

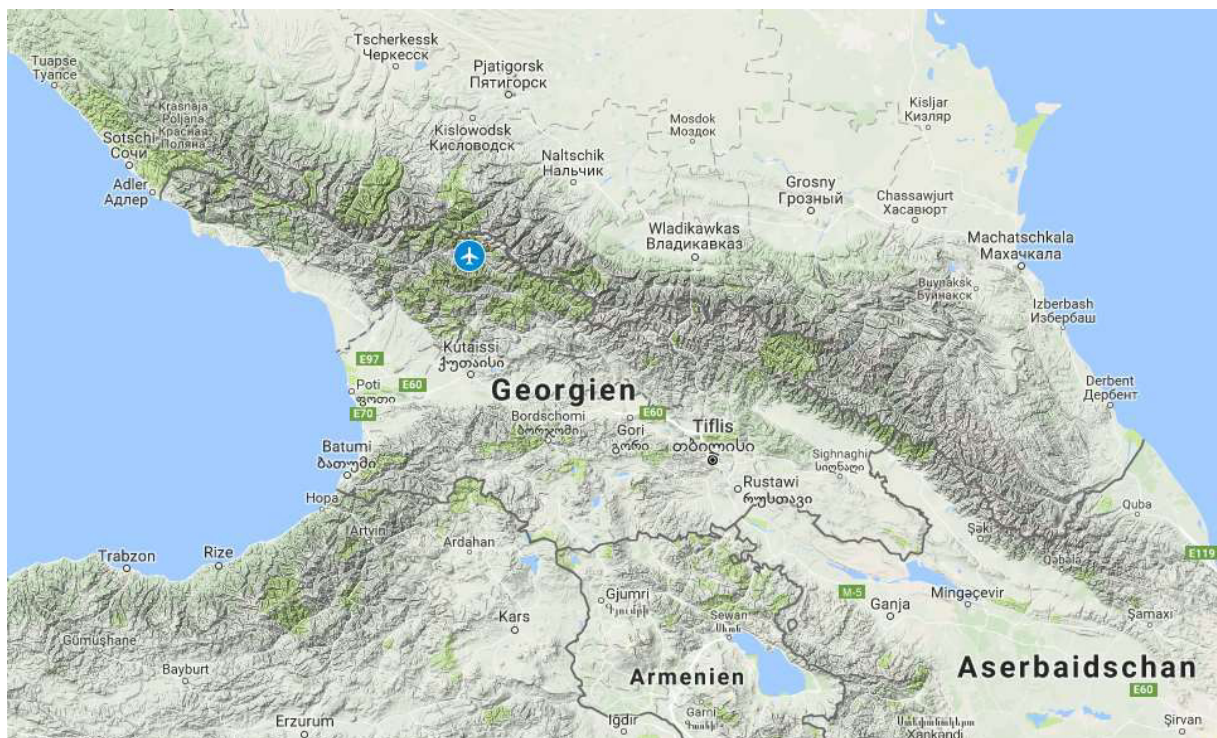


## UGMS

### Queen Tamar Airport

Mestia, Georgia

### Mestia



Mestia (Georgian: მესტია IPA: [mɛstʰiɑ]) is a highland townlet (daba) in northwest Georgia, at an elevation of 1,500 metres (4,921 feet) in the Caucasus Mountains.

According to the current administrative subdivision of Georgia, Mestia is located in the Svaneti region of Samegrelo-Zemo Svaneti province, some 128 kilometres (80 miles) northeast of the regional capital of Zugdidi. Mestia and the adjoining 132 villages form Mestia District (raioni). Its area is 30,444 square

kilometres (11,754 sq mi); and its population is 14,248 (2,600 in the town itself), according to the 2002 Georgia census. It was granted the status of a townlet (Georgian: daba) in 1968.

Historically and ethnographically, Mestia has always been regarded a chief community of Zemo, or Upper Svaneti province. It was formerly known as Seti (სედი). The population is mostly Svans, a cultural and linguistic subgroup of the Georgians. Despite its small size, the townlet was an important centre of Georgian culture for centuries and contains a number of medieval monuments, such as churches and forts, included in a list of UNESCO World Heritage Sites.

