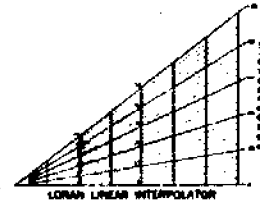


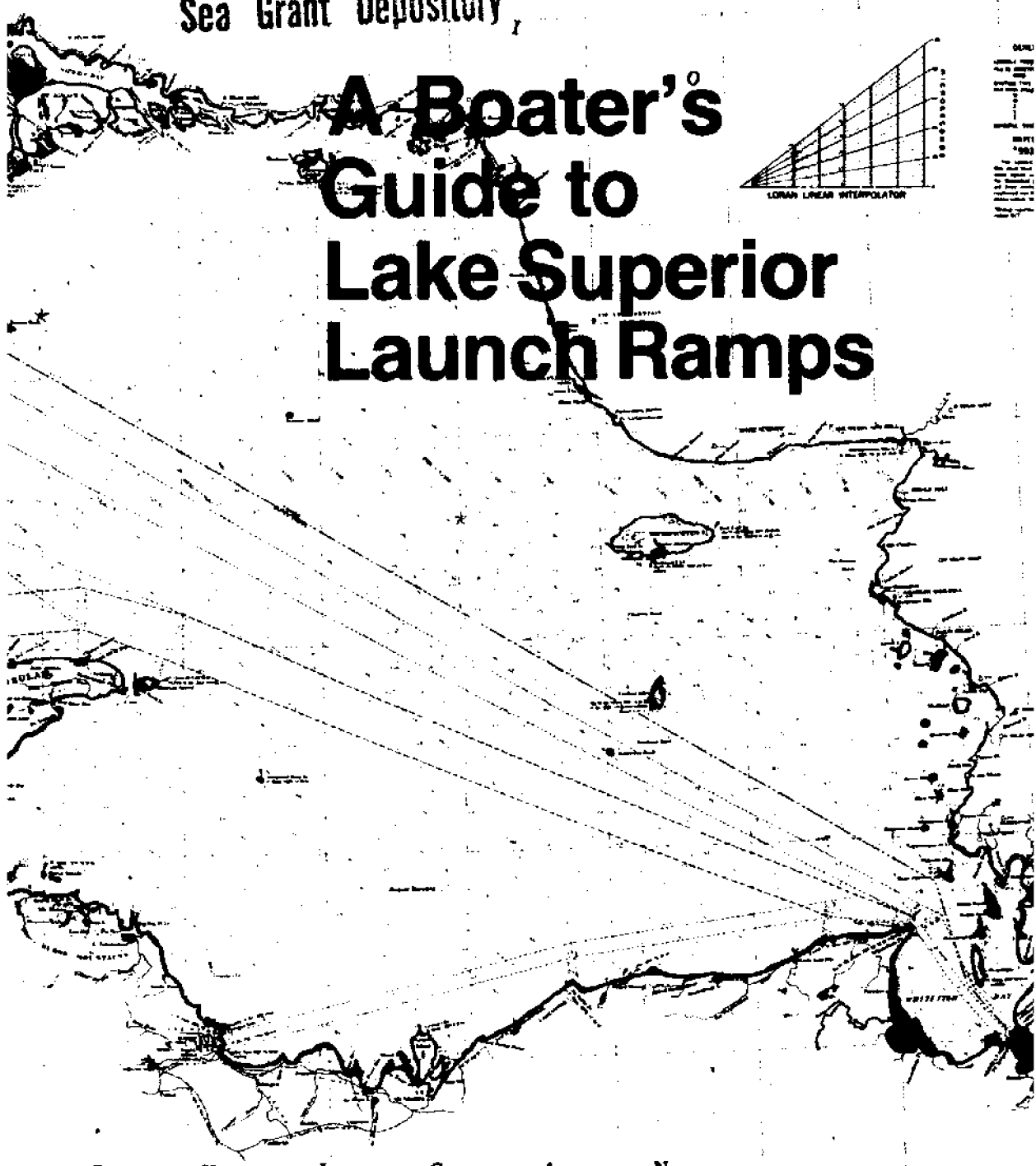
SOUNDINGS IN FEET AND FATHOMS

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A Boater's Guide to Lake Superior Launch Ramps



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C H I G A N

NOTE: CHIGAN LAUNCH RAMP IS LOCATED AT THE WESTERN END OF THE LAKE SUPERIOR. THE LAKE SUPERIOR LAUNCH RAMP IS LOCATED AT THE EASTERN END OF THE LAKE SUPERIOR. THE LAKE SUPERIOR LAUNCH RAMP IS LOCATED AT THE EASTERN END OF THE LAKE SUPERIOR. THE LAKE SUPERIOR LAUNCH RAMP IS LOCATED AT THE EASTERN END OF THE LAKE SUPERIOR.



Information in this guide was collected by Sea Grant extension agents in Minnesota, Wisconsin, and Michigan. While every effort has been made to ensure accuracy, it is possible that some information will become outdated as boat launching areas are added or improved in the future.

This guide is published for information purposes only. The Sea Grant programs of Minnesota, Wisconsin, and Michigan in no way endorse individual launch sites listed here, nor does the Great Lakes Sea Grant Network.

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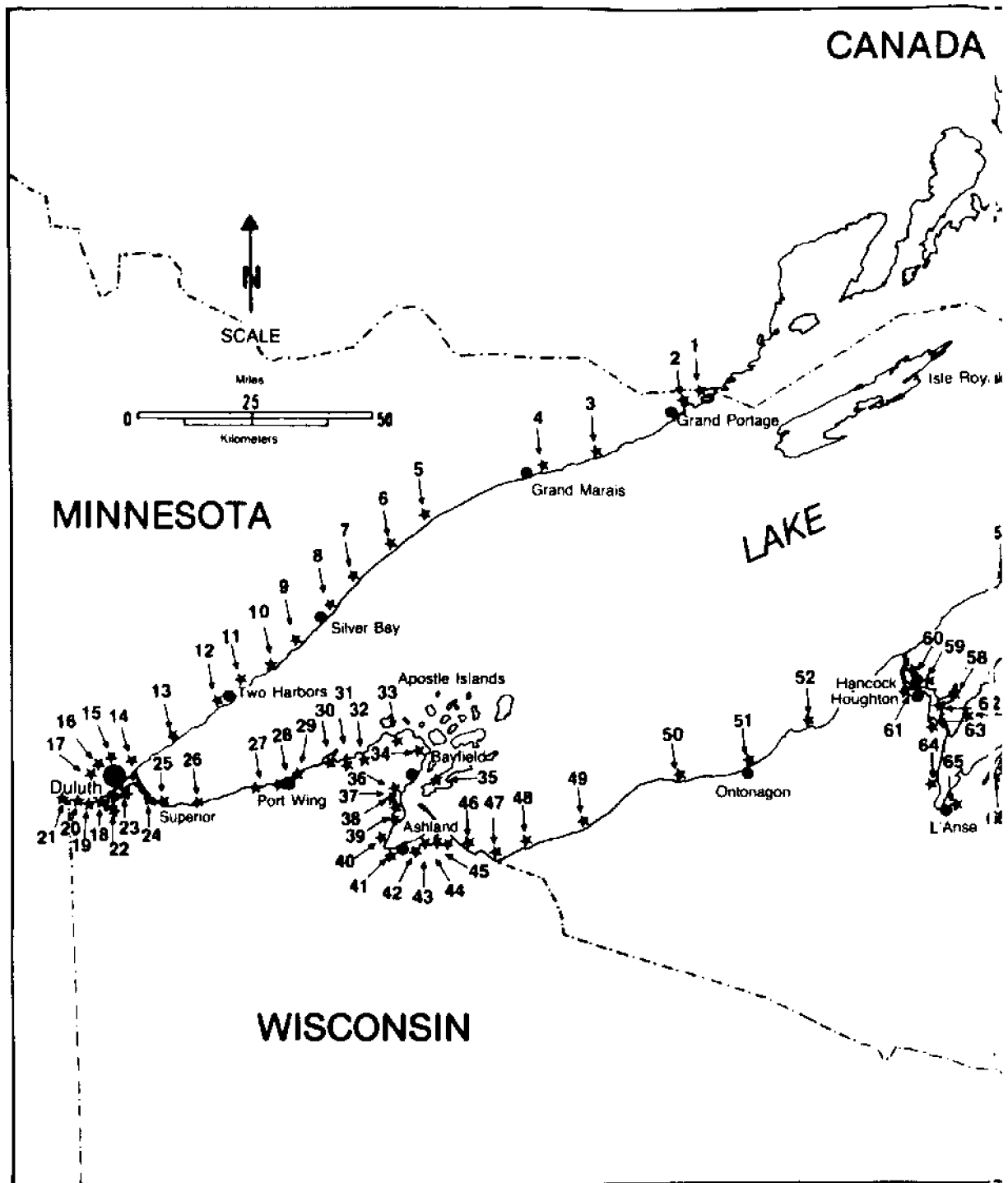
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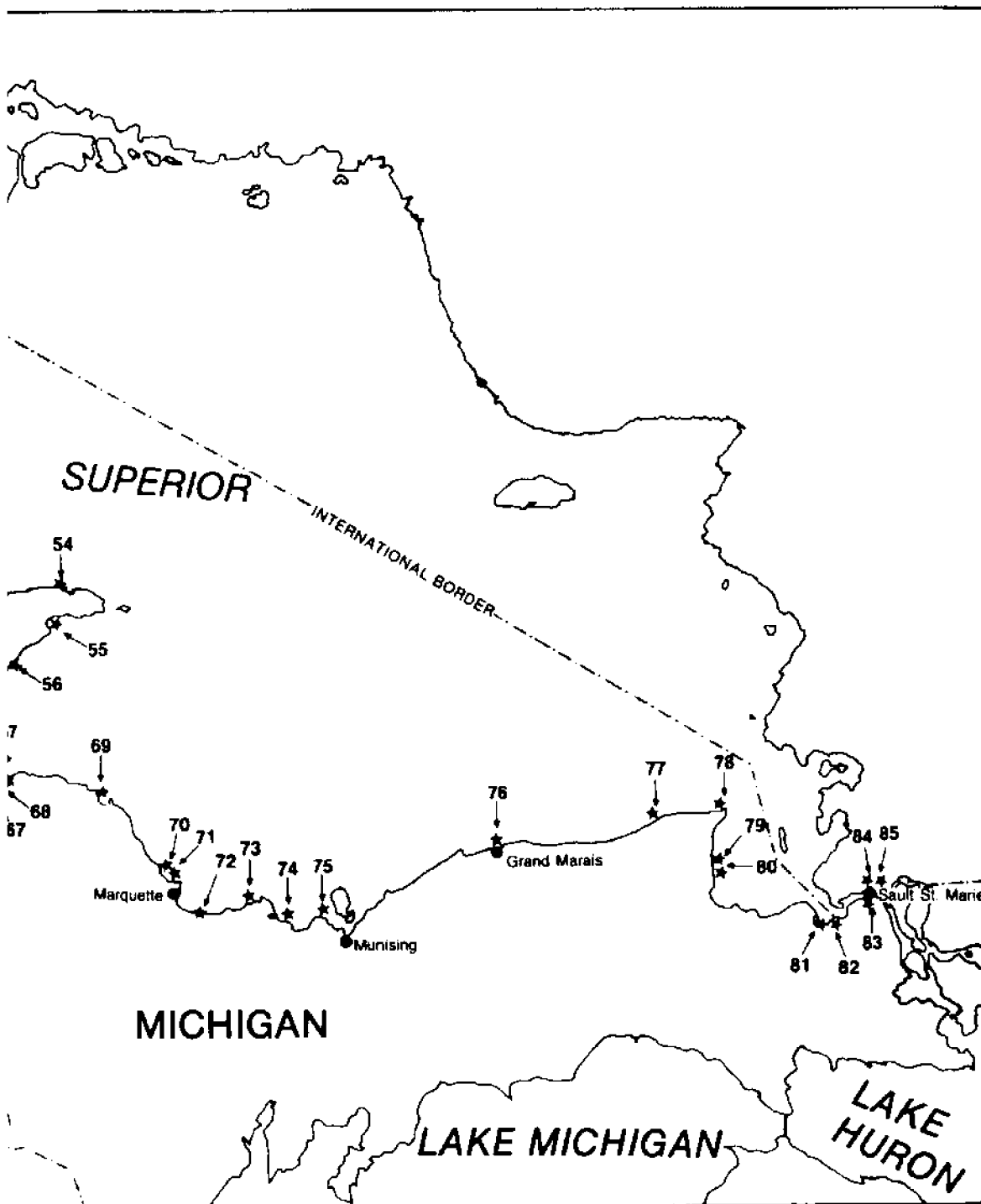
A Boater's Guide to Lake Superior Launch Ramps

