environment of Flight Simulator II and other SubLOGIC flight simulation programs. You must have Flight Simulator II, Microsoft Flight Simulator, or Jet in order to use a Scenery Disk.

Twelve separate Scenery Disks covering the entire continental United States were developed using NOAA (National Oceanic and Atmospheric Administration) Sectional Aeronautical Charts and Airport/Facility Directories. These charts divide the United States into 37 different sectionals. Each sectional includes all of the airfields and radio-navigation aids in the area covered by the chart. Sectional charts also show topographical information and obstacles that are important to aviators. Scenery Disk databases were digitized from these NOAA sectionals.

Scenery Disks include enough radio-navigation aids and visual scenery to allow the user to navigate anywhere in the sectional areas covered. A typical Scenery Disk (SD) covers three aeronautical sectionals, and includes approximately 100 airports and 100 radio-nav aids. Some SD's may have more airports and radio-nav aids, since some areas of the country are more densely populated than others. Any of these SD's are ideal for simulating cross-country flights.

SubLOGIC Scenery Disks are grouped by aeronautical sectional. Each SD covers a geographical region of the United States, generally comprised of three sectionals:



WEST

1. Dallas – Ft. Worth
   Houston
   San Antonio
   Brownsville
2. Phoenix
   Albuquerque
   El Paso
3. San Francisco
   Los Angeles
   Las Vegas
4. Klamath Falls
   Seattle
   Great Falls
5. Salt Lake City
   Cheyenne
   Denver
6. Omaha
   Wichita
   Kansas City

EAST

7. Washington
   Charlotte
   Jacksonville
   Miami
8. Memphis
   Atlanta
   New Orleans
9. Chicago
   St. Louis
   Cincinnatti
10. Billings
    Twin Cities
    Green Bay
11. Lake Huron
    Detroit
12. Halifax
    Montreal
    New York

In addition to twelve regional Scenery Disks, a number of STAR Scenery Disks are also available. A STAR Scenery Disk covers a small area with a relatively dense amount of scenery. These disks are mainly intended for visual flight (sight-seeing). They include buildings and landmarks, as well as detailed renditions of the major airports in the area.

Reading a Sectional Directory

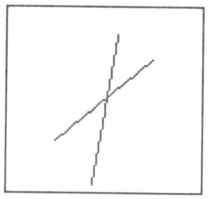
Below is a sample listing from a sectional directory with a description of the information provided. All available airports and radio-nav aids for a given sectional are listed alphabetically. Radio transmitters that border a sectional are also available on neighboring sectionals, so you can cross sectional boundaries when instrument flying.

(1)—2 - ALBUQUERQUE AND EL PASO—(2)

(3)—Alpine

(4)—12628N 10661E—(5)
(6)—alt. 4513

(7)—RWY 1-19 (8)—5999 X 72
RWY 5-23 4821 X 39



(9)—Anton Chico (VOR)—(10)

(4)—14710N 10537E—(5)
(11)—freq. 110

(9)—Artesia (NDB)—(10)

(4)—13703N 10575E—(5)
(11)—freq. 414

1 Page number
2 Sectional name
3 Airport name
4 North coordinate
5 East coordinate
6 Altitude in feet
7 Runway Designator, number
8 Runway dimensions in feet
9 Radio Aid name
10 Radio Aid type designator
11 Radio Aid frequency

Notice that the vertical sides of the airport map align with magnetic north. Magnetic north is the direction you are pointing when your magnetic compass reads 0. Each sectional map's VOR needles point toward magnetic north. The sides of the map align with true north. This is consistent with NOAA sectionals.

Using a Scenery Disk with Flight Simulator II

Load Flight Simulator II in the usual way. When the program has finished loading, enter the simulator's program editor as described in your operating manual and set the NORTH and EAST coordinates of the airport you've chosen from the directory for the region you'd like to explore (set ALTITUDE to 0). Exit the editor, remove the FSII disk and insert the appropriate Scenery Disk. Next, press CTRL E and wait for a menu to appear. This menu page lists the names of the sectionals included on the Scenery Disk. Press any key to exit, and you should find yourself at the airport you've selected. If no scenery is visible, go into radar mode and zoom out to determine your approximate location. You may be able to zoom all the way out and view the entire continental United States database, complete with rivers, highways, coastlines, and the Great Lakes. This default database display indicates that you are not within the boundaries of the sectionals included on your disk. Re-enter the program editor and double-check your coordinates, making sure that both NORTH and EAST coordinates are correct.

When you find yourself at the airport you've selected, it may be a good idea to save your position to a User Mode (see User Mode Library in the FSII Pilot's Operating Handbook). This way, if you crash, you will be returned to the selected airport. Otherwise you will be returned to a preset location (above Lake Michigan) in the default USA database.

Crossing a Sectional Boundary

When you fly over a sectional boundary, one of two things will occur. If the neighboring sectional is also included on your Scenery Disk, that sectional will load and you will have to switch to the appropriate new map and directory provided. If the neighboring sectional is not available on your disk, a common default USA database will load. This default database allows you to zoom out (in radar mode) to view the major geographical features of the United States.

If you have another Scenery Disk containing the appropriate sectional, you can switch disks and press CTRL E to log-in the new disk. After a brief load, the names of the new sectionals available on this disk will be displayed. Press any key to exit and return to Flight Simulator II.

IMPORTANT - If you want to change Scenery Disks or go back to the scenery on the FS2 disk, you must log-in the new disk by pressing CTRL E. If you do not log-in the new disk, you will not get the new scenery and you will risk causing a disk load error.

Using a Scenery Disk with Microsoft Flight Simulator (IBM PC Versions)

Load Flight Simulator in the usual way. When you want to switch to a Scenery Disk, remove the Flight Simulator disk and insert the appropriate Scenery Disk. Press CTRL E. This will log-in the disk. A message will appear on the screen identifying the names of the sectional areas contained on the disk.

The first Scenery Disk log-in automatically checks to see if you have the most recent version of Flight Simulator. If you don't, the program updates Flight Simulator in memory. When this happens, your flight coordinates are set back to the Chicago area. This will only happen on the first Scenery Disk log-in of the session. After the first log-in, your flight coordinates and conditions will carry over as you change Scenery Disks while flying.

After logging in the first Scenery Disk, you can fly or slew through all of the scenery on the disk. You can freely exchange Scenery Disks as you fly to new areas. Press CTRL E to log-in the new area when you switch disks. If you fail to log-in a new Scenery Disk after inserting it, it will be automatically logged in when the disk is accessed. The log-in message will appear after every manual or automatic log-in.