## **The Airport**

Mestia Airport got built in 2010 and has one runway (02/20) with a length of 1150 m. It is named after the medieval queen regnant Tamar of Georgia. No IFR procedures are available and due to the weather and the mountainous terrain, approaches can get quite challenging. Cancelled flights are the rule and not the exception. In the year 2016 the airport handled 4.200 passengers.

### Airlines and Destinations

Vanilla Sky offers scheduled flights to UGSA, Natakhtari (near the capital Tbilisi) and to UGKO, Kutaisi International Airport several times per week with a LET410 aircraft.

<http://www.vanillasky.ge>

## **Compability**

This version is only tested with P3D v3.4. FSX is not supported any more. If you are interested in a version, that runs on FSX, there is version 0.8 in the AVSIM-library.

The P3D Version should be compatible with the usual addons (ORBX FTX Global, ORBX Vector, FS Global Mesh). If you run into any problems, let me know.

P3D v4 is also not supported right now but it is being worked on. You can use it but there might be some mesh issues, that I could not resolve.

## **Installation**

Copy the folders *UGMS - Terrain* and *UGMS - Mestia* to a place of your choice. You have to activate it in P3D manually by adding it to the scenery library. Just be aware, that the terrain has to be below the scenery:

|                                     |                |                                                   |    |
|-------------------------------------|----------------|---------------------------------------------------|----|
| <input checked="" type="checkbox"/> | Dubai_LC       | E:\P3D\MyIamp\Dubai_LC                            | 10 |
| <input checked="" type="checkbox"/> | LHS_LHBP_X     | Addon Scenery\LHS_LHBP_X                          | 17 |
| <input type="checkbox"/>            | UGTB - Tbilisi | E:\P3D\Addon Scenery\UGTB - Tbilisi               | 18 |
| <input checked="" type="checkbox"/> | UGMS - Mestia  | E:\P3D\Addon Scenery\UGMS - Mestia\UGMS - Mestia  | 19 |
| <input checked="" type="checkbox"/> | UGMS - Terrain | E:\P3D\Addon Scenery\UGMS - Mestia\UGMS - Terrain | 20 |
| <input checked="" type="checkbox"/> | UGKO - Kutaisi | E:\P3D\Addon Scenery\UGKO - Kutaisi               | 21 |
| <input checked="" type="checkbox"/> | UGGT - Telavi  | E:\P3D\Addon Scenery\UGGT - Telavi                | 22 |

## **Animated Windsocks**

Flightport was so generous to let me use their animated windsocks. If you want them to show up, you have to install the FlightPort Dynamic Library, which comes with an easy installer:

<http://www.flightport.de/libraries/flightport-library/>

## **Support**

If you encounter any issues whatsoever, you can contact me on [david.hilker@web.de](mailto:david.hilker@web.de) in English, German or Georgian.

## **Version**

1.00

## **Author**

David Hilker

[david.hilker@web.de](mailto:david.hilker@web.de)

## **Credits**

Thanks to the people at [fsdeveloper.com](https://fsdeveloper.com) for their competent help. Especially Austin Sass, who has great tutorials on youtube. Another thanks to the people who helped me with pictures.

A big Thank you to Jörg Dannenberg and the guys of Flightport for letting me use the animated windsocks of their Flightport Library.