Edited by: Julianne Agnew and Ryck Lydecker
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1983

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INTRODUCTION

Lake Superior, the largest freshwater lake in the world, sits majestically at the head of the Great Lakes. Formed by glaciers thousands of years ago, the lake has a profound effect on the people who live, work, and play on its shores.

In addition to its use as a natural resource by residential and industrial inhabitants, Lake Superior is noted for its foreign and domestic shipping and recreational opportunities. In fact, with hundreds of miles of shoreline, Lake Superior is becoming a mecca for tourists.

Activities such as boating, swimming, sport fishing, camping, and hiking enjoy tremendous popularity. And, with the gasoline crunch, people are turning more and more to resources found in their own backyards. Lake Superior is such a resource for the people of the upper Midwest. This guide is intended to help the trailer boater make the most of this unique resource.

KEY TO LAUNCH INFORMATION

This guide is divided into sections, by state, and all launch sites are keyed, by number, to the general map of Lake Superior as well as to maps covering each section. Each entry includes the following information:

- Launch index number—key to area maps.
- Launch name
- Nearest town—as listed on state highway maps.
- Launch ramp code, as follows:
 - 1 = A paved or concrete ramp with sufficient water depth throughout the boating season to accommodate all trailerable craft (minimum water depth of 2½ feet at 20 feet out from shore).
 - 2 = A paved or concrete ramp in areas of limited water depth during part or all of the boating season where launching and retrieving of larger trailerable watercraft (greater than 16 feet in length) may be difficult.
 - 3 = A rough, gravel-surfaced ramp with sufficient water depth to accommodate small boats (16 feet and under).
- Parking—space suitable for five or more cars with trailers.
- Gas—a gas pump at the launch, specifically used for fueling boats.
- Moorage—a minimum of three transient slips for overnight boaters.
- Camping—an area within a half-mile of the launch site, specifically designed and used for overnight stay by tent or trailer campers.
- Swimming—an area adjacent to the launch site used as a swimming area, regardless of the presence of a lifeguard.
- Road directions—Directions from the main travel route to the launch site.

BOATING SAFETY—TOP PRIORITY ON LAKE SUPERIOR

Boating on Lake Superior is not without its dangers. Lake Superior is often the scene of unpredictable weather; rough water, dense fog, and severe storms are not uncommon on the lake. However, with the proper precautions, boating can be pleasurable and safe. You should not venture out on Lake Superior in a boat less than 18 to 20 feet long (an exception would be in protected bays). "V" and "deep V" hulls are best suited to handle the rough water common to Lake Superior. Canoes, cartop boats, and small sailboats are better left to inland lakes.

Your motor should be of sufficient power to control the boat under various wind and water conditions. Many Great Lakes boaters have twin engines or carry an auxiliary outboard for emergencies. You should also know basic boat and engine repair techniques. Carry a spare propeller, spark plugs, tools, and vulnerable parts. Remember, your engine will require more fuel to operate in the heavy winds and waves that often occur on Lake Superior, so bring enough fuel. Another important precaution is to file a "float plan" or "cruise plan" with some responsible person ashore. (See page 40 for tips on how to prepare a float plan.)

When operating your boat on Lake Superior, you are in interstate navigable waters and you are subject to U.S. Coast Guard regulations as well as to state law. It is your responsibility to know the rules-of-the-road and understand channel markings and other aids to navigation. Certain equipment is required by law on all boats, depending on size and method of propulsion. It's up to you to know what is required for your boat. To be sure your boat complies with equipment regulations, request a courtesy examination from your local Coast Guard or Coast Guard Auxiliary office.

WEATHER

Lake Superior weather can, and often does, change with little or no warning. Even skippers of large vessels have learned to respect Lake Superior storms.

Before starting a cruise, check the forecast and check it periodically while out on the lake. At the very minimum, you should have a portable AM radio aboard for forecast information. Even if you can't pick up a clear station, the static that comes with an approaching storm will serve as a warning.

A marine band VHF-FM, two-way radio is the best type to have. There are continuous weather broadcasts on VHF-FM and the Coast Guard broadcasts specific storm warnings over the marine radio.

Bad weather on Lake Superior normally begins in the west or southwest. However, that is not a hard-and-fast rule. Be watchful for any change in cloud formations, wind directions, etc. In addition, watch for lightning. Your boat might be the tallest point in the immediate area and could be hit. Sailboats are most vulnerable. Not all boating hazards come from storms, however. Fog, particularly in June, is a common occurrence on Lake Superior.

Never set out in heavy fog, but if trapped in fog, rely on your compass and navigational charts. Another problem with reduced visibility is not being "seen" by larger vessels. Small craft should carry radar reflectors which can be purchased or made from aluminum foil or a large metallic object.

EMERGENCIES

Storms—If a storm approaches, head for a harbor-of-refuge or the nearest shelter. In the event that you are too far out, and even when trying to reach shore, do the following:

—Put on PFDs—everyone aboard!

—Head for the closest shore, if possible.

—Since the bow of the boat is designed to take waves, head into them at an angle. Reduce your speed to keep headway and lessen the pounding on the boat.

—Seat all passengers as low and as close to the centerline of the boat as possible.

—Keep water out of the boat by bailing or pumping.

—If your motor fails, trail a sea anchor on a line from the bow to keep it headed into the waves. A bucket or a shirt with the neck and sleeves knotted together will do in an emergency.

Engine Breakdown—Engine failure is one of the most common emergencies other than those caused by bad weather. Most breakdowns result from lack of preventive maintenance. Attempt to make repairs yourself or seek assistance from craft near you. If all else fails, signal for help.

Boat Sinking—If your boat swamps or springs a leak, it should stay afloat in most cases, so stay with it. However, you should know your boat's flotation capabilities before venturing out. You can check this with your dealer or the manufacturer.

If you have a leak, determine the source as quickly as possible and plug it with anything handy—a shirt, cushion, towel, etc. If all else fails, signal for help by radio or with some of your emergency equipment.

If you don't have a radio, other accepted methods of calling for help include emergency flares or blowing rapid blasts on your horn or whistle. Another method is to stand in the bow of the boat, stretch out your arms to the sides and raise and lower them, as if flapping. (Don't just wave, boats may think you're only being friendly.)

Fire—In case of fire, don PFDs first. Try to keep the fire downwind by turning the boat while you signal for help. This will keep the fire from spreading. Aim your extinguisher at the base of the fire, while sweeping back and forth.

Rescue—If someone falls overboard, try to rescue the person without endangering yourself. Often a rope, PFD, oar, or the boat itself (being careful of the propeller) can be used to rescue someone. *Only enter the water yourself as a last resort and only with a PFD on.*

HYPOTHERMIA

Hypothermia is another name for exposure, an ever-present danger on Lake Superior. It is a lowering of the body's core temperature (98.6°F) caused by immersion in cold water (less than 70°F) or, out of the water, by a combination of wet, cold, and windy weather. If the core temperature drops more than 20°F, death will soon follow.

Even during the hottest summer weather, water temperature seldom reaches 55°F, except in shallow bays and sunny beaches. If a person falls into the lake at 55°F, survival time without a PFD would average less than two hours.

To increase survival time:

—A PFD will increase your chances of survival for two reasons: it will keep you afloat and will retain body heat.

—Try to climb back in or on top of your craft. The more of your body you can get out of the water, the better off you will be, since water takes heat away from the body 25 times faster than air at the same temperature. In addition, you will be easier to spot by anyone searching for you.

—If you can't climb back into the craft, but are wearing the PFD, curl your body up by tucking in your knees and keeping your arms as close to your sides as possible. This will decrease heat loss from the three most vulnerable areas—the head, ribcage, and groin—and double your survival time.

Do not try to swim to shore unless you are within a mile of it and no other help is available. *The average swimmer wearing a PFD is capable of swimming no more than a mile in 50°F water before succumbing to hypothermia.*

If you rescue someone who has been in the water for any length of time:

—Get the victim out of the wind and rain. If the victim is in the water, try to avoid being pulled in yourself.

—Replace wet clothing with dry clothes.