Using the Microsoft Flight Simulator Disk as a Scenery Disk

The Flight Simulator disk contains all of the usual scenery for the Chicago, Seattle, Los Angeles, and New York areas. You can insert this disk and log it in as you would any other Scenery Disk to fly in these areas. This applies to Jet as well as Flight Simulator.

Special Note for IBM PC Flight Simulator Version 2.0

Very few copies of Version 2.0 exist. You most likely have Version 2.1, 2.10, 2.10a, 2.12, or a later version of Microsoft Flight Simulator. Look on the disk label near the serial number area, or look on the first menu page when loading Flight Simulator. If you have Version 2.0, insert the Scenery Disk and press ESC instead of CTRL E for the first log-in of the session. After this first log-in, press CTRL E as usual to log-in new Scenery Disks. Also, never re-insert the Version 2.0 disk to use the Chicago, Seattle, Los Angeles, or New York scenery; you must re-boot Version 2.0 to return to these areas. Version 2.0 also cannot be used as a Scenery Disk for Jet.

Tandy 1000/1200/2000 Flight Simulator

Scenery Disks are compatible with the Tandy 1000/1200/2000 version of Flight Simulator. With this version, always make sure to log-in a new Scenery Disk by pressing CTRL E once the disk has been inserted. No auto-load is available on this version, and failure to log-in a new disk can cause unpredictable results when the disk is accessed after an unlogged disk change.

Special Note for Compaq 286 Users

The 1.2Mbyte floppy drives in the Compaq Deskpro 286 computer cause disk-read errors when using Scenery Disks with SubLOGIC Jet or Microsoft Flight Simulator. Here is the reason why, and how to get around it:

PROBLEM - Whenever you remove a disk from the floppy drive by turning the release lever, the diskette springs out of the drive. This spring action triggers a switch in the drive that informs the disk read/write software that you have just changed the disk. The software assumes that you are about to insert a new disk, and switches to 1.2Mbyte read mode from whatever mode it happens to be in. Jet, Flight Simulator, Scenery Disks (and many other manufacturers programs) are on 360K disks, and a read error results when the Compaq 286 tries to read them as 1.2Mbyte disks.

You can verify this for yourself using the Microsoft Flight Simulator. Boot the disk, then enter and exit the editor several times (ESC key) just to see that everything is functioning properly. Then pop the disk out of the drive, re-insert it, and try to get back into the program editor. You will get a disk read error.

SOLUTION - You can avoid this problem by tricking the disk drive into thinking that you haven't changed disks. Do this by holding the disk in place with your finger while releasing the disk-release lever. DON'T LET THE DISK POP OUT OF THE DRIVE. Then manually remove the disk and insert a Scenery Disk (or Flight Simulator as scenery for Jet). The computer will never know that you changed the disk, and everything should work fine. Remember - if you let the disk pop itself out of the drive, the switch will be activated and the drive will go into 1.2Mbyte mode, thus creating errors.

Jet Users

Scenery Disks are compatible with SubLOGIC Jet. Follow the instructions in your Jet manual for loading a Scenery Disk. Jet has no automatic log-in feature, so always make sure you return to the Jet startup menu page before inserting a new Scenery disk. Changing Scenery Disks in the middle of a Jet flight can cause unpredictable results when the disk is accessed after a disk change.

Conclusion

As of this writing there are no fuel or repair facilities available on regular Scenery Disks (although they do occur on STAR Scenery Disks). To refuel, just land at an airport and enter the program editor. Your tanks will be filled and repairs will be made when you exit the editor.

We intend to periodically update and improve our Scenery Disks to include more airports, radio aids, and scenery details as recommended by users. If you know of an airport (or any other detail) that should be included on future versions of these Scenery Disks, please drop us a line and include the required information ON A SEPARATE SHEET OF PAPER (so we can store it in our files). Here's what we need to know:

Airports:	NAME, CITY, & STATE LATITUDE, LONGITUDE, & ALTITUDE HEADING, LENGTH, & WIDTH of each runway
Buildings, objects:	NAME, CITY, & STATE LATITUDE, LONGITUDE, & DIMENSIONS

Pictures and postcards are also welcome, especially aerial views. If you're unable to determine the latitude and longitude for the object or airport in question, please provide a description of where the object can be located on a map. All customer correspondence is read and answered (when appropriate). And please; remember to include any scenery suggestions or information on a SEPARATE page of your letter.

Big Sur (VOR)

16658N 5071E
freq. 114

Bishop (VOR)

16757N 6331E
freq. 109.6

Casa Diablo (NDB)

16854N 6298E
freq. 260

Chandler (NDB)

16661N 5751E
freq. 344

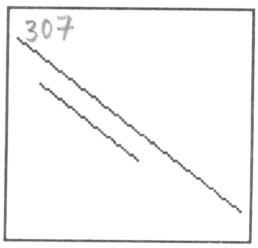
Chico (VOR)

18158N 5573E
freq. 109.8

Chico

18158N 5567E
alt. 239

RWY 13-31 6723 X 147
RWY 13-31 3004 X 59



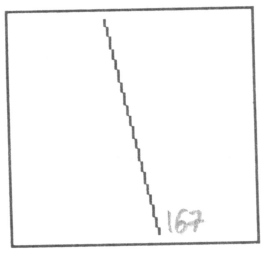
Columbia (NDB)

17267N 5759E
freq. 404

Columbia

17269N 5753E
alt. 2116

RWY 17-35	4057 X 72



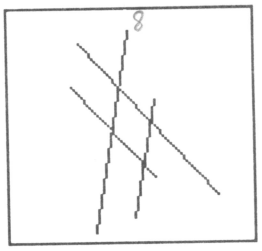
Concord (VOR)

17473N 5234E
freq. 117

Concord, Buchanan

17452N 5221E
alt. 23

RWY 1-19	4710 X 147
RWY 14-32	4598 X 147
RWY 14-32	2797 X 72
RWY 1-19	2765 X 72



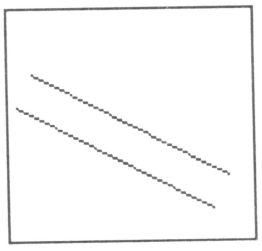
Fresno (VOR)

16722N 5786E
freq. 112.9

Fresno - Chandler Downtown

16671N 5752E
alt. 279

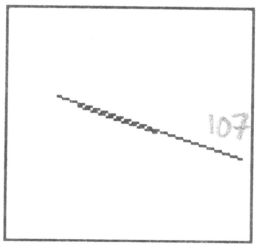
RWY 12-30	3473 X 72
RWY 12-30	3440 X 72



Fresno Air Terminal

16679N 5795E
alt. 331

RWY 11-29	9220 X 147
RWY 11-29	3899 X 72



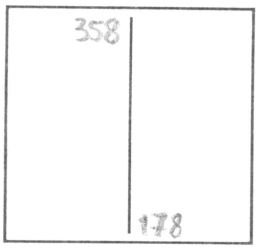
Friant (VOR)

16786N 5887E
freq. 115.6

Garberville

18514N 5010E
alt. 544

RWY 0-18	3047 X 72



Hangtown (VOR)

17590N 5755E
freq. 115.5

Hazen (VOR)

17712N 6434E
freq. 114.1

Lake Tahoe (VOR)

17720N 5979E
freq. 113.2

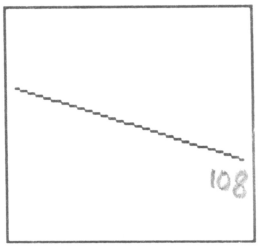
Linden (VOR)

17355N 5574E
freq. 114.8

Little River, Mendocino Co.

