University of Wisconsin - Stout STOUT ADVENTURES

Kayak Deep Water Safety Course Outline

Cover the five W's

1. Weather: Where can I get reports?

NOAA

Internet / TV

Marine Band Radio

Locals (Coast Guard, or NPS)

What environment are you in?

What direction do most systems come from?

Summer time in Midwest = South by South West Winter time in Midwest = North by North West

2. Wind: Knots vs. MPH

5 knots = 5.8 mph

Beginners will not have fun in wind over 20 knots

What is Fetch?

Distance wind has to travel over open water

What direction is the wind coming from?

When radio says winds are "5-10 knots South by South West" they mean that the winds are coming OUT of the

South South West.

What direction is the wind headed?

3. Waves Clappatis effect

Usually occurs along jagged shorelines – very dangerous

How do I measure the waves from a sea kayak?

Water to Hips = 1 foot

Hips - Arm Pit = 2 foot

Arm Pit - Head = 3 foot

Beginners will not have fun in 3 foot waves

What is safe for me to paddle in?

3 foot and under

What is a following sea?

A sea that comes from behind you and pushes you forward.

Can be dangerous and cause broaching (flipping)

4. Water Temperatures

Hypothermia and wetsuits

Sun and reflection (skin, eyes)

Clarity

Fresh vs. Salt

5. Waterfront Where the water meets the shore

Submersed objects (ship wrecks, rocks, logs, docks)

Shoreline (marinas, harbors, piers, sea caves)

6. Wildlife Marine and Land

Rookeries and nesting grounds

Food protection

Insects

7. We-sources Rescue techniques

Self Rescue T-Rescue

Roll

On water communications

Establish before launching a trip Marine band radio communications

Safety equipment

Inspect all gear prior to departure Paddle float, bilge pump, tow line

Lighting & reflective gear for night paddles

Practice Skills

- 1. Anatomy of a sea kayak
- 2. Equipment and proper terminology
- 3. Paddle Techniques
- 4. Wet Exit (Dry Land introduction)
- 5. Wet Exit (On Water)
- 6. Self Rescue with float and pump
- 7. "T" rescue with partner