—If the victim is conscious, give hot, sweet drinks. *Under no circumstances should alcohol be used, since it speeds up the heat loss of the body.*

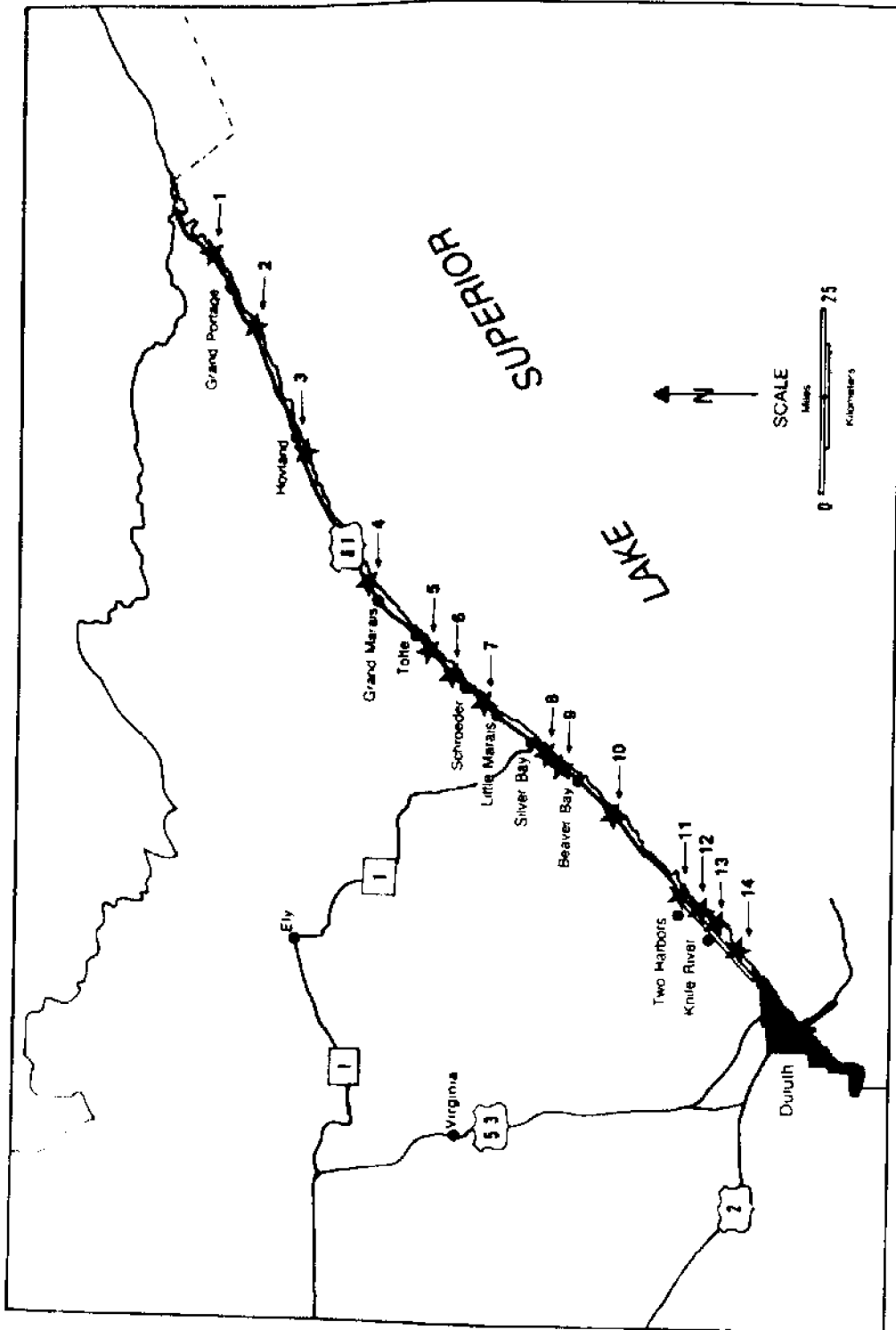
—If the person is semi-conscious or worse, try to keep him or her awake. If there is difficulty in breathing, insure an open air passage. Administer mouth-to-mouth resuscitation if breathing stops altogether.

—Rewarm the victim by the best possible method; use body-to-body contact in a sleeping bag, a heated room, or if possible, use a hot bath (105-110°F), leaving the limbs out.

—Seek immediate medical attention.

This safety information is based on a fact sheet, *Superior Advisory Notes No. 7, "Superior Boating Safety"* by Kim Elverum of the Minnesota Department of Natural Resources. The fact sheet was published by the Minnesota Sea Grant Extension Program and is available, free, by writing to the Sea Grant Program in your state.

Minnesota



Minnesota

1

Voyageur's Marina

Nearest Town: Grand Portage

Ramp Code: 1

Parking: Yes

Gas: Yes

Moorage: Yes

Camping: No

Swimming: No

Directions: From the Trading Post in Grand Portage, follow road past school to the east side of bay and watch for Voyageur Marina sign.

2

Grand Portage Marina

Nearest Town: Grand Portage

Ramp Code: 1

Parking: Yes

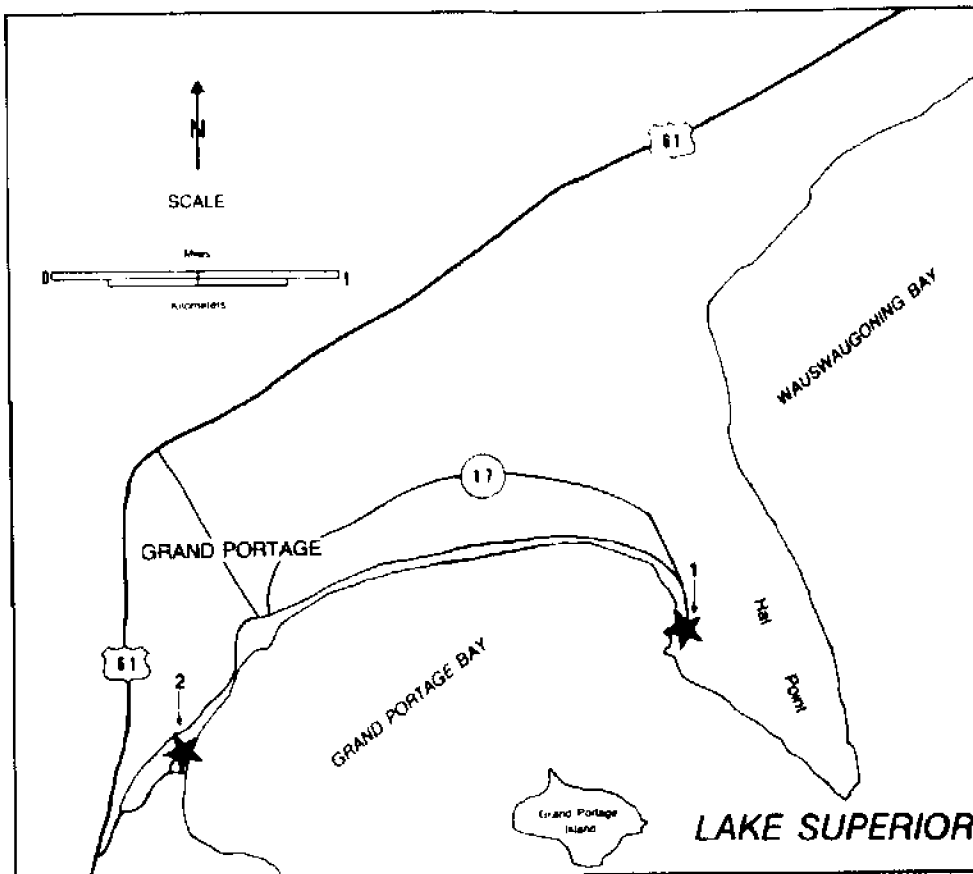
Gas: Yes

Moorage: Yes

Camping: Yes

Swimming: Yes

Directions: Near Radisson Inn off Highway 61. ½ mile west of Grand Portage.



Minnesota

3

Hovland Town Launch

Nearest Town: Hovland
Ramp Code: 2
Parking: Yes (limited)
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Just off Highway 61. Take first paved road toward lake when entering Hovland. Launch is next to old concrete pier.

4

Grand Marais Recreation Area

Nearest Town: Grand Marais
Ramp Code: 1
Parking: Yes
Gas: Yes

Moorage: No
Camping: Yes
Swimming: Yes

Directions: Road marked "Recreation Area" on west side of harbor.

5

Tofte Municipal Launch

Nearest Town: Tofte
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: See map.

6

Schroeder Town Launch

Nearest Town: Schroeder
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Turn off Highway 61 onto road marked "Father Baraga's Cross" on east side of the Cross River (1 mile west of Temperance River State Park). The launch is just left of the dead end.

Minnesota

7

Fenstad's Resort

Nearest Town: Little Marais
Ramp Code: 2
Parking: No
Gas: No
Directions: Highway 61 at Ben Fenstad Resort, 2½ miles east of Little Marais and ½ mile west of Manitou River.

Moorage:	No
Camping:	No
Swimming:	No

8

Silver Bay (opening Summer 1980)

Nearest Town: Silver Bay
Ramp Code: 1
Parking: Yes
Gas: No
Directions: Located on west side of harbor at Silver Bay. Road will be marked.

Moorage:	No
Camping:	No
Swimming:	No

9

East Beaver Bay

Nearest Town: Beaver Bay
Ramp Code: 1
Parking: Yes
Gas: No
Directions: First paved road in East Beaver Bay, ¾ mile east of Beaver River.

Moorage:	No
Camping:	No
Swimming:	No

10

Split Rock Cabins

Nearest Town: Beaver Bay
Ramp Code: 3
Parking: Yes
Gas: No
Directions: On Highway 61, 3½ miles east of Gooseberry River State Park and 3 miles west of Split Rock Lighthouse State Park. Take marked road to cabins.

Moorage:	No
Camping:	No
Swimming:	No

Minnesota

11

Burlington Bay

Nearest Town: Two Harbors

Ramp Code: 3

Parking: Yes

Gas: No

Directions: Just beyond Burlington Bay Campgrounds. See map.

Moorage: No

Camping: Yes

Swimming: Yes

12

Agate Bay

Nearest Town: Two Harbors

Ramp Code: 2

Parking: Yes

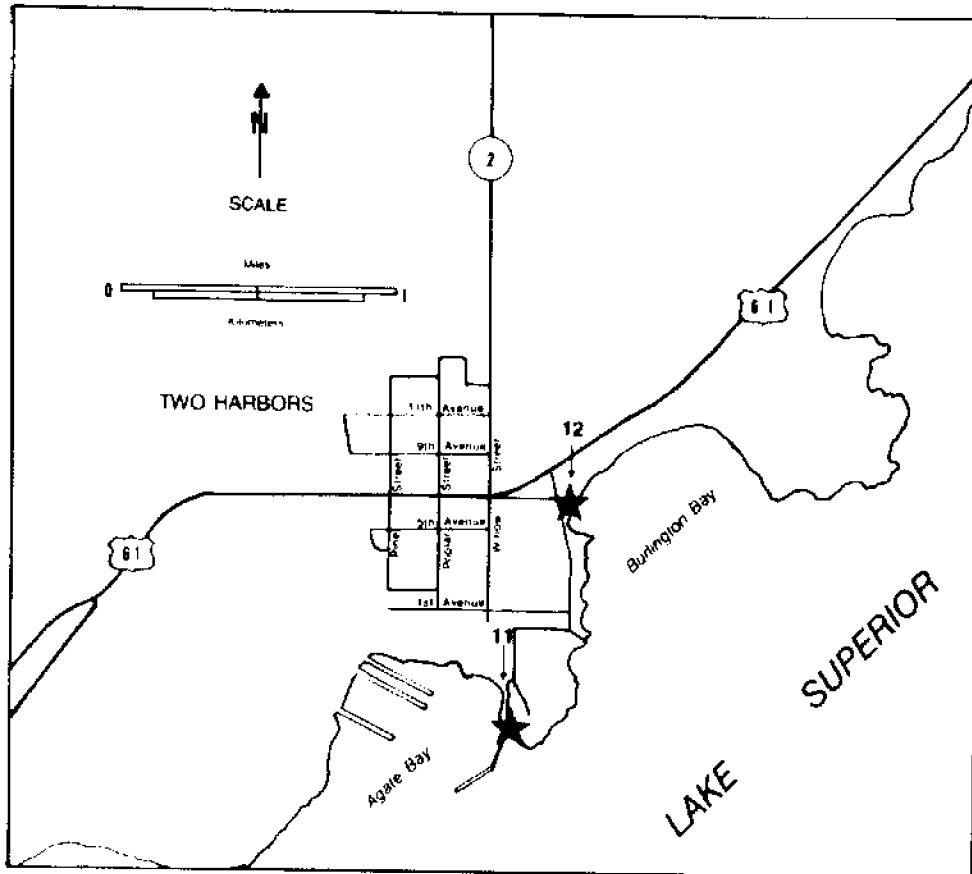
Gas: No

Directions: See map.