18174N 4895E
alt. 571

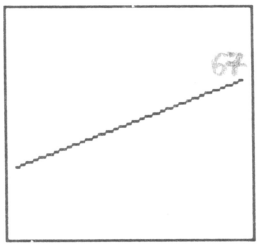
RWY 11-29 5247 X 147



Livermore

17302N 5251E
alt. 397

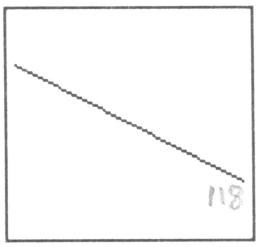
RWY 7-25 4004 X 98



Lodi, Kingdon

17408N 5460E
alt. 16

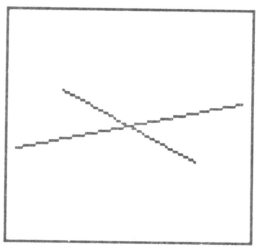
RWY 12-30 3998 X 137



Lodi

17447N 5503E
alt. 59

RWY 8-26	3089 X 22
RWY 12-30	2069 X 22



Lovelock (VOR)

17891N 6653E
freq. 116.5

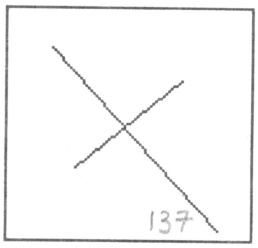
Marysville (VOR)

17845N 5551E
freq. 110.8

Marysville, Yuba Co.

17840N 5550E
alt. 62

RWY 14-32	6005 X 147
RWY 5-23	3279 X 147



Maxwell (VOR)

18012N 5381E
freq. 110

McClellan (VOR)

17648N 5536E
freq. 109.2

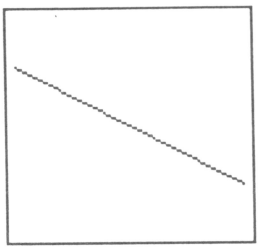
Merced (VOR)

16931N 5641E
freq. 114.2

Merced

16980N 5608E
alt. 154

RWY 12-30 5900 X 147



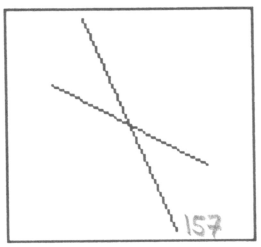
Mina (VOR)

17210N 6609E
freq. 115.1

Minden, Douglas Co.

17584N 6104E
alt. 4717

RWY 16-34 7393 X 147
RWY 12-30 5287 X 147



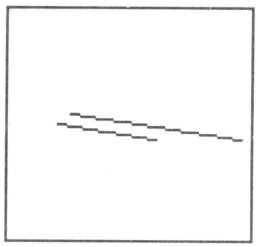
Modesto (VOR)

17170N 5522E
freq. 114.6

Modesto City

17172N 5518E
alt. 98

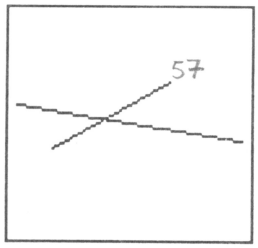
RWY 10-28	5910 X 147
RWY 10-28	3450 X 147



Monterey Penninsula

16862N 5069E
alt. 243

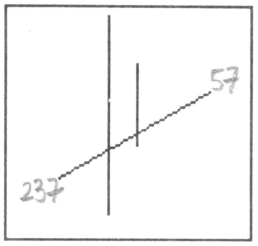
RWY 10-28	6596 X 147
RWY 6-24	3998 X 147



Napa Co.

17571N 5187E
alt. 33

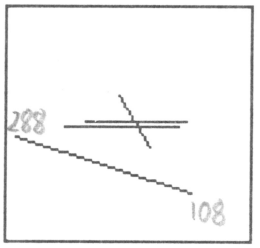
RWY 0-18	5930 X 147
RWY 6-24	5005 X 147
RWY 0-18	2499 X 72



Oakland, Metro Oakland Int'l

17367N 5129E
alt. 7

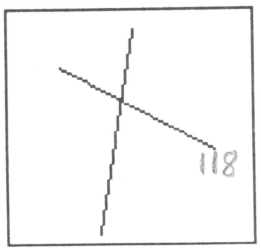
RWY 11-29	9997 X 147
RWY 9-27	6209 X 147
RWY 15-33	3365 X 72
RWY 9-27	5451 X 147



Oroville

18003N 5592E
alt. 200

RWY 1-19	5959 X 147
RWY 12-30	4844 X 147



Pajar (NDB)

16978N 5131E
freq. 327

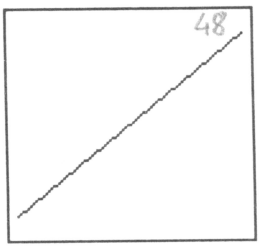
Panoche (VOR)

16770N 5440E
freq. 112.6

Placerville

17591N 5748E
alt. 2585

RWY 5-23	4198 X 72



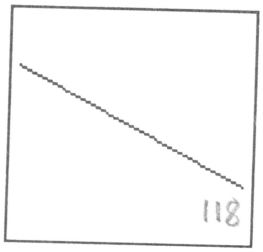
Point Reyes (VOR)

17588N 4975E
freq. 113.7

Porterville

16294N 5898E
alt. 443

RWY 12-30 5999 X 144



Priest (VOR)

16520N 5389E
freq. 110

Proberta (NDB)

18340N 5500E
freq. 338

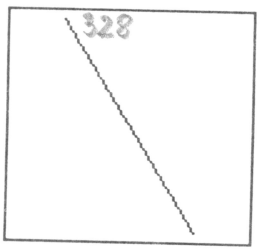
Red Bluff (VOR)