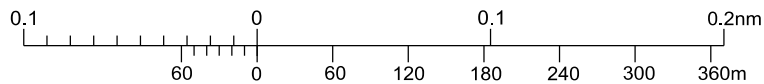
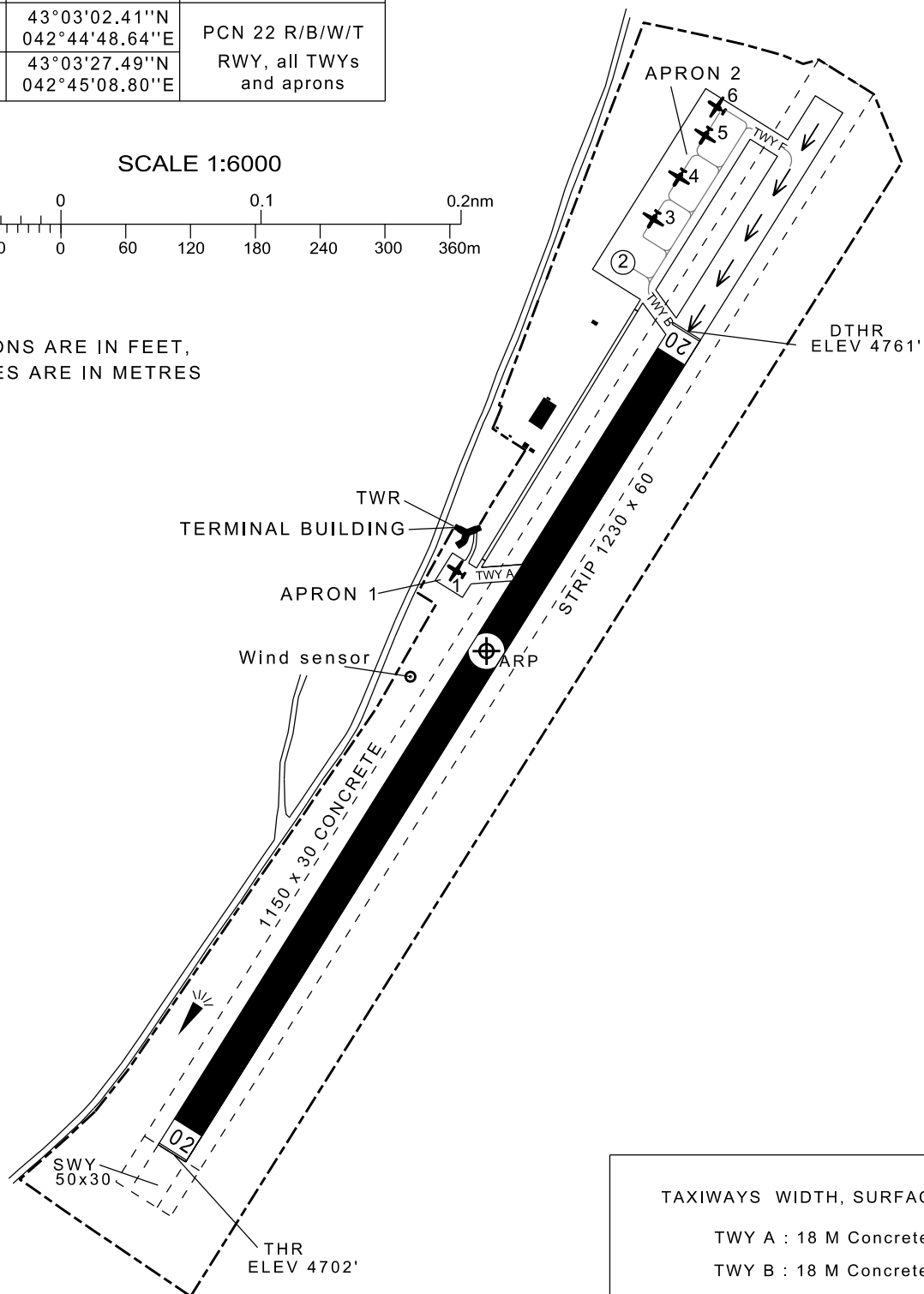
**AERODROME CHART-ICAO**43°03'17.73"N  
042°45'00.95"E**ELEV. 4778'**

MESTIA INFO 121.1

**MESTIA**

| RWY | DIRECTION<br>(TRUE) | THR                             | BEARING STRENGTH                              |
|-----|---------------------|---------------------------------|-----------------------------------------------|
| 02  | 031°                | 43°03'02.41"N<br>042°44'48.64"E | PCN 22 R/B/W/T<br>RWY, all TWYs<br>and aprons |
| 20  | 211°                | 43°03'27.49"N<br>042°45'08.80"E |                                               |

