Grand Forks International Airport - KGFK, ND for FSX
by: Scenery4Flightsims.com

This is fictional scenery for KGFK, Grand Forks International Airport, North Dakota designed for FSX. I brought this airport up to date because it had been added on to and approaches changed since FSX was developed.

Grand Forks International Airport (IATA: GFK, ICAO: KGFK, FAA LID: GFK) is a public airport five miles (8 km) northwest of Grand Forks, in Grand Forks County, North Dakota. GFK has no scheduled passenger flights out of the country but has an "international" title (like many other airports) because it has customs service for arrivals from Canada and other countries.

The airport, sometimes called Mark Andrews International Airport after Mark Andrews, a former U.S. House Representative and U.S. Senator from North Dakota, is owned by the Grand Forks Regional Airport Authority and located on U.S. Highway 2, around four miles (6 km) west of Interstate 29, within city limits in a detached section of the city that is surrounded by Rye Township.

In 2009 the airport's FAA control tower was the 23rd busiest in the nation, with 346,165 tower operations.[3] About 90% of all operations at GFK are flights operated by the University of North Dakota's John D. Odegard School of Aerospace Sciences which is based on the field.

Here is what to look for in this scenery package:

- Added airport property to accommodate the newest runway.
- Added runway 9R - 27L at the sounth end of the airport per current airport diagram.
- Rename runway 8 - 26  as 9L - 27R
- Added / edited  taxi signs.
- Added new taxiways connecting to the new runway.
- Added night lighting to the ramp area.
- Added to airport property to accommodate missing ramps.
- Added missing GPS approaches and necessary waypoints.
- Added additional parking.

Credits:

Scenery Object placement done with Flight 1 software  "Easy Scenery2"

Airport modifications using Airport Design Editor by Scruffy Duck Software

Terrain / Landclass modifications done with SBuilder X