18333N 5500E
freq. 115.7

Red Bluff

18347N 5500E
alt. 348

RWY 15-33 5982 X 147



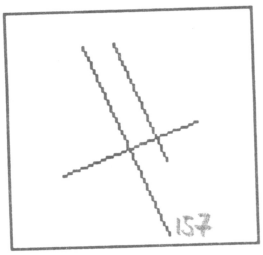
Reno (VOR)

17793N 6227E
freq. 117.9

Reno Cannon

17788N 6176E
alt. 4412

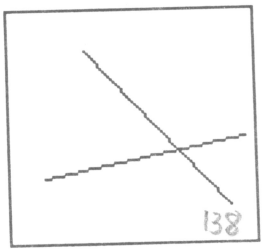
RWY 16-34	8997 X 147
RWY 7-25	6100 X 147
RWY 16-34	5589 X 72



Reno/Stead

17875N 6169E
alt. 5045

RWY 14-32	8078 X 147
RWY 8-26	7599 X 147



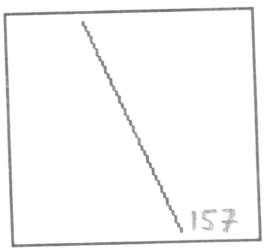
Sacramento (VOR)

17572N 5456E
freq. 115.2

Sacramento Metro

17681N 5477E
alt. 23

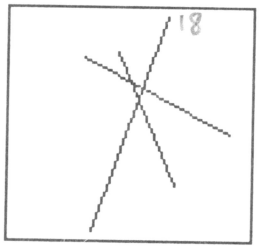
RWY 16-34	8596 X 147



Sacremento Exec.

17595N 5482E
alt. 23

RWY 2-20	5500 X 147
RWY 16-34	3483 X 147
RWY 12-30	3834 X 98



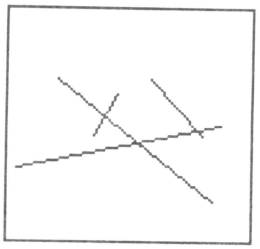
Salinas (VOR)

16852N 5163E
freq. 117.3

Salinas

16856N 5161E
alt. 85

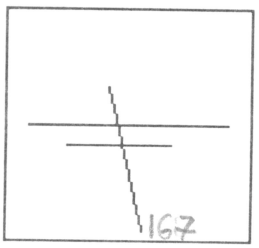
RWY 8-26	4992 X 196
RWY 13-31	4824 X 147
RWY 3-21	1197 X 147
RWY 14-32	1899 X 49



San Francisco Int'l

17340N 5061E
alt. 10

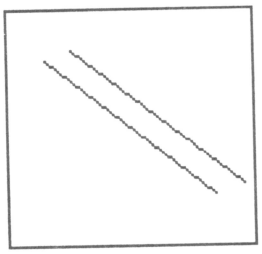
RWY 9-27	5339 X 98
RWY 9-27	2735 X 59
RWY 17-35	4145 X 98



San Jose, Reid - Hillview

17158N 5194E
alt. 134

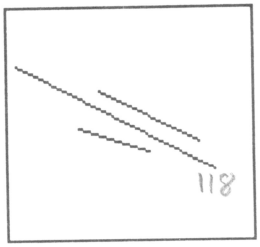
RWY 13-31	3099 X 72
RWY 13-31	3096 X 72



San Jose

17184N 5165E
alt. 56

RWY 12-30	8898 X 147
RWY 12-30	4418 X 147
RWY 11-29	2997 X 39



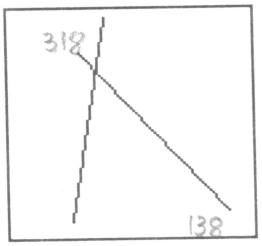
Santa Rosa (VOR)

17758N 5064E
freq. 113

Santa Rosa, Sonoma Co.

17756N 5066E
alt. 125

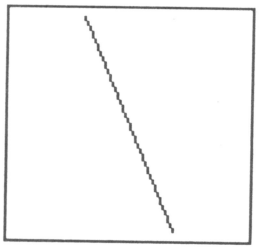
RWY 14-32	5113 X 147
RWY 1-19	5001 X 147



Santa Rosa

17711N 5066E
alt. 98

RWY 16-34 6887 X 196



Sausalito (VOR)

17452N 5050E
freq. 116.2

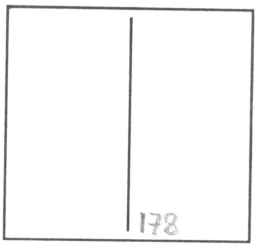
Scaggs Island (VOR)

17567N 5149E
freq. 112.1

South Lake Tahoe, Lake Tahoe

17570N 6016E
alt. 6265

RWY 0-18 8541 X 147



Sparks (NDB)

17875N 6213E
freq. 254

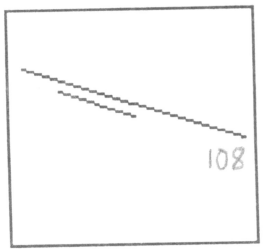
Stockton (VOR)

17276N 5483E
freq. 116

Stockton Metro

17312N 5467E
alt. 30

RWY 11-29	8649 X 147
RWY 11-29	2994 X 72



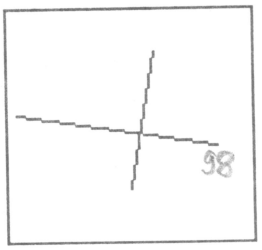
Travis (VOR)

17565N 5358E
freq. 116.4

Truckee - Tahoe

17761N 6031E
alt. 5901

RWY 10-28	6399 X 98
RWY 1-19	4647 X 72



Ukiah (VOR)

18037N 5004E
freq. 112.3

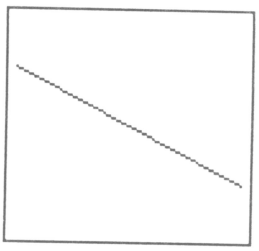
Visalia (VOR)

16468N 5815E
freq. 109.4

Visalia

16454N 5831E
alt. 292

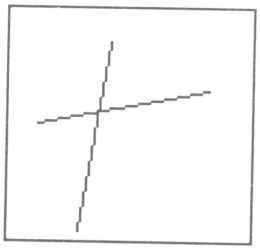
RWY 12-30 6553 X 147



Watsonville

16995N 5138E
alt. 161

RWY 1-19 4500 X 147
RWY 8-26 3998 X 147



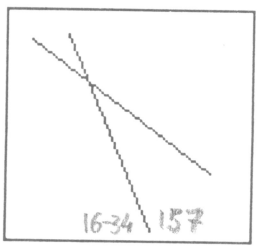
Williams (VOR)

17888N 5402E
freq. 114.4

Willows-Glenn Co.

