



Location Descriptions

Activity Locations are grouped into the following 5 system level categories.

Please click on the appropriate category to see the detailed descriptions.

- On-site / Off-site
- Water
- Rock & / or Vertical
- Land
- Other

On-site / Off-site Description	
On-site	Represents locations which are defined by a permanent presence of an established provider (e.g. Outdoor Centre, College, School etc.)
Off-site	Represents locations which are not based around the permanent presence of an established provider (e.g. not limited to, but could include public places, or locations that require some form of travel)

Water	Description
Swimming Pool	An established, enclosed, swimming pool.
Very-sheltered Water	<p>Quiet canals with easy bankside access and egress; small lakes, which are not large enough and do not have difficult landing, where problems could occur if there is a sudden change in conditions; gentle, slow moving rivers. The definition implies weather conditions that are not in themselves likely to cause problems. At any point, the paddler should not be more than 50 meters from the bank. Linked to BCAB Environmental Definitions.</p>
Sheltered-Water (includes slow moving rivers)	<p>Ungraded sections of slow moving rivers where the group could paddle upstream against the flow (not involving the shooting of, or playing on, weirs or running rapids). Areas of open water (e.g. lakes or lochs) where the paddlers are no more than 200 meters offshore and the wind strength does not exceed Beaufort force 3, avoiding the group being swept / blown out of the safe working area. Slow moving estuaries (less than 0.5 Knots). Examples such as; small enclosed bays, enclosed harbours where there is minimal possibility of being blown offshore, defined beaches with easy places to land throughout, no tide races, overfalls or surf. Linked to BCAB Environmental Definitions.</p>
Coastal water	<p>A stretch of coastline with some areas where it is not easy to land but there will always be straightforward land points a maximum of two nautical miles apart. Up to 2 knots of tide (but not involving tide race or overfalls). Wind strengths do not exceed Beaufort force 4. Launching and landing through surf (up to 1 meter, trough to crest height). Linked to BCAB Environmental Definitions of Moderate Sea.</p>
Sea	<p>Any journey on the sea where tidal races, overfalls or open crossings may be encountered and cannot be avoided; sections of coastline where landings may not be possible or are difficult; winds above Beaufort force 4; launching and landing through surf (up to 1.5 meters trough to crest height). Linked to BCAB Environmental Definitions of Advanced Sea.</p>
River – Grade 1	<p>River or moving water which has sections of Grade 1 (but no greater, even if portaged). Moving water with occasional small rapids. Few or no obstacles to negotiate.</p>
River – Grade 2	<p>River or moving water which has sections of Grade 2 (but no greater, even if portaged). Rivers that have small rapids featuring regular waves, where some manoeuvring is required.</p>
River – Grade 2(3)	<p>River or moving water which the overall standard of the run is Grade 2, but there may be a few (normally one or two) grade 3 rapids that can be portaged if required.</p>
River – Grade 3	<p>River or moving water which has sections of Grade 3 (but no greater, even if portaged). Most rapids will have irregular waves and hazards that need avoiding. More difficult manoeuvring will be required but routes are normally obvious. Scouting from shore is occasionally necessary to maintain line of sight.</p>

River – Grade 4	River or moving water which has sections of Grade 4 (but no greater, even if portaged). Large rapids that require careful manoeuvring. Scouting from the shore is often necessary and rescue is usually difficult. Kayakers should be able to roll before tackling these rapids. In the event of a mishap, there is significant risk of loss, damage and/or injury.
River – Grade 4(5)	River or moving water where the overall standard of the run is Grade 4, but there may be few (normally one or two) Grade 5 rapids that can be portaged if required.
River – Grade 5	River or moving water which is extremely difficult – long and very violent rapids with severe hazards. Continuous, powerful, confused water makes route finding difficult and scouting from the shore is essential. Precise manoeuvring is critical and for kayakers, rolling ability needs to be 100%. Rescue is very difficult or impossible and, in the event of a mishap, there is significant hazard to life.
Artificial White Water Venue	A purpose-built facility that provides on-demand white water through the generation of artificially generated rapids. This is normally constructed using man-made features. A range of white water paddlesport activities could be run at the venue, including kayaking, canoeing or rafting. The venue may be part of a larger Watersports facility that has other locations such as Very-Sheltered or Sheltered Water.
Open Water Lake / Loch (Moderate)	Linked to BCAB Environmental Definitions of Moderate Inland. Large areas of open water that exceed the sheltered water definition, where paddlers are no more than 500m offshore and in wind strengths that do not exceed Beaufort force 4.
Open Water Lake / Loch (Advanced)	Linked to BCAB Environmental Definitions of Advanced Inland. Large areas of open water which exceed Moderate Inland Water and/or have winds in excess of Beaufort force 4.
Surf (Moderate)	Linked to BCAB Environmental Definitions of Moderate Surf. Sections of sandy beaches free from significant hazard (e.g. rocks and strong rips) and easy access. Gentle, sloping and spilling waves, preferably peeling. Not pitching or dumping. Wave height should be no more than double overhead when seated in a kayak in the trough of wave (head high for a stand up surfer).
Surf (Advanced)	Linked to BCAB Environmental Definitions of Advanced Surf. Reefs, points, offshore breaks and sandy beaches, which may have significant hazards (e.g. rocks, strong rips, etc.) and may be remote and/or have difficult access. Waves may be powerful, steep, pitching, fast, hollow, and heavy. Up to and above double overhead when seated in a kayak in the trough of the wave (or head high and above for a stand up surfer).

