

	<b>LEVEL 1</b>	<b>LEVEL 2</b>	<b>LEVEL 3</b>	<b>LEVEL 4</b>
<b>GEOGRAPHY</b>	Very sheltered waters, Shore-hugging paddle with no exposed crossings, Unlikely to encounter significant swell, No surf landings.	Somewhat exposed waters, Some short crossings (approx 3km), Some swell possible, Minor surf landings.	Exposed waters, longer crossings (4-8 km), Potential for significant swell and breaking waves, potential for moderate surf landings, potential for gusting wind.	Exposed waters, long crossings (8 km +), Potential for significant swell and breaking waves, potential for moderate surf landings, potential for gusting wind.
<b>TYPICAL DISTANCE PER DAY</b>	8-15 km (4-8 NM)	15-25 km (8-14 NM)	25-35 km (14-19 NM)	35 km (19 NM) +
<b>AVERAGE TOURING SPEED</b>	2-3 km/h (1-1.5 kn)	3-4 km/h (1.5-2 kn)	5-6 km/h (2.5-3 kn)	5-6 km/h (2.5-3 kn) +
<b>CONDITIONS</b>	Max Force 2: Wind 5-12 km/h (3-6 kn), Light breeze, small wavelets.	Max Force 3: Wind 12-20 km/h (6-11 kn) Large wavelets, scattered whitecaps.	Max Force 4: Wind 20-29 km/h (11-16 kn) Small waves with breakers, many whitecaps.	Max Force 5: Wind 30-40 km/h (16-21 kn) Moderate waves with breakers, many whitecaps, some small spray.
<b>CURRENTS</b>	Insignificant Currents <1 kn	Max Current 2-3 kn: Assumes slowest paddler can paddle against, minimal disturbed water.	Currents > 3 kn: Assumes slowest paddler cannot paddle against, potential for some disturbed/ choppy water.	Currents > 3 kn: With significantly disturbed water (eg. standing waves, whirlpools, choppy, messy water)
<b>REQUIRED SKILL/ EXPERIENCE OF PARTICIPANTS</b>	Open Water Checkout, Ability to self-rescue in calm waters. Ability to paddle at 2-3 km/h for 4-6 hours per day for two consecutive days (with breaks).	Experience in Level 1 trips. Some experience paddling in moving water. Ability to paddle at 3-4 km/h for 6 hours per day for two or three consecutive days (with breaks). Competent in self-rescues and rescue of others in moderate wind and waves.	Experience in Level 2 trips. Ability to break in/ out moving water. Experience in moving water and disturbed water. Ability to paddle at 5-6 km/h for 6 hours per day for two or three consecutive days. Competent in self-rescues and rescue of others in strong wind and waves. Competent in moderate surf landings.	Experience in Level 3 trips. Experience paddling in wind, waves, and disturbed water as described above. Competent in self-rescues and rescue of others in significant wind and waves. Ability to paddle 5-6km/h for 6-7 hours per day for several consecutive days. Competent in surf landings.
<b>EXAMPLE TRIPS</b>	- Wreck Beach in light wind (1 night) - Pitt River - Day trip to Kit's Beach in light wind - Possibly Gulf Islands if planned to this level.	- Porteau Cove to Gambier (1-2 nights) in good conditions. - Day trip round Anvil Island in good conditions. - Gulf Islands in good conditions (planned to this level.) - Jericho to Lighthouse Park in good conditions.	- Jericho to Lighthouse Park in windy conditions. - Jericho to Gambier in good conditions. - Broken Group Islands.	- West coast Vancouver Island in potentially windy conditions. - Jericho to Gambier in windy conditions.
<b>HOW TO USE THE CHART</b>	Rate the level of each category. The level of the trip is defined by the highest level reached for any of the categories. (e.g. if all categories are at Level 2, except typical distance which is planned at 25-30km per day it would be classed as a Level 3 Trip.) Note: Conditions may not be predictable when planning the trip so select the maximum level of conditions in which the trip will go ahead. There should be a fall-back plan if conditions deteriorate to beyond the expected level.			