18087N 5409E
alt. 138

RWY 13-31 4555 X 98
RWY 16-34 4503 X 147



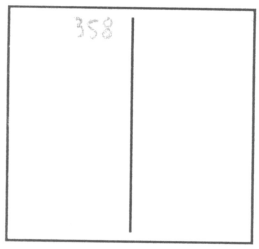
Woodside (VOR)

17233N 5054E
freq. 113.9

Apple Valley

15522N 6307E
alt. 3060

RWY 0-18 6497 X 147



Avenal (VOR)

16234N 5480E
freq. 117.1

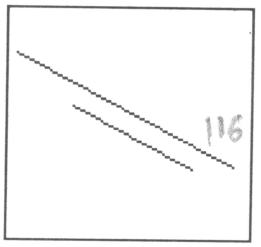
Bakersfield (VOR)

16079N 5758E
freq. 115.4

Bakersfield, Meadows

16053N 5767E
alt. 489

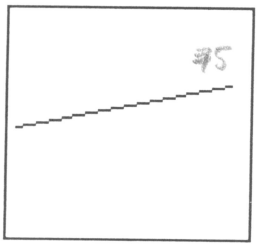
RWY 12-30 6707 X 147
RWY 12-30 3699 X 72



Banning

15214N 6349E
alt. 2221

RWY 8-26 5198 X 147



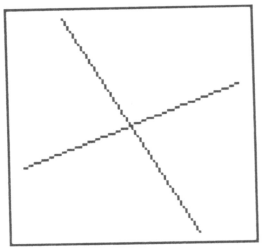
Beatty (VOR)

16343N 6798E
freq. 114.7

Burbank - Glendale - Pasadena

15478N 5861E
alt. 774

RWY 15-33	6901 X 147
RWY 7-25	6071 X 147



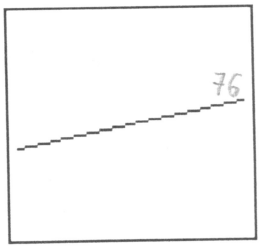
Camarillo (VOR)

15549N 5607E
freq. 115.8

Camarillo

15553N 5607E
alt. 79

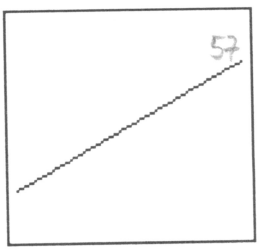
RWY 8-26	6018 X 147



Carlsbad, McClellan - Palomar

14926N 6112E
alt. 328

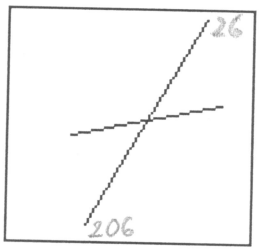
RWY 6-24	4696 X 147



Chino

15315N 6083E
alt. 649

RWY 3-21	6202 X 147
RWY 8-26	3853 X 147



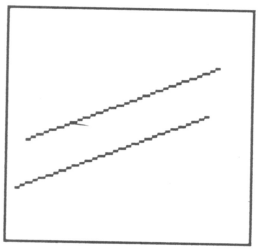
Compton (NDB)

15333N 5863E
freq. 378

Compton

15336N 5864E
alt. 98

RWY 7-25	3667 X 59
RWY 7-25	3667 X 59



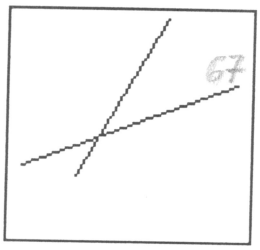
Daggett (VOR)

15624N 6558E
freq. 113.2

Daggett, Barstow - Daggett

15601N 6474E
alt. 1929

RWY 7-25	6399 X 147
RWY 3-21	5149 X 98



Fellows (VOR)

15994N 5449E
freq. 117.5

Fillmore (VOR)

15589N 5696E
freq. 112.5

Gaviota (VOR)

15784N 5302E
freq. 116.5

General Fox (NDB)

15683N 5971E
freq. 282

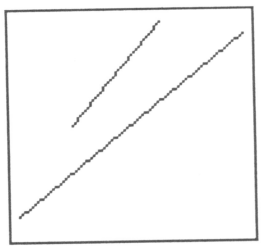
Goreman (VOR)

15773N 5757E
freq. 116.1

Hemet - Ryan

15155N 6272E
alt. 1512

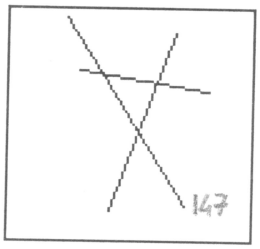
RWY 5-23	4313 X 98
RWY 4-22	2043 X 29



Inyokern - Kern Co

16030N 6209E
alt. 2457

RWY 15-33	7334 X 147
RWY 2-20	6320 X 72
RWY 10-28	4149 X 147



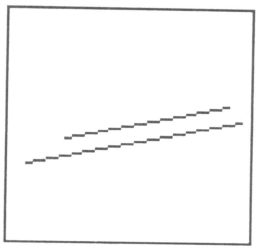
Julian (VOR)

14862N 6354E
freq. 114

La Verne, Brackett

15376N 6044E
alt. 1010

RWY 8-26	4837 X 72
RWY 8-26	3660 X 72



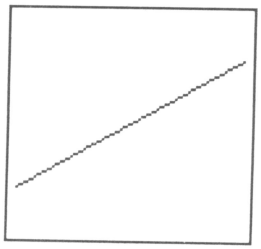
Lake Hughes (VOR)

15695N 5840E
freq. 108.4

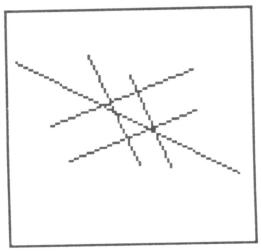
Lancaster, General Fox

15685N 5971E
alt. 2348

RWY 6-24	4998 X 147



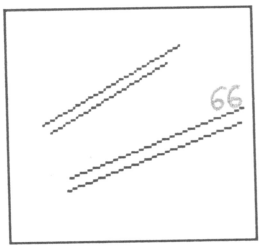
Long Beach



15296N 5885E
alt. 56

RWY 12-30	9997 X 196
RWY 7-25	6189 X 196
RWY 7-25	5418 X 147
RWY 16-34	5021 X 147
RWY 16-34	4263 X 147

Los Angeles Int'l



15379N 5811E
alt. 125

RWY 7-25	12090 X 147
RWY 7-25	11998 X 196
RWY 6-24	10282 X 147
RWY 6-24	8924 X 147

March (VOR)

15184N 6215E
freq. 113.4

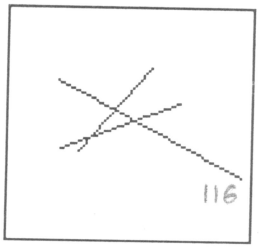
Mission Bay (VOR)