Moorage: No

Camping: No

Swimming: No



Minnesota

13

Knife River Marina

Nearest Town: Knife River
Ramp Code: 1
Parking: Yes
Gas: Yes

Moorage: Yes
Camping: Yes
Swimming: No

Directions: Marina is in the town of Knife River, 18 miles from Duluth on scenic Highway 61. Road off Highway 61 is marked "Knife River Marina."

14

Blue Bird Landing

Nearest Town: Duluth
Ramp Code: 3
Parking: Yes (limited)
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Right on scenic Highway 61, 2½ miles east of French River and ½ mile west of the Big Sucker River. Gravel turn-off leads to launch.

15

Park Point Recreation Area

Nearest Town: Duluth
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: Yes
Camping: No
Swimming: Yes

Directions: See map.

16

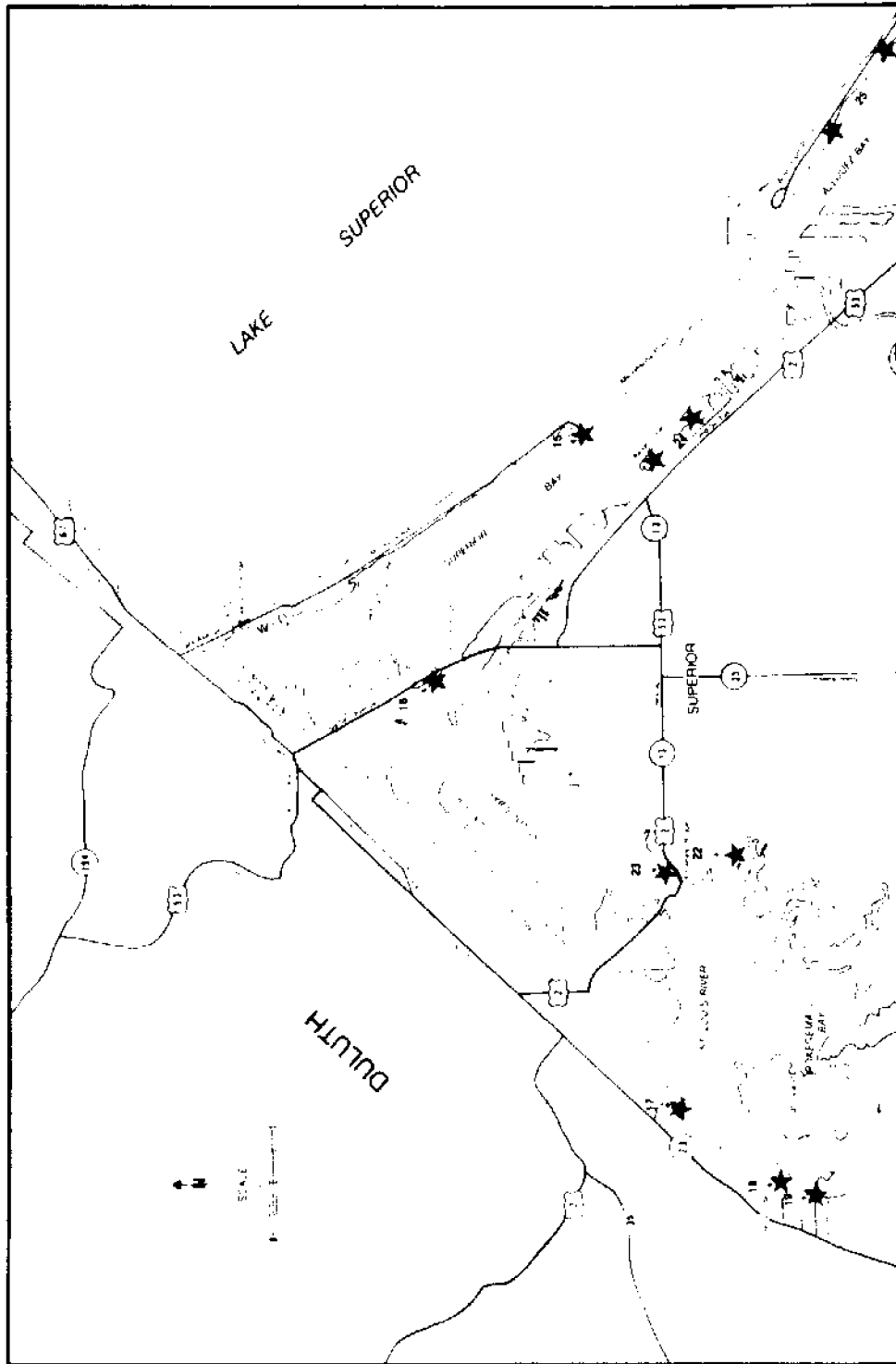
Burlington Northern

Nearest Town: Duluth
Ramp Code: 3
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Directly under Blatnik Bridge (Highway 535). See map.

Minnesota



Minnesota

17

Connie's Landing

Nearest Town:	Duluth	Moorage:	No
Ramp Code:	3	Camping:	Yes
Parking:	Yes	Swimming:	No
Gas:	No		
Directions:	See map.		

18

Spirit Lake Marina

Nearest Town:	Duluth (Riverside)	Moorage:	Yes
Ramp Code:	1	Camping:	No
Parking:	Yes	Swimming:	No
Gas:	Yes		
Directions:	See map.		

19

Clyde Avenue

Nearest Town:	Duluth (Smithville)	Moorage:	No
Ramp Code:	3	Camping:	No
Parking:	Yes	Swimming:	No
Gas:	No		
Directions:	See map.		

20

Commonwealth Avenue

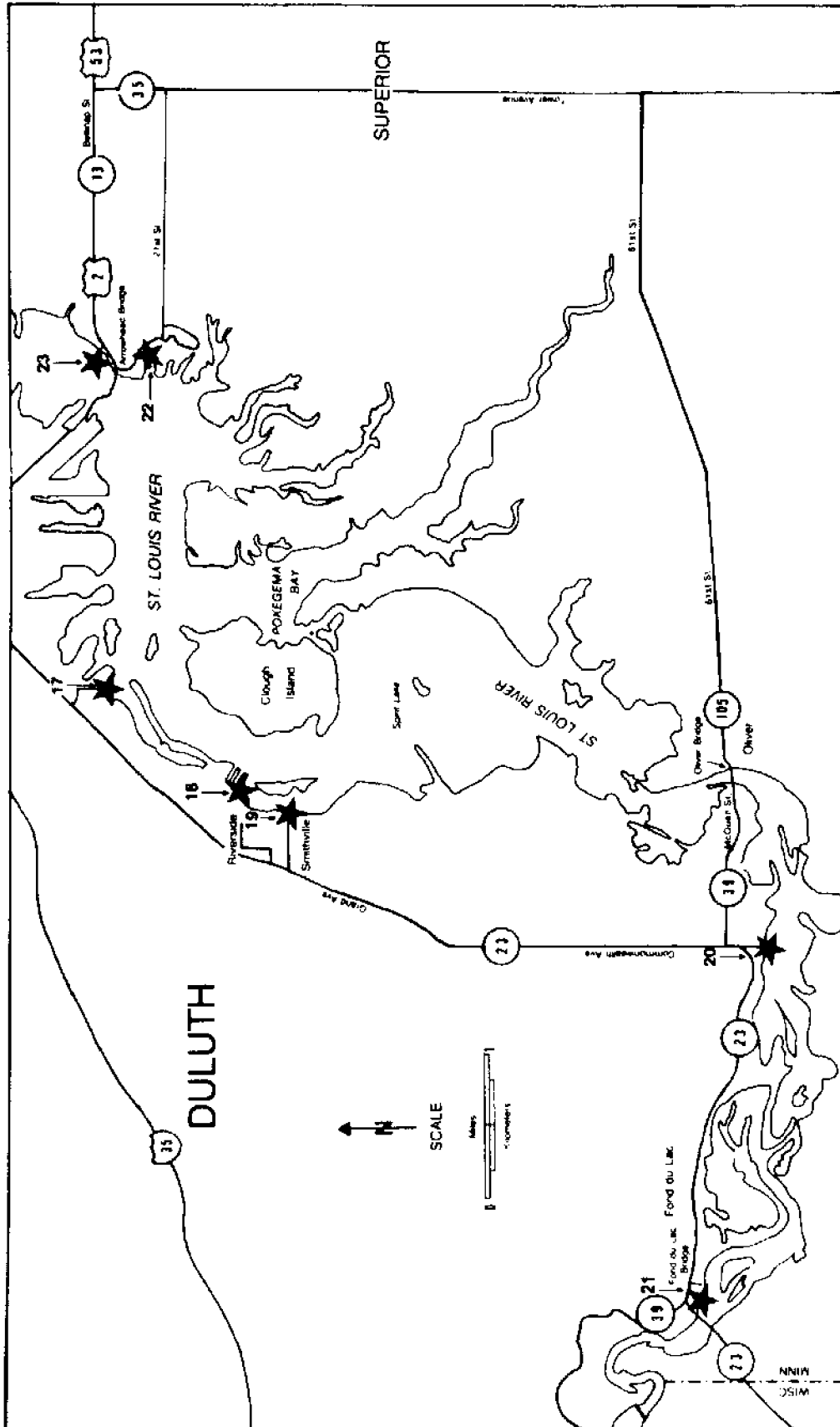
Nearest Town:	Duluth (Gary-New Duluth)	Moorage:	No
Ramp Code:	2	Camping:	No
Parking:	Yes	Swimming:	No
Gas:	No		
Directions:	See map.		