SCALE 1:6000

ELEVATIONS ARE IN FEET,  
DISTANCES ARE IN METRES

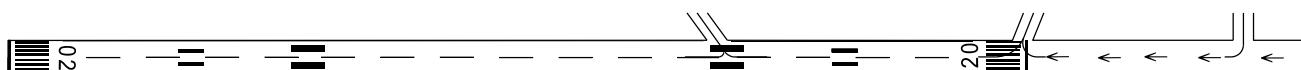
## TAXIWAYS WIDTH, SURFACE

TWY A : 18 M Concrete

TWY B : 18 M Concrete

TWY F : 18 M Concrete

## MARKING AIDS RWY 02/20 AND EXIT TWY



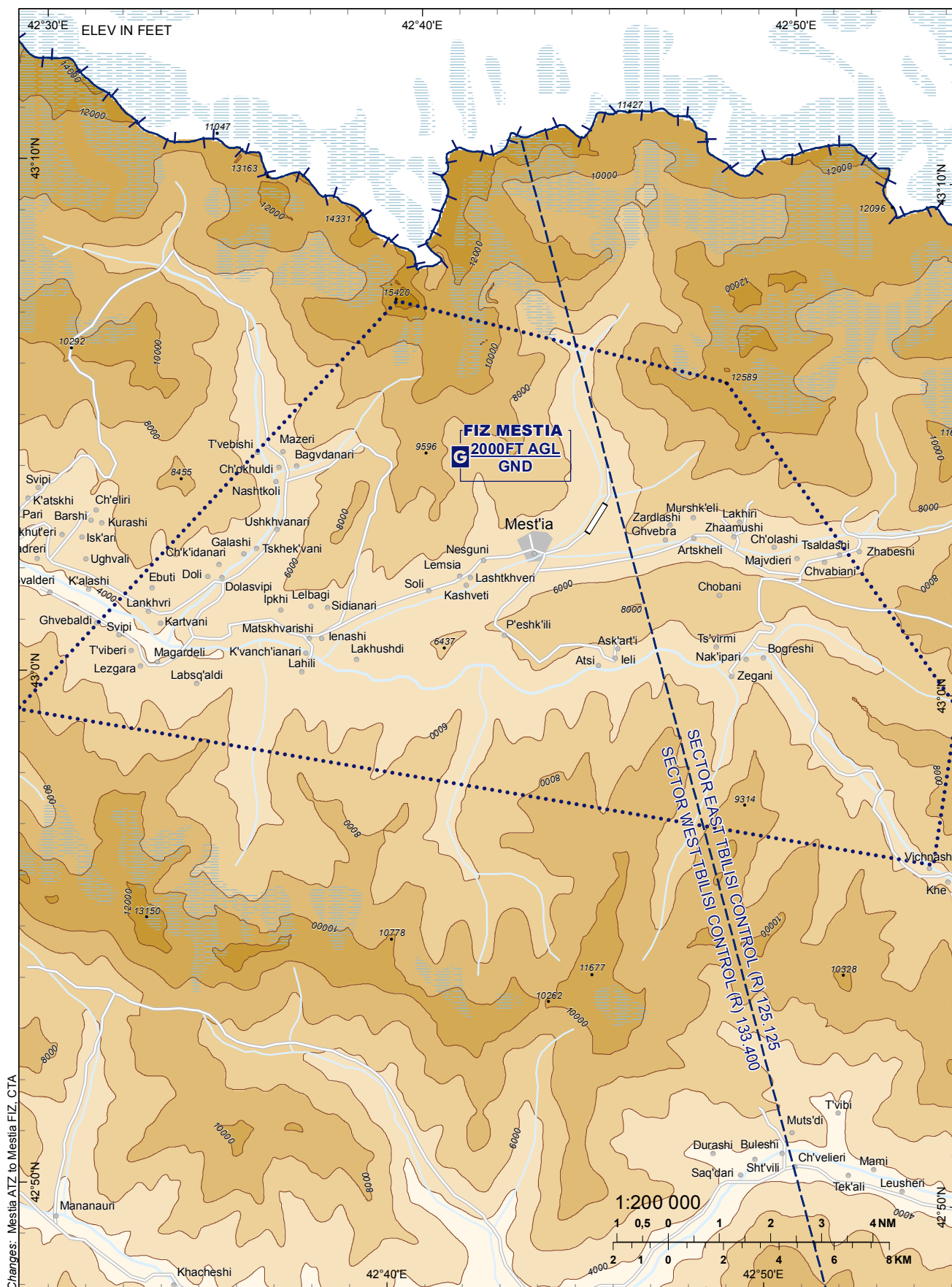
Changes: Wind sensor added

## VISUAL APPROACH CHART - ICAO

## MESTIA (UGMS)

MESTIA INFO 121.100

AERODROME ELEV. 4778'



Changes: Mestia ATZ to Mestia FIZ, CTA