14774N 6089E
freq. 117.8

Mojave

15810N 6033E
alt. 2788

RWY 12-30	9597 X 196
RWY 7-25	5917 X 59
RWY 4-22	5198 X 49



Nan Nuys (VOR)

15497N 5816E
freq. 113.1

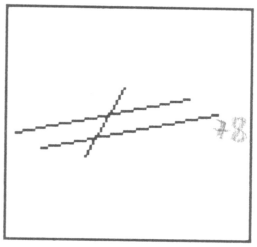
Oceanside (VOR)

14983N 6074E
freq. 115.3

Ontario Int'l

15343N 6106E
alt. 951

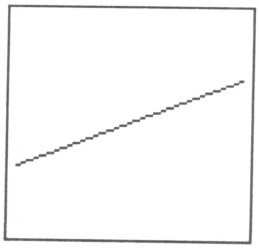
RWY 8-26	10197 X 147
RWY 8-26	10000 X 147
RWY 3-21	4749 X 147



Oxnard

15563N 5567E
alt. 43

RWY 7-25	5949 X 98



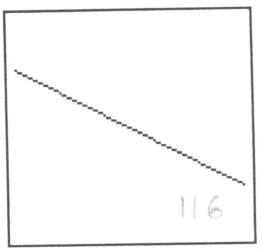
Palm Springs (VOR)

15153N 6489E
freq. 115.5

Palm Springs

15143N 6459E
alt. 449

RWY 12-30 7012 X 147



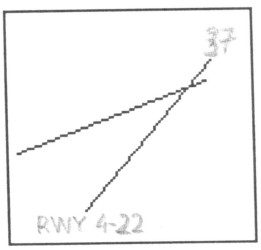
Palmdale (VOR)

15624N 6010E
freq. 114.5

Palmdale AF

15628N 6003E
alt. 2542

RWY 7-25 12001 X 196
RWY 4-22 11998 X 147



Paradise (VOR)

15276N 6112E
freq. 112.2

Paso Robles (VOR)

16308N 5266E
freq. 114.3

Pettis (NDB)

15318N 6187E
freq. 397

Poggi (VOR)

14679N 6157E
freq. 109.8

Pomona (VOR)

15367N 6041E
freq. 110.4

Porterville (VOR)

16249N 5836E
freq. 109.2

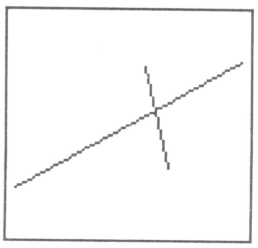
Priest (VOR)

16520N 5389E
freq. 110

Rialto

15352N 6185E
alt. 1437

RWY 6-24	3598 X 72
RWY 17-35	1531 X 59



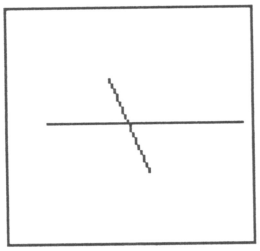
Riverside (VOR)

15280N 6141E
freq. 112.4

Riverside

15284N 6143E
alt. 817

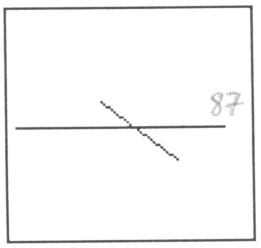
RWY 9-27	5398 X 98
RWY 16-34	2847 X 49



San Diego Int'l - Lindbergh

14755N 6098E
alt. 16

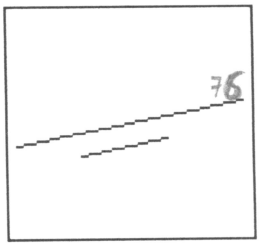
RWY 9-27	9397 X 196
RWY 13-31	4437 X 72



San Diego, Brown

14666N 6155E
alt. 525

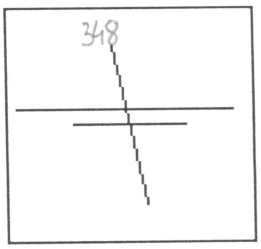
RWY 8-26	7996 X 196
RWY 8-26	3030 X 68



San Diego, Gillespie

14769N 6184E
alt. 384

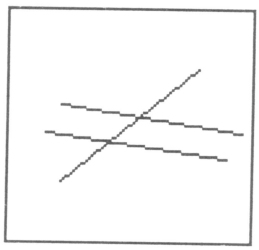
RWY 9-27	5339 X 98
RWY 17-35	4145 X 98
RWY 9-27	2735 X 59



San Diego, Montgomery

14782N 6125E
alt. 423

RWY 5-23	3401 X 147
RWY 10-28	3398 X 147
RWY 10-28	3398 X 59



San Luis Obispo (NDB)

16114N 5156E
freq. 288

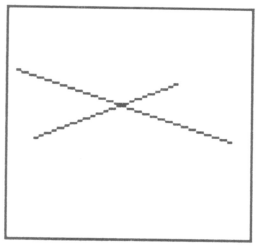
San Luis Obispo (VOR)

16152N 5166E
freq. 112.4

San Luis Obispo

16135N 5202E
alt. 210

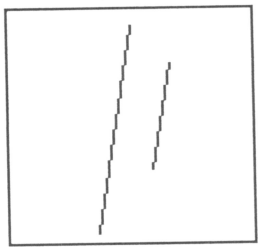
RWY 11-29	4798 X 147
RWY 7-25	3260 X 147



Santa Ana (VOR)

15209N 5967E
freq. 109.4

Santa Anna, John Wayne - Orange Co.



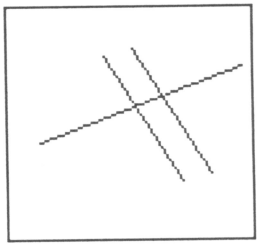
15209N 5965E
alt. 52

RWY 1-19	5697 X 147
RWY 1-19	2886 X 72

Santa Barbara (VOR)

15742N 5409E
freq. 114.9

Santa Barbara



15717N 5375E
alt. 10

RWY 7-25	6048 X 147
RWY 15-33	4181 X 98
RWY 15-33	4178 X 72

Santa Catalina (VOR)

15137N 5739E
freq. 111.4

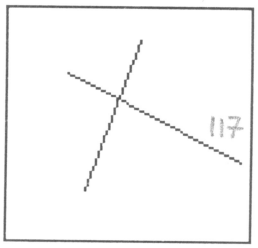
Santa Maria (VOR)