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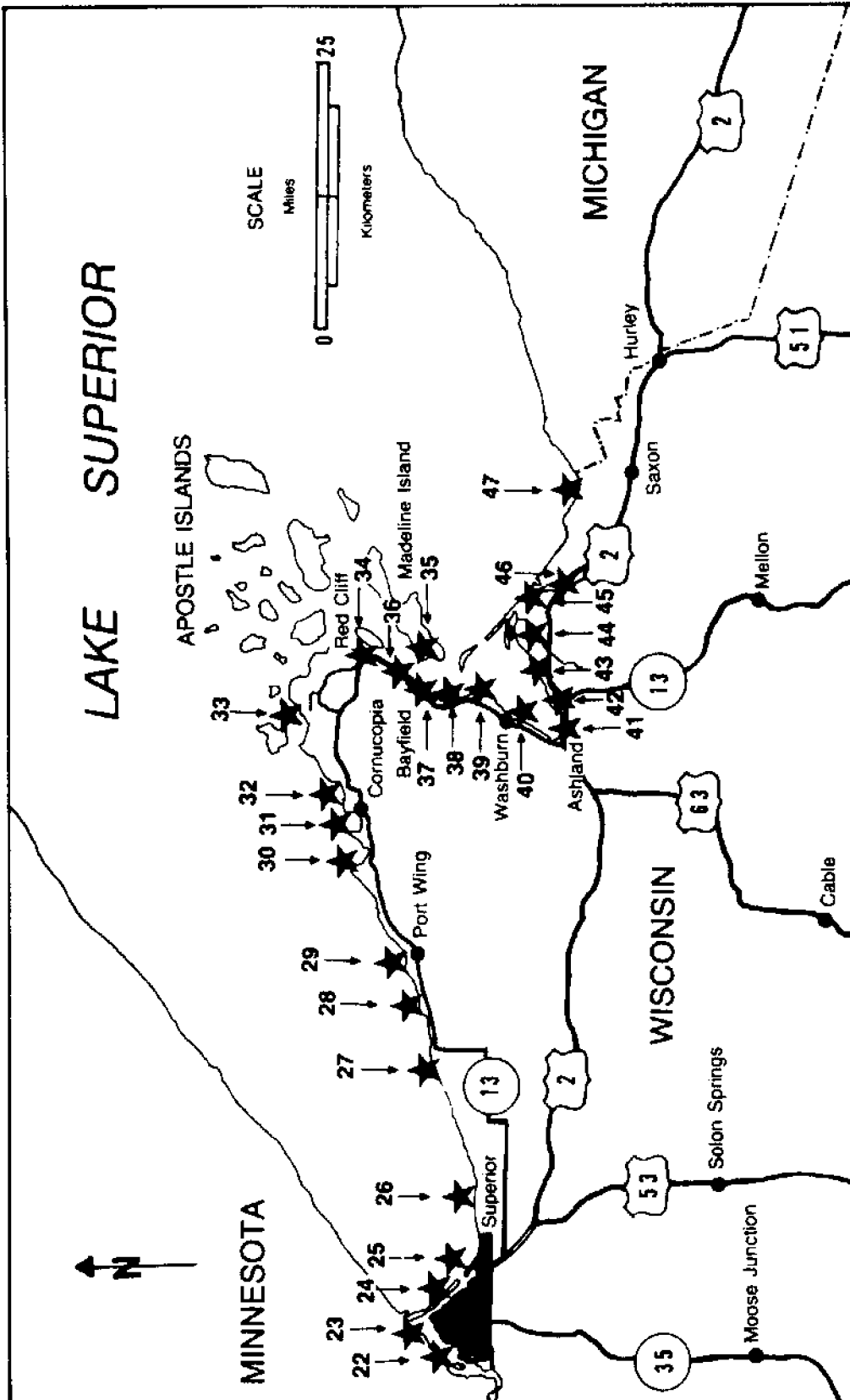
Chamber's Grove

Nearest Town:	Duluth (Fond du Lac)	Moorage:	No
Ramp Code:	3	Camping:	No
Parking:	No	Swimming:	No
Gas:	No		
Directions:	See map.		

Minnesota



Wisconsin



Wisconsin

Billings Park

Nearest Town: Superior
Ramp Code: 3
Parking: Yes
Gas: No
Directions: South of Highway 2 (Belknap Street) on Billings Drive; ¾ mile to park.

Moorage:	No
Camping:	No
Swimming:	No

Arrowhead Bridge

Nearest Town: Superior
Ramp Code: 3
Parking: Yes
Gas: No
Directions: Next to Highway 2 at Arrowhead Bridge.

Moorage:	No
Camping:	No
Swimming:	No

Barker's Island Marina

Nearest Town: Superior
Ramp Code: 1
Parking: Yes
Gas: Yes
Directions: Off Highway 2 (East Second Street) at Sixth Avenue East.

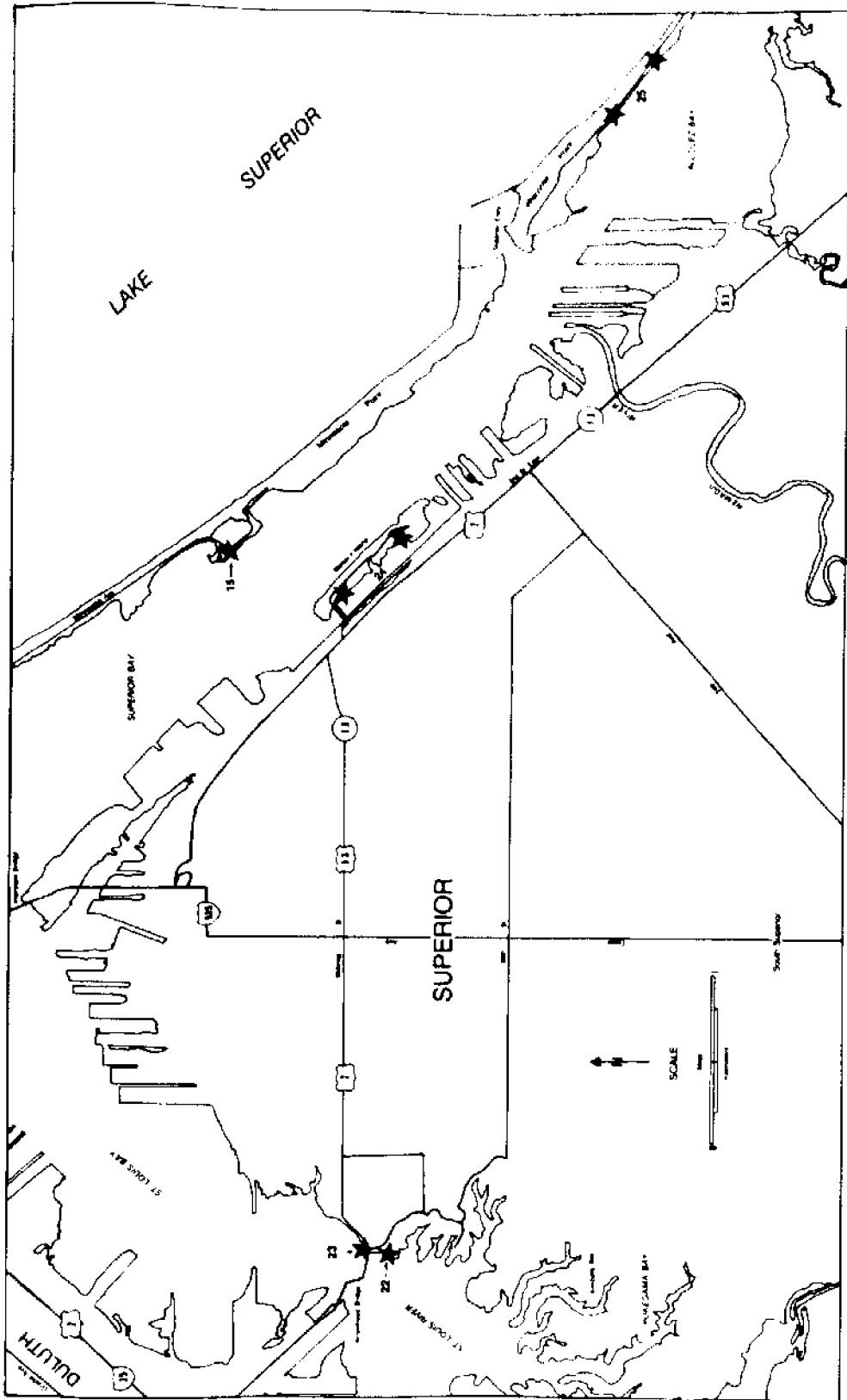
Moorage:	Yes
Camping:	No
Swimming:	No

Wisconsin Point

Nearest Town: Superior
Ramp Code: 1
Parking: Yes
Gas: No
Directions: Take Moccasin Mike Road off Highway 2 about 4 miles to Wisconsin Point. Launch is on bay side of point, about ½ mile before University of Wisconsin Field Station.

Moorage:	No
Camping:	No
Swimming:	Yes

Wisconsin



Wisconsin

26

Amnicon River

Nearest Town: Superior
Ramp Code: 3
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Off Highway 13, 6 miles east of junction with Highway 2. Turn north on Amnicon River Road (dirt), 3½ miles to river mouth.

27

Brule River

Nearest Town: Port Wing
Ramp Code: 2
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: Yes

Directions: Off Highway 13. Turn west on Brule River Road (about 2½ miles north of junction of Highway 13 and County H), 4 miles to river mouth.

28

Iron River

Nearest Town: Port Wing
Ramp Code: 3
Parking: Yes (limited)
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Five miles west of Port Wing on Highway 13, turn north on dirt road just east of bridge over Iron River. Turn left immediately; launch is at river mouth.

29

Port Wing

Nearest Town: Port Wing
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: Yes
Camping: No
Swimming: Yes

Directions: In Port Wing, turn north from Highway 13 at Union 76 station; follow signs to harbor at end of road.

Wisconsin

30

Bark Point

Nearest Town: Cornucopia
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: At Herbster, turn north from Highway 13 to town road along lakeshore. Follow road 5 miles to Bark Point. Launch is on east side of point, about ¾ mile before road ends.

31

Jones Marina

Nearest Town: Cornucopia
Ramp Code: 3
Parking: Yes
Gas: Yes

Moorage: Yes
Camping: Yes
Swimming: Yes

Directions: Off Highway 13 in Cornucopia harbor, on west side of Siskiwit River.

32

Cornucopia

Nearest Town: Cornucopia
Ramp Code: 1
Parking: Yes
Gas: Yes

Moorage: Yes
Camping: Yes
Swimming: Yes

Directions: Off Highway 13 in Cornucopia, on east side of Siskiwit River.

33

Little Sand Bay

Nearest Town: Cornucopia
Ramp Code: 2
Parking: Yes
Gas: No

Moorage: Yes
Camping: Yes
Swimming: Yes

Directions: North off Highway 13 on County Road K. Follow signs to Apostle Islands National Lakeshore. Launch is adjacent to park headquarters.

Wisconsin

34

Red Cliff

Nearest Town: Bayfield
Ramp Code: 1
Parking: Yes
Gas: Yes

Moorage: Yes
Camping: Yes
Swimming: Yes

Directions: Three miles north of Bayfield on Highway 13. Located at marina behind Red Cliff Reservation Arts and Crafts Center.

35

Madeline Island Marina

Nearest Town: La Pointe
Ramp Code: 1
Parking: Yes
Gas: Yes

Moorage: Yes
Camping: No
Swimming: No

Directions: On Madeline Island, approximately 1 mile south of city dock in La Pointe.

36

Bayfield Ramp

Nearest Town: Bayfield
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Highway 13 to Third Street in Bayfield; turn east to end of street.

