

Family Guide School Levels of Achievement

GREEN CIRCLE (BEGINNER GUIDE LEVEL)
GUIDE CHARACTER
□ Participate proactively in the group's activities (the fun and the hard work)
□ Be of service; ask "How can I help?"
□ Model personal health and safety (drink water, wear sunscreen, wear PFD, helmet and shoes, proper dress for weather and water levels, no unnecessary flames)
COMMUNICATION
□ Introduce self, introduce others, recall names and key facts about trip participants
□ Friendly demeanor on and off river; proper river etiquette on river, when scouting and in shared place
□ Entertain – share stories, jokes, skits, talent, etc.
LOGISTICS
□ Understand release schedules and expected timing of water flows
☐ Know the plan for the day and what is expected of you and your fellow guides
☐ Be on time and river ready (with everything you need) for launch
GROUP CAMPING AND GROUP GEAR
☐ Set up and break down personal camp
☐ Keep personal belongings and personal camping area clean, organized and safe
□ Contribute to keeping the group camp and group gear clean, organized and safe
□ Prepare and clean up cold camp breakfast using wilderness kitchen
□ Pack, set-up, prepare, and clean up river lunch
□ Wash dishes
□ Proper treatment, cleaning, storage of personal and group river gear
ON-RIVER SKILLS
☐ Knows knots – can rig Day Trip gear and can secure boat to tree or rocks
□ Basic river swimming in Class I/II and defensive swimmers position Class III/III+
□ Can pull a swimmer into up-right and flipped boat
□ Reading Water – identify basic obstacles
□ Reading Water - recognizes wrap and flip potential
Basic paddling
Basic guide strokes and commands
□ Row Flat Water / Class I
□ Staying in the current in Class I and Class II
□ Ferrying and catching eddies in Class II □ Select and execute a line on Class II (scouting and read and run)
in percet and execute a fine on class if (secuting and read and run)

 $\hfill\Box$ Recovers safely and calmly from missed line on Class II

BLUE SQUARE (INTERMEDIATE GUIDE LEVEL) GUIDE CHARACTER □ Include others / identify an area of commonality with each trip participant □ Encourage others to try new things and discover their potential ☐ Share a skill / teach others □ Consistently model teamwork **COMMUNICATION** □ Paddle Talk □ Set clear expectations by providing daily trip logistics overview and rules □ Communicate with river signals and demonstrate proper use of whistle □ Clear and assertive paddle commands **LOGISTICS** ☐ Able to plan, pack, load and rig all necessary gear for a Day Trip □ Keep track of time on the river – be where you are supposed to be when you are supposed to be there ☐ Know the River Map and where you are on the river □ Know the "fun places" on the river and proper procedures for experiencing them safely **CAMPING AND EQUIPMENT** ☐ Set-up and break-down group camp gear (such as wilderness kitchen) □ Coordinate camp trash and recycling □ Scrub pots, pans, knives, clean stoves, Dutch ovens, etc. □ Prepare and clean up hot camp breakfast using wilderness kitchen □ Prepare and clean up camp happy hour and dinner using wilderness kitchen □ Able to plan, pack, load and rig all necessary river gear and lunch for a Day Trip **ON-RIVER SKILLS** □ Proactive river swimmer – swimming Class II+/III for fun; catching eddies with precision, quickly and safely getting to a boat or shore ☐ Can flip boat back-over in flat water ☐ Scans for and recognizes dangers on and off the river (including poison oak, rattle snakes) ☐ Aware of downstream safety and looks back to provide safety □ Reading Water – identify hydraulics and anticipate impact on boat control □ Reading Water - understands how wraps and flips occur and how to avoid them □ Can stay in boat order with proper spacing – run in middle of boat order □ Can give good advice to other boaters about Class II rapids □ Surf Class II □ Row Class II □ Staying in the current in Class III/III+ □ Ferrying and catching eddies in Class III/III+ ☐ Select and execute a line on Class III/III+ (scouting and read and run)

□ Recovers safely and calmly from missed line on Class III/III+

BLACK DIAMOND (ADVANCED GUIDE LEVEL) GUIDE CHARACTER

GUIDE CHARACTER
☐ Handle group dynamics and conflict discreetly, fairly, and with diplomacy
□ Make choices / decisions that follow laws and rules, meet community norms and expectations, and
further the group's overall enjoyment and safety
□ Promote positive relationships in the community
□ Model leadership
COMMUNICATION
□ Safety Talk
☐ Know who to contact, how to get help, and communicate the request for help effectively
☐ Maintain calm demeanor at all times even in difficult / stressful situations
LOGISTICS
□ Know where you are on the river relative to off-water locations – towns, roads, evacuation routes
□ Understand the big picture - how it all comes together between water releases and river time, camp
logistics, meals, clients, guides, shuttles, etc.
Togisties, means, enems, garaes, shattles, etc.
CAMPING AND EQUIPMENT
□ Proper use of camp stove, blaster, Dutch oven, fire pan, hot dish water, and other wilderness kitchen
gear that has burn or fire potential
□ Solve common mishaps with personal and group camp equipment
□ Solve common mishaps with personal and group river gear
ON-RIVER SKILLS
□ Knows knots and trailer / roof rack rigging – can direct loading and unloading boats safely for shuttles
□ Can lead safe swimming and rock jumping, providing proper direction and setting safety
□ Can direct a swimmer to safety
□ Can pull self into up-right and flipped boat
□ Can coordinate getting a flipped boat into an eddy and flipped back over
□ Can set downstream safety
□ Reading Water – using features and currents to navigate the river and reach desired destination
□ Can assign proper boat order for group and keep tight boat order – able to run lead or sweep
□ Can guide floatilla to pass another group using proper river etiquette
□ Can give good advice to other boaters about rapids – Class III/III+
□ Ferrying and catching eddies consistently and with precision in Class III/III+
□ Surf Class III/III+
□ Row Class III/III+ - can "push" (not just "pull") aggressive moves; ships oars forward
□ Oar / paddle combo and proper commands
□ Brings, knows the location of, and is consistently effective in using all basic safety equipment (such as
toss bag) and basic first aid supplies
□ Trusted Day Trip leader
√ 1