16003N 5209E
freq. 111

Santa Maria

15976N 5222E
alt. 259

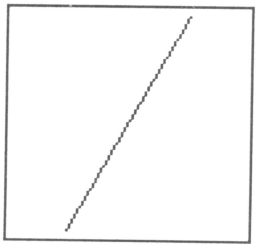
RWY 12-30	6297 X 147
RWY 2-20	5267 X 147



Santa Monica

15408N 5805E
alt. 174

RWY 3-21	4985 X 147



Seal Beach (VOR)

15272N 5915E
freq. 115.7

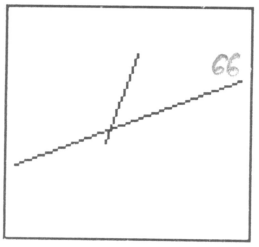
Swan Lake (NDB)

15302N 6112E
freq. 257

Taft - Kern Co

15970N 5601E
alt. 876

RWY 7-25	3968 X 59
RWY 2-20	1639 X 68



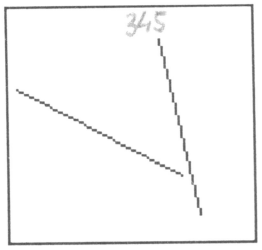
Thermal (VOR)

15027N 6560E
freq. 116.2

Thermal

15030N 6561E
alt. 0

RWY 12-30	4998 X 147
RWY 17-35	4998 X 147



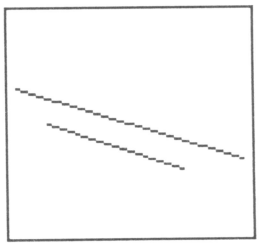
Tijuana (VOR)

14646N 6158E
freq. 116.5

Torrance

15311N 5820E
alt. 102

RWY 11-29	4998 X 147
RWY 11-29	2997 X 72



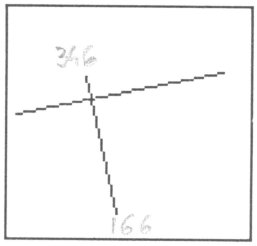
Twentynine Palms (VOR)

15194N 6745E
freq. 114.2

Twentynine Palms

15220N 6691E
alt. 1906

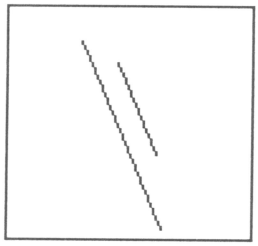
RWY 8-26	5526 X 45
RWY 17-35	3798 X 49



Van Nuys

15488N 5816E
alt. 800

RWY 16-34	7999 X 147
RWY 16-34	3998 X 147



Ventura (VOR)

15507N 5609E
freq. 108.2

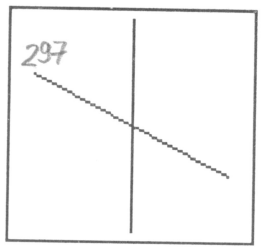
Visalia (VOR)

16468N 5815E
freq. 109.4

Austin

17495N 7000E
alt. 5730

RWY 12-30 5999 X 147
RWY 0-18 5999 X 147



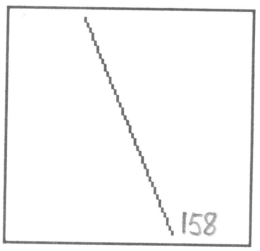
Beatty (VOR)

16343N 6798E
freq. 114.7

Beatty

16382N 6791E
alt. 3168

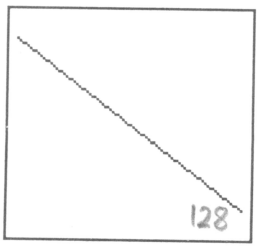
RWY 16-34 5628 X 49



Beaver

16548N 8314E
alt. 5852

RWY 13-31 4496 X 72



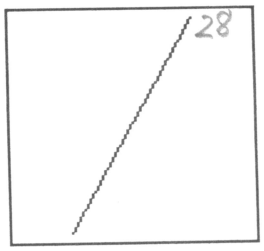
Boulder City (VOR)

15808N 7328E
freq. 116.7

Boulder City

15811N 7319E
alt. 2460

RWY 3-21 2961 X 59



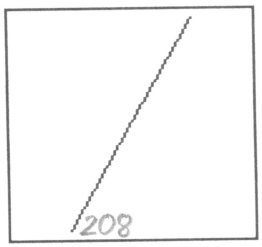
Bryce Canyon (VOR)

16275N 8396E
freq. 112.8

Bryce Canyon

16278N 8429E
alt. 7587

RWY 3-21 7399 X 147



Carbon (VOR)

16958N 9123E
freq. 109

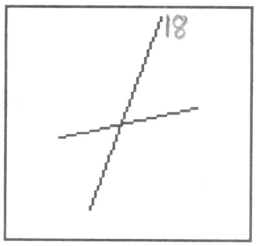
Cedar City (VOR)

16389N 8151E
freq. 108.6

Cedar City

16361N 8113E
alt. 5622

RWY 2-20	7799 X 147
RWY 8-26	5198 X 59



Coaldale (VOR)

16948N 6619E
freq. 117.7

Daggett (VOR)

15624N 6558E
freq. 113.2

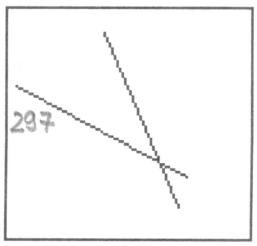
Delta (VOR)

16978N 8512E
freq. 116.1

Delta

17010N 8496E
alt. 4756

RWY 16-34	6008 X 72
RWY 12-30	5933 X 81



Ely (VOR)

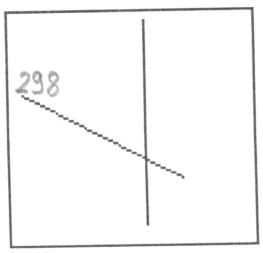
17192N 7743E
freq. 110.6

4 - LAS VEGAS

Ely - Yelland

17193N 7729E
alt. 6255

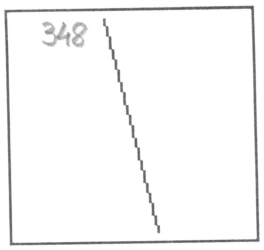
RWY 0-18 5995 X 147
RWY 12-30 4979 X 98



Eureka

17429N 7398E
alt. 5947

RWY 17-35 4778 X 59



Grand Canyon (VOR)

15530N 8249E
freq. 113.1

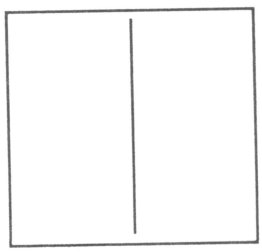
Las Vegas (Nev) (VOR)