37

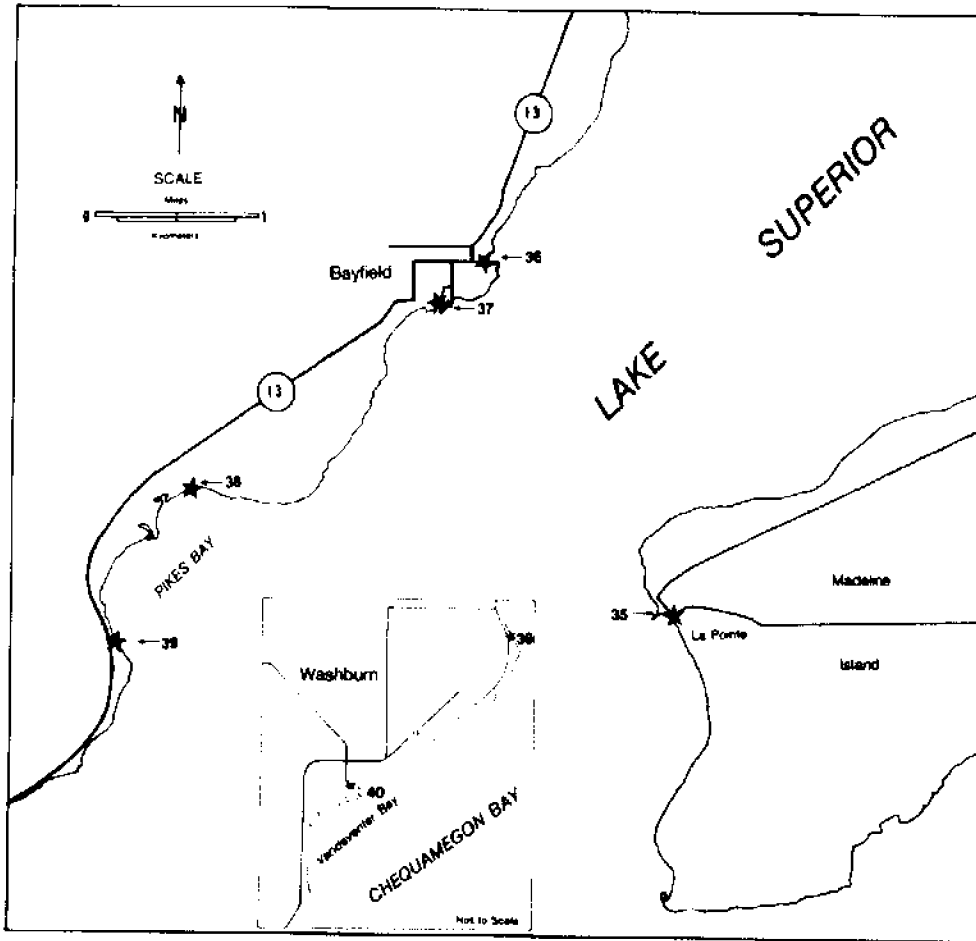
Apostle Islands Marina

Nearest Town: Bayfield
Ramp Code: 1
Parking: Yes
Gas: Yes

Moorage: Yes
Camping: No
Swimming: Yes

Directions: Highway 13 through Bayfield; turn east at Second Street, 1 block to launch.

Wisconsin



38

Port Superior Marina

Nearest Town: Bayfield
Ramp Code: 1
Parking: Yes
Gas: Yes

Moorage: Yes
Camping: No
Swimming: No

Directions: Four miles south of Bayfield on Highway 13; turn left at Port Superior Village sign. Launch is at marina.

39

Bodin's Resort

Nearest Town: Washburn
Ramp Code: 2
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Two miles north of Washburn on Highway 13; turn east on Bodin Road. Launch is at end of road.

Wisconsin

40

Washburn Boat Club

Nearest Town: Washburn

Ramp Code: 1

Parking: Yes

Gas: No

Moorage: No

Camping: Yes

Swimming: Yes

Directions: Off Highway 13 at Seventh Avenue East in Washburn. Turn east ¼ mile to Thompson's West End Park.

41

Kreher Park

Nearest Town: Ashland

Ramp Code: 1

Parking: Yes

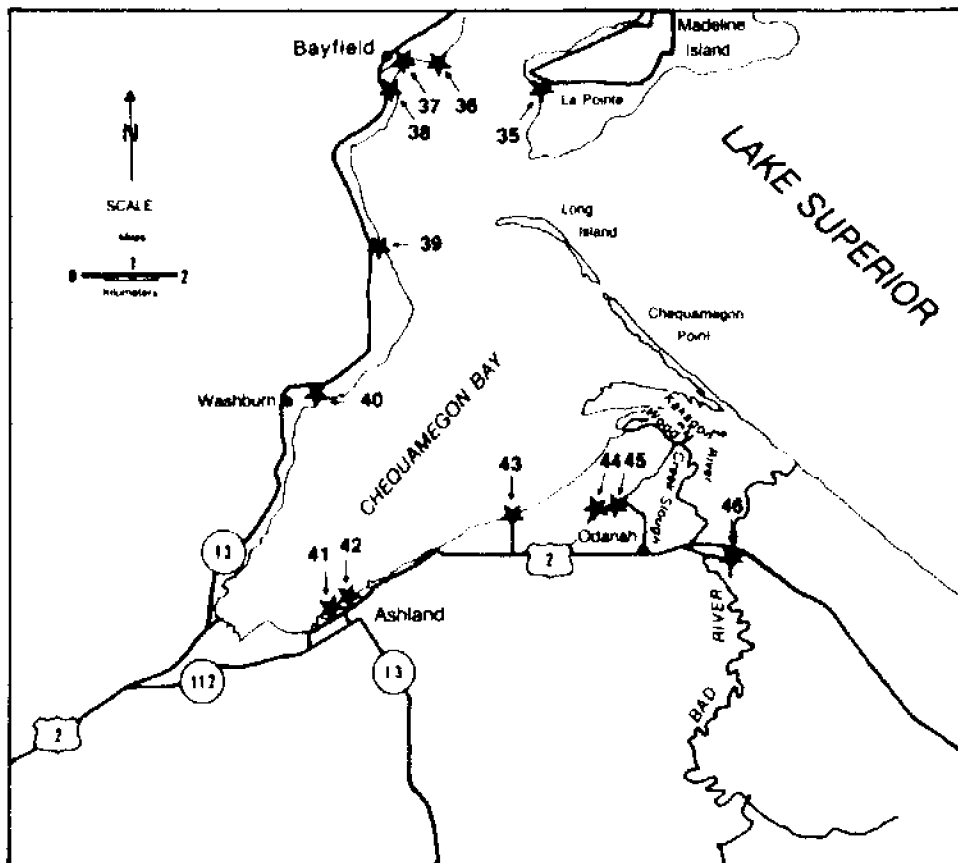
Gas: No

Moorage: No

Camping: No

Swimming: Yes

Directions: Four blocks east of junction of Highways 2 and 13. Turn north on Prentice Avenue. Two blocks to lake.



Wisconsin

42

Ashland Boat Club

Nearest Town: Ashland
Ramp Code: 1 **Moorage:** No
Parking: Yes **Camping:** No
Gas: No **Swimming:** No

Directions: At Highway 2 and 29th Avenue East. See map.

43

Rod & Gun Club

Nearest Town: Ashland
Ramp Code: 1 **Moorage:** Yes
Parking: Yes **Camping:** No
Gas: No **Swimming:** No

Directions: Five miles east of Ashland off Highway 2; turn north on Reykdal Road. One-half mile to lake.

44

Kakagon Landing

Nearest Town: Odanah
Ramp Code: 1 **Moorage:** Yes
Parking: Yes **Camping:** No
Gas: Yes **Swimming:** No

Directions: Two miles west of Odanah (8 miles east of Ashland), turn north off Highway 2 on Goslin Road, ¾ mile. Launch is just across bridge.

Note: Access to Lake Superior via Beartrap Creek and Kakagon River; bridge clearance approximately 5 feet.

45

Arbuckle's

Nearest Town: Odanah
Ramp Code: 3 **Moorage:** No
Parking: Yes **Camping:** No
Gas: No **Swimming:** No

Directions: Two miles west of Odanah (8 miles east of Ashland). Turn north off Highway 2 on Goslin Road, ½ mile. Launch is just before bridge.

Note: Access to Lake Superior via Beartrap Creek and Kakagon River; bridge clearance approximately 5 feet.

Wisconsin

46

Bad River Bridge

Nearest Town: Odanah
Ramp Code: 3
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: From Highway 2, turn south on dirt road just east of Bad River, 1/10 mile; turn west (right) to end of road.

47

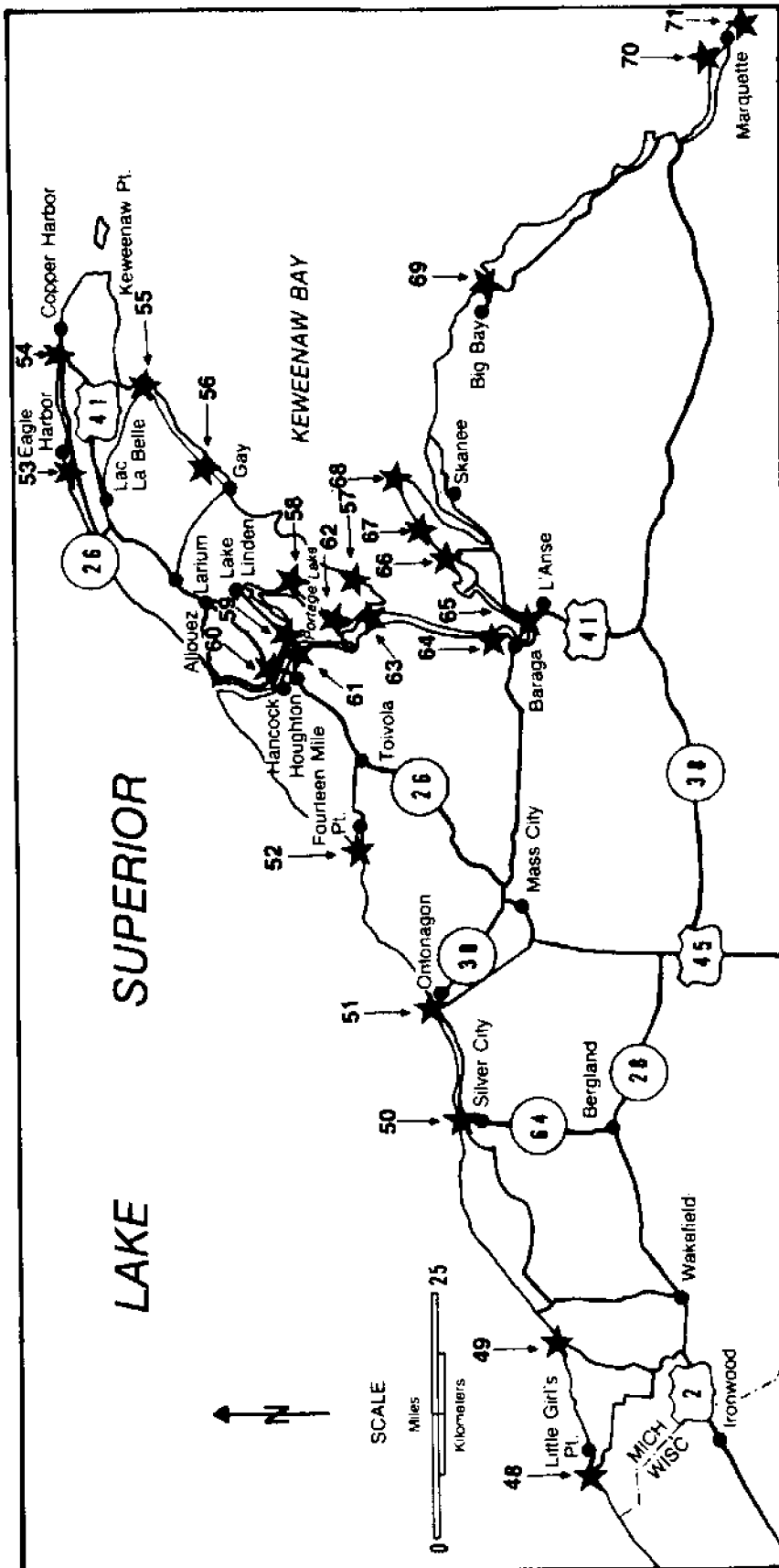
Saxon Harbor

Nearest Town: Saxon
Ramp Code: 1
Parking: Yes
Gas: Yes

Moorage: Yes
Camping: Yes
Swimming: Yes

Directions: Highway 2 to Saxon; north on Highway 122 approximately 3½ miles; turn left on County A, 1 mile.

Michigan



Michigan

48

Little Girls Point Park

Nearest Town: Ironwood
Ramp Code: 2
Parking: Yes
Gas: Yes
Directions: About 15 miles north of Ironwood on County Road 505.

Moorage:	Yes
Camping:	Yes
Swimming:	Yes

49

Black River Harbor

Nearest Town: Bessemer
Ramp Code: 1
Parking: Yes
Gas: Yes
Directions: About 15 miles north of Bessemer on County Road 513.

Moorage:	Yes
Camping:	Yes
Swimming:	Yes

50

Big Iron River Mouth

Nearest Town: Silver City
Ramp Code: 2
Parking: Yes
Gas: No
Directions: In village of Silver City, near junction of M-64 and M-107, 16 miles north of Bergland.

Moorage:	No
Camping:	No
Swimming:	No

51

Ontonagon Marina

Nearest Town: Ontonagon
Ramp Code: 1
Parking: Yes
Gas: No
Directions: Just off of M-64 in Ontonagon on west side of Ontonagon River.

Moorage:	Yes
Camping:	No
Swimming:	No

Michigan

52

Misery River

Nearest Town: Toivola
Ramp Code: 2
Parking: Yes
Gas: No
Directions: Eleven miles west of Toivola (M-26) on Misery Bay Road.

Moorage:	No
Camping:	No
Swimming:	No

53

Eagle Harbor

Nearest Town: Eagle Harbor
Ramp Code: 1
Parking: Yes
Gas: Yes
Directions: On M-26 at Eagle Harbor.

Moorage:	No
Camping:	No
Swimming:	No

54

Copper Harbor State Dock

Nearest Town: Copper Harbor
Ramp Code: 1
Parking: Yes
Gas: Yes
Directions: On M-26, ¼ mile west of Copper Harbor.

Moorage:	No
Camping:	Yes
Swimming:	No

55

Lac La Belle Dock

Nearest Town: Lac La Belle
Ramp Code: 1
Parking: Yes
Gas: No
Directions: Eleven miles southwest of Copper Harbor. From Highway 41, turn onto Lac La Belle Road.

Moorage:	No
Camping:	No
Swimming:	No

Michigan

56

Grand Traverse Bay Harbor

Nearest Town: Gay
Ramp Code: 1 **Moorage:** No
Parking: Yes **Camping:** No
Gas: No **Swimming:** No

Directions: From M-26 at Lake Linden, turn south onto Bootjack Road. Turn onto Rice Lake Road, which leads to Grand Traverse Bay.

57

White City

Nearest Town: Jacobsville
Ramp Code: 1 **Moorage:** No
Parking: Yes **Camping:** No
Gas: No **Swimming:** No

Directions: From M-26 at Lake Linden, turn south onto Bootjack Road. Follow signs to Jacobsville. Launch site is 1 mile west of Jacobsville.

58

Portage Lake

Nearest Town: Lake Linden
Ramp Code: 2 **Moorage:** No
Parking: Yes **Camping:** No
Gas: No **Swimming:** No

Directions: From M-26 at Lake Linden, turn south onto Bootjack Road. Follow for about 12 miles.

59

Art Lepisto Boat Launch

Nearest Town: Lake Linden
Ramp Code: 2 **Moorage:** No
Parking: Yes **Camping:** No
Gas: No **Swimming:** No

Directions: Turn south from M-26 at Lake Linden onto Bootjack Road. Launch site is about 5 miles out of town.

Michigan

60

Portage Lake Marina

Nearest Town: Hancock
Ramp Code: 2
Parking: Yes
Gas: Yes
Directions: About ½ mile east of the Houghton/Hancock bridge on M-26.

Moorage:	Yes
Camping:	No
Swimming:	No

61

Sunshine Beach

Nearest Town: Houghton
Ramp Code: 1
Parking: Yes
Gas: No
Directions: Southeast of Houghton on Highway 41 about 4 miles.

Moorage:	No
Camping:	No
Swimming:	Yes

62

Lower Keweenaw Entry Federal Recreation Area

Nearest Town: Chassel
Ramp Code: 2
Parking: Yes
Gas: No
Directions: Turn east from Highway 41 about 5 miles south of Chassel.

Moorage:	No
Camping:	No
Swimming:	No

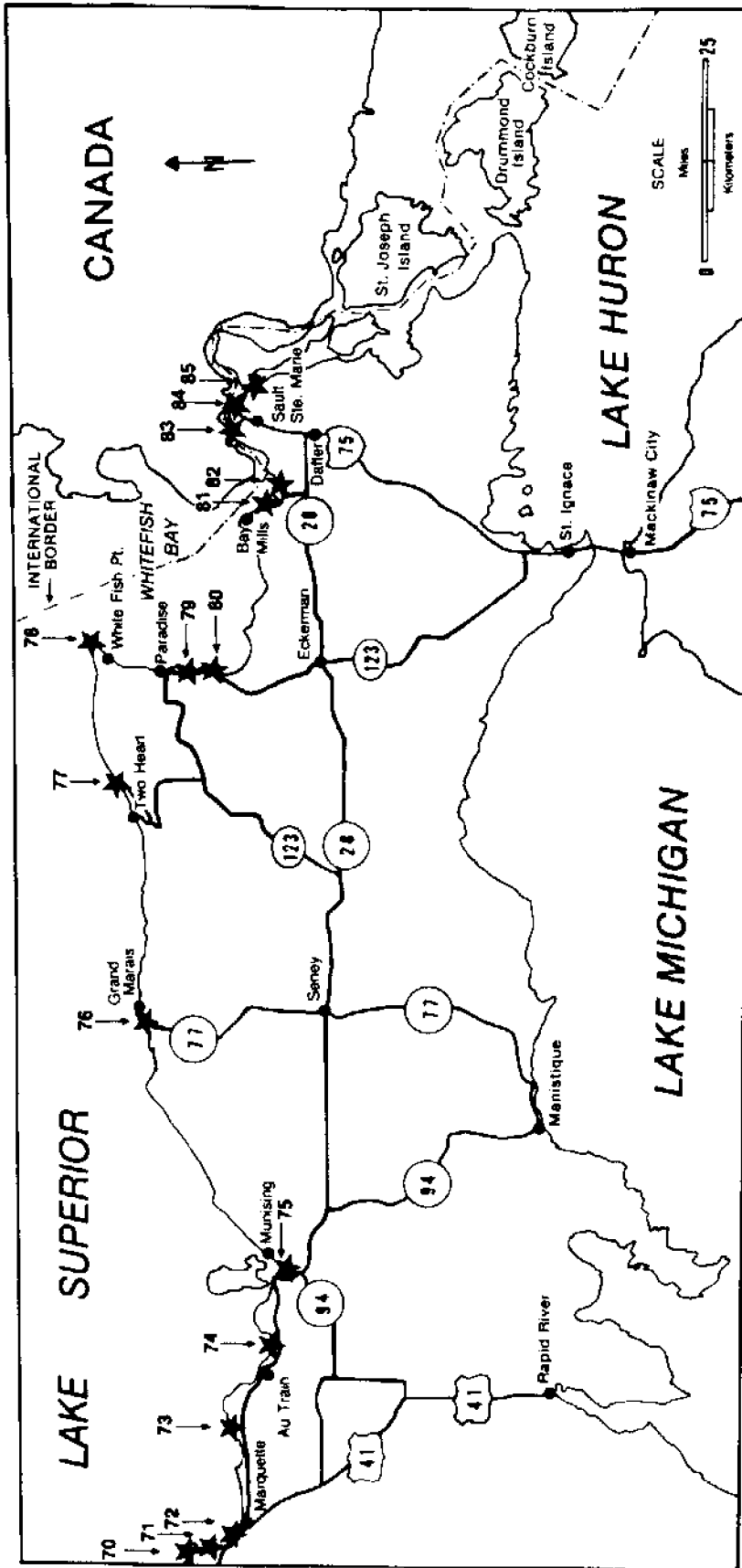
63

Baraga Marina

Nearest Town: Chassel
Ramp Code: 2
Parking: Yes
Gas: No
Directions: On east side of Highway 41 in village of Baraga.

Moorage:	Yes
Camping:	No
Swimming:	No

Michigan



Michigan

64

Baraga State Park

Nearest Town: Baraga
Ramp Code: 2
Parking: Yes
Gas: No
Moorage: No
Camping: Yes
Swimming: No

Directions: On Highway 41 at southern end of Keweenaw Bay.

65

L'Anse City Dock

Nearest Town: L'Anse
Ramp Code: 1
Parking: Yes
Gas: No
Moorage: No
Camping: No
Swimming: No

Directions: From Highway 41, proceed to downtown L'Anse. Launch site is 2 blocks from the center of town.

66

Silver River

Nearest Town: Skanee
Ramp Code: 3
Parking: Yes
Gas: No
Moorage: No
Camping: No
Swimming: No

Directions: From Highway 41 proceed to downtown L'Anse. Turn north on Skanee Road. Launch site is about 10 miles from L'Anse on Skanee Road.

67

Arvon Township Park, Huron Bay

Nearest Town: Skanee
Ramp Code: 1
Parking: Yes
Gas: No
Moorage: No
Camping: No
Swimming: No

Directions: From Highway 41, proceed to stoplight in downtown L'Anse; turn right toward Skanee. Launch site is 1 mile west of Skanee.

Michigan

68

Witz Marina

Nearest Town:	Skanee	Moorage:	Yes
Ramp Code:	1	Camping:	Yes
Parking:	Yes	Swimming:	Yes
Gas:	Yes		

Directions: From Highway 41, proceed to stoplight in downtown Skanee; turn right. Turn left at Skanee airport; proceed 1 mile on blacktop. Follow signs ¼ mile to marina.

69

Big Bay Harbor of Refuge

Nearest Town:	Big Bay	Moorage:	Yes
Ramp Code:	1	Camping:	No
Parking:	Yes	Swimming:	No
Gas:	No		

Directions: From Highway 41 toward downtown Marquette on Big Bay Road (County 550) about 35 miles, northwest of Marquette, on north side of Big Bay. See map.

70

Presque Isle Harbor and Marina

Nearest Town:	Marquette	Moorage:	Yes
Ramp Code:	1	Camping:	No
Parking:	Yes	Swimming:	Yes
Gas:	Yes		

Directions: Take Lake Street about 2 miles north of downtown Marquette. See map.