15876N 7241E
freq. 116.9

Las Vegas Henderson

15845N 7227E
alt. 2460

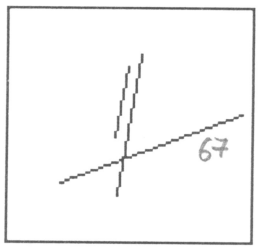
RWY 0-18 4998 X 49



Las Vegas, McCarran

15884N 7234E
alt. 2175

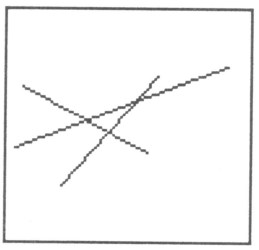
RWY 7-25	12634 X 147
RWY 1-19	9774 X 147
RWY 1-19	4998 X 72



Las Vegas, North Las Vegas

15948N 7236E
alt. 2207

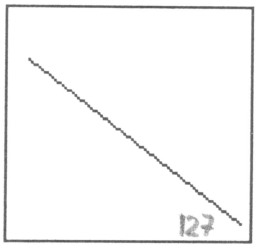
RWY 7-25	5001 X 98
RWY 4-22	3266 X 62
RWY 12-30	3122 X 62



Loa, Wayne Wonderland

16509N 8684E
alt. 7019

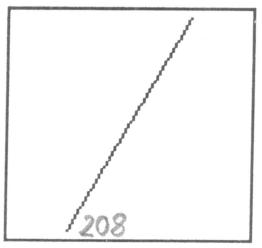
RWY 13-31	5897 X 72



Manti - Ephraim

16915N 8781E
alt. 5501

RWY 3-21	4867 X 72



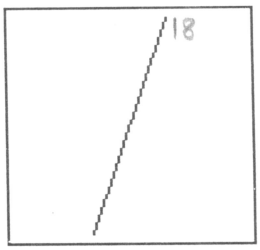
Mercury (NDB)

16193N 7017E
freq. 326

Mercury, Desert Rock

16201N 7008E
alt. 3313

RWY 2-20 7514 X 98



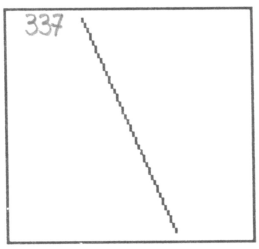
Milford (VOR)

16626N 8236E
freq. 112.1

Milford

16659N 8224E
alt. 5038

RWY 16-34 4998 X 72



Mina (VOR)

17210N 6609E
freq. 115.1

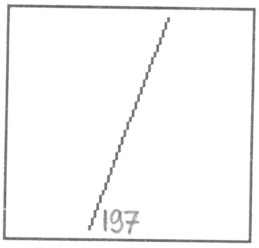
Mormon Mesa (VOR)

16074N 7623E
freq. 114.3

Mt. Pleasant

16987N 8848E
alt. 5829

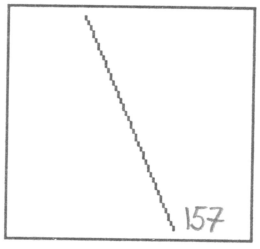
RWY 2-20 4257 X 72



Nephi

17109N 8743E
alt. 5009

RWY 16-34 4696 X 72



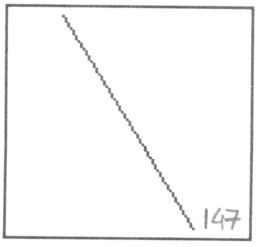
Page (VOR)

15875N 8594E
freq. 117.6

Page

15889N 8577E
alt. 4310

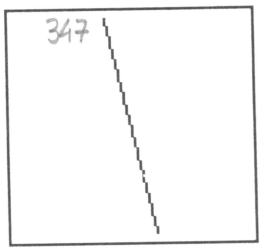
RWY 15-33 5497 X 147



Panaca, Lincoln Co.

16524N 7688E
alt. 4828

RWY 17-35 4618 X 59



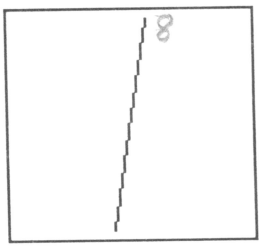
Richfield (NDB)

16702N 8580E
freq. 365

Richfield

16708N 8558E
alt. 5278

RWY 1-19 6641 X 72



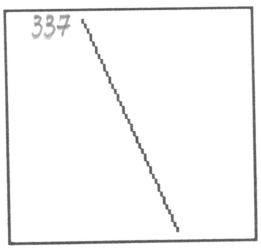
St. George (VOR)

16140N 7891E
freq. 109.8

St. George

16155N 7875E
alt. 2939

RWY 16-34 6097 X 98



Tonopah (VOR)

16882N 6865E
freq. 117.2

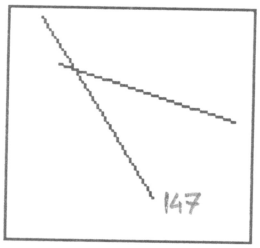
Tonopah Test Range (NDB)

16799N 6911E
freq. 278

Tonopah

16899N 6849E
alt. 5425

RWY 15-33	7160 X 72
RWY 11-29	5949 X 72



Tuba City (VOR)

15517N 8569E
freq. 113.5

Wilson Creek (VOR)

16708N 7765E
freq. 116.3

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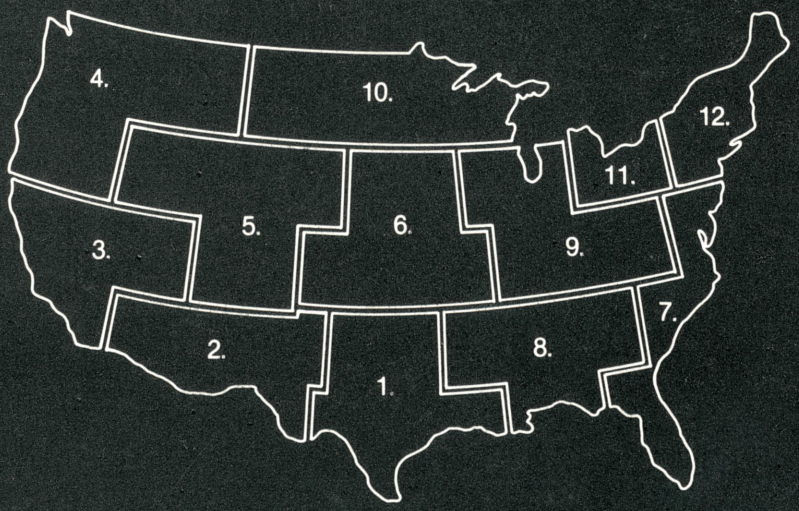

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