71

Lower Harbor Marina

Nearest Town:	Marquette	Moorage:	No
Ramp Code:	1	Camping:	No
Parking:	Yes	Swimming:	No
Gas:	No		

Directions: From downtown Marquette (corner of Washington and Front Street) proceed east to Lake Street. Turn left, proceed about ¼ mile to launch site entrance. See map.

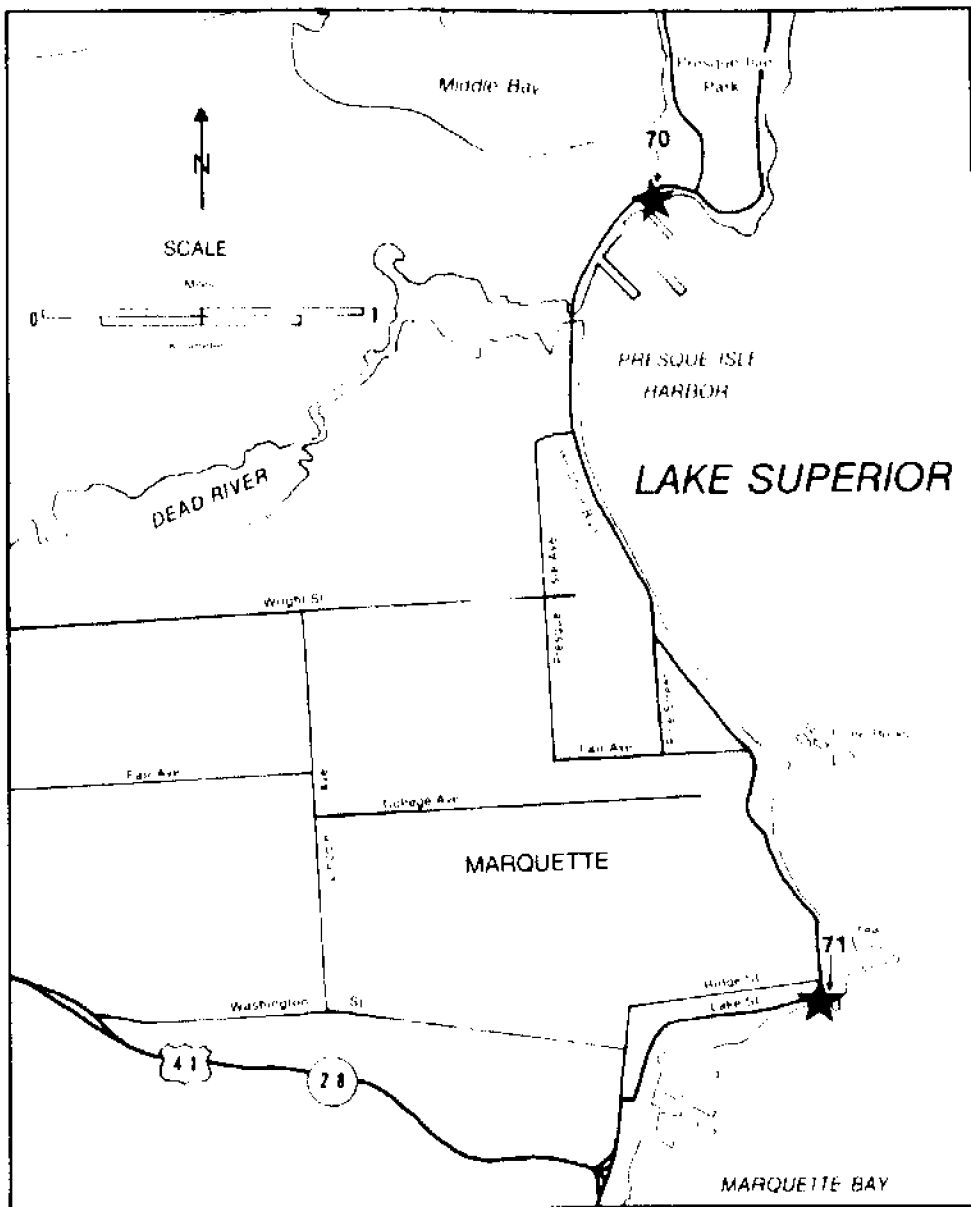
Michigan

72

Chocolay Township Marina

Nearest Town: Harvey
Ramp Code: 3
Parking: Yes
Gas: No
Moorage: No
Camping: No
Swimming: No

Directions: About 5 miles east of Marquette on Highway 41/M-28, turn east onto Main Street in Harvey. Launch site is ¼ mile from highway on left.



Michigan

73

Laughing Whitefish

Nearest Town: Deerton
Ramp Code: 3
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: About 10 miles east of Marquette off M-28. Turn left onto gravel road just east of Laughing Whitefish River. Follow road past campground; launch site will be on the left.

74

Au Train Bay Boat Access

Nearest Town: Au Train
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: On M-28 about 2½ miles west of Au Train.

75

Munising Municipal Boat Launch

Nearest Town: Munising
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: About ½ mile west of downtown Munising on M-28.

76

Grand Marais Dock

Nearest Town: Grand Marais
Ramp Code: 1
Parking: Yes
Gas: No

Moorage: No
Camping: No
Swimming: No

Directions: Take M-77 into Grand Marais; follow Coast Guard Road to end.

Michigan

77 Little Lake Dock

Nearest Town: Two Heart
Ramp Code: 1
Parking: Yes
Gas: Yes
Directions: From Two Heart, road is well marked.

Moorage:	No
Camping:	No
Swimming:	No

78 Whitefish Point

Nearest Town: Paradise
Ramp Code: 1
Parking: Yes
Gas: No
Directions: At Paradise, turn north from M-123; follow Whitefish Bay shoreline for 9 miles.

Moorage:	Yes
Camping:	No
Swimming:	No

79 Tequamenon Falls State Park

Nearest Town: Paradise
Ramp Code: 1
Parking: Yes
Gas: No
Directions: About 15 miles north of M-28.

Moorage:	No
Camping:	Yes
Swimming:	No

80 Tequamenon Bay Access Site

Nearest Town: Paradise
Ramp Code: 3
Parking: Yes
Gas: No
Directions: Follow M-123 north of M-28 about 15 miles. Turn right at access in state park. Site is about 1/2 mile off M-123.

Moorage:	No
Camping:	No
Swimming:	No

Michigan

81

Chippewa Landing

Nearest Town: Brimley
Ramp Code: 1
Parking: Yes
Gas: Yes
Moorage: Yes
Camping: No
Swimming: No

Directions: Two miles west of Brimley on Lake Shore Road. Turn right to Bay Mills Point.

82

Brimley State Park

Nearest Town: Brimley
Ramp Code: 2
Parking: Yes
Gas: No
Moorage: No
Camping: Yes
Swimming: Yes

Directions: From M-28, head north on M-221. Turn right at Brimley intersection. Launch is in Brimley State Park..

83

Sherman Park

Nearest Town: Sault Ste. Marie
Ramp Code: 2
Parking: Yes
Gas: No
Moorage: No
Camping: No
Swimming: Yes

Directions: Exit I-75 at Easterday Avenue. West on Easterday; follow signs to Sherman Park. See map.

84

Ashmun Bay

Nearest Town: Sault Ste. Marie
Ramp Code: 1
Parking: Yes
Gas: No
Moorage: No
Camping: No
Swimming: No

Directions: Exit I-75 at Easterday Avenue. West on Easterday to first right. Follow to Ashmun Bay. See map.

Michigan

85

Sault Ste. Marie

Nearest Town: Sault Ste. Marie

Ramp Code: 1

Parking: Yes

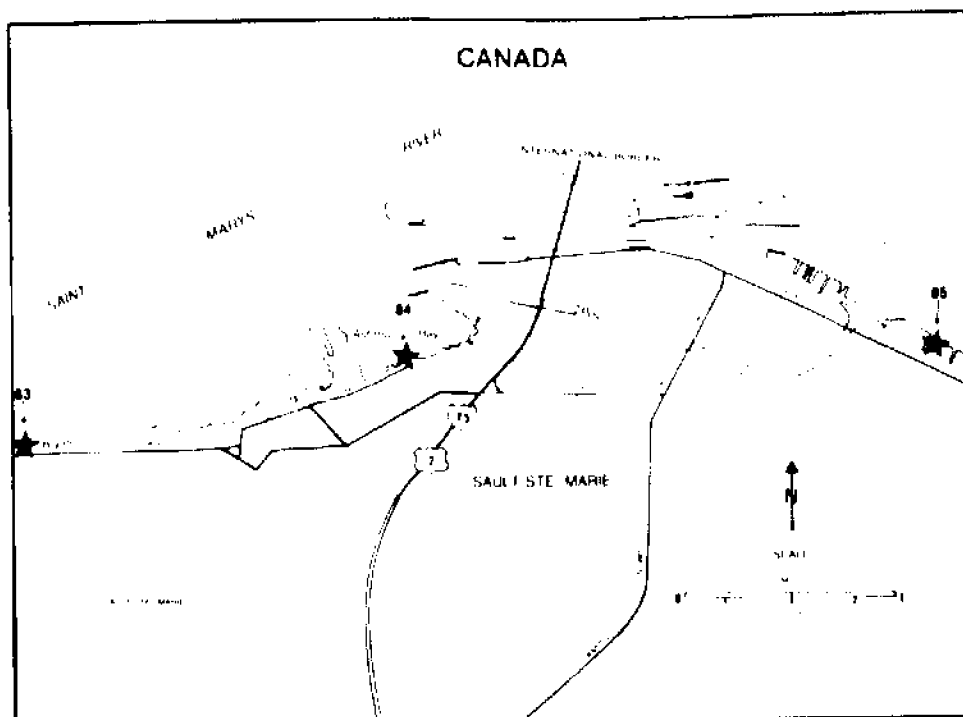
Gas: No

Moorage: No

Camping: No

Swimming: No

Directions: From downtown Sault Ste. Marie, follow Portage Avenue along St. Mary's River about ½ mile. See map.



DON'T FORGET A FLOAT PLAN!

A float plan or cruise plan for boaters is similar to the flight plan filed by airplane pilots. It need not be formal or lengthy, but should contain such items as name, boat number, whether you have a radio on board, where you're going, and when you'll return. It is designed to help the Coast Guard or other search-and-rescue units locate you if you're overdue. Leave the plan with the marina operator, a relative, or friend and tell them who to call if and when you are either overdue or an emergency arises.

FLOAT PLAN OF: CAROL II 5/5/80
BOAT: 28' SAIL, BLUE HULL/WHITE
MINN REG.# MN 123456
RADIO FREQ. VHF-FM, CAL. KR4722Y
DEPARTURE: LAKE SUPERIOR MARINA 09:00 HRS.
DESTINATION: NORTH SHORES HARBOR
ESTIMATED TIME OF ARRIVAL: 21:00 HRS.
RETURN: 5/7/80 12:00 HRS.
PERSONS ABOARD: 2 ADULTS 2 CHILDREN
OWNER/SKIPPER: AL JOHNSON 13 BRANCH RD. LAKE WOBESQUON, MN. 56371