Rock & / or Vertical	Description
Single-pitch Crag (accessible)	A trad or sport climbing crag where a climb can be completed in one pitch (length of rope), where the rope is only anchored once and not moved on to form a second pitch. It allows climbers to be lowered to the ground at all times, is non-tidal and has little objective danger, and presents no difficulties on approach or retreat, such as route finding, scrambling or navigating. As an accessible crag, it is no more than 30 minutes travelling time to reach accessible transport.
Single-pitch Crag (remote)	A trad or sport climbing crag where a climb can be completed in one pitch (length of rope), where the rope is only anchored once and not moved on to form a second pitch. It allows climbers to be lowered to the ground at all times, is non-tidal and has little objective danger, and presents no difficulties on approach or retreat, such as route finding, scrambling or navigating. As a remote crag, it will be more than 30 minutes travelling time to reach accessible transport.
Multi-pitch Crag (accessible)	A trad or sport climbing crag where a climb needs to be completed in two or more pitches (length of rope), where the climber cannot safely walk or un-roped from the top, or cannot be safely lowered to the bottom of the climb. As an accessible crag, it is no more than 30 minutes travelling time to reach accessible transport.
Multi-pitch Crag (remote)	A trad or sport climbing crag where a climb needs to be completed in two or more pitches (length of rope), where the climber cannot safely walk or un-roped from the top, or cannot be safely lowered to the bottom of the climb. As a remote crag, it will be more than 30 minutes travelling time to reach accessible transport.
Bouldering Venue (outdoor)	A venue that is specifically used for bouldering, which is un-roped movement on rock, close to the ground. It often may be using large natural boulders or small rock formations.
Bouldering Venue (indoor)	An indoor venue that is specifically used for bouldering, which is un-roped movement on rock or artificial surfaces, close to the ground. It could include a specific bouldering room or space within a climbing wall.
Climbing Wall / Structure (indoor)	A venue that is used for different types of roped climbing. Commonly associated with climbing walls, it may involve bottom roping, top roping or abseiling.
Climbing Wall / Structure (outdoor)	An outdoor venue that is used for different types of roped climbing. Commonly associated with climbing towers, it may involve bottom roping, top roping or abseiling. It may also include other structures such as Tree Climbs.
Mountainous Terrain (summer)	Mountainous country within the UK, which involves the navigation and movement through irregular and rocky terrain. It will require the use and judgement of roped and un-roped skills for moving with a group.
Mountainous Terrain (winter conditions)	Mountainous country within the UK in conditions where snow or ice prevail, which involves the navigation and movement through irregular and steep terrain. It will require the use and judgement of roped and un-roped skills for moving with a group.

Mine (Horizontal)	Mines which have no pitches and that fall within the remit of the Local Mine Leader.
Mine (Vertical)	Mines which have pitches up to 18m in length, and that fall within the remit of the Vertical Mine Leader.
Mine (SRT)	Mines that require the use of a Single Rope Technique. These are normally part of a more complex system, which may involve pitches over 18m in length and require significant experience, judgement and decision making.
Cave (Horizontal)	Caves which have no pitches and that fall within the remit of the Local Cave Leader.
Cave (Vertical)	Caves which have pitches up to 18m in length, and that fall within the remit of the Vertical Cave Leader.
Cave (SRT required)	Caves that require the use of a Single Rope Technique. These are normally part of a more complex system, which may involve pitches over 18m in length and require significant experience, judgement and decision making.
Ropes Course (indoor)	An indoor structure or course that is designed for any Ropes Course, Freefall Descent, or Zip Wire type activity. It may be technical or non-technical in nature.
Ropes Course (outdoor)	An outdoor structure or course that is designed for any Ropes Course, Freefall Descent, or Zip Wire type activity. It may be technical or non-technical in nature.

Rock / Water	Description
Beach	Defined sections of coastline that are easily accessible.
Rocky Coastline (non-technical accessible)	Sections of coastline which contain rocky sections that require careful movement along it. It will be accessible without the use of ropes or swimming.
Rocky Coastline (technical or water accessible only)	Sections of coastline which contain rocky sections that have an additional degree of challenge to them. They are only accessible through either the use of ropes or swimming.
Gorge / Ghyll / Canyon (non-technical)	A river, gorge, canyon or stream that is narrow, steep, and requires navigating the various features along the way. These could include examples such as pools, steps, ledges, slides, or waterfalls. It does not require the use of ropes to access it or journey through it.
Gorge / Ghyll / Canyon (technical)	A river, gorge, canyon or stream that is narrow, steep, and requires navigating the various features along the way. These could include examples such as pools, steps, ledges, slides, or waterfalls. It will require the use of ropes to access it or journey through it.

Land	Description
Mountain Bike Trail Centre	A defined site which has purpose-built mountain bike trails. These will normally be marked by difficulty, such as Green / Blue / Red. There will often be some form of facilities at a central location, and it may include skills loops.
Bike Park	A defined site which usually relies on uplift to access gravity-led bike routes. These will usually be purpose-built and include jumps, drops, and man-made features. The use of body armour and full-face helmets may be required. This may be part of a bigger Trail Centre.
Road / Cycle bike routes	Areas where cycling is usually on paved or tarmacked surfaces and may require careful management along public roads. It may also include marked cycle routes, that may include dedicated cycle paths.
Lowland (walking or biking)	<p>Walking: Low-level countryside and woodland environments. Navigation would normally follow paths or tracks that are clearly marked and visible. If walking the group should be no more than 3km away from a key access point.</p> <p>Biking: Off-road low-level countryside and woodland environments. Paths or tracks require a low technicality, often associated with gravel routes. The group should be no more than 30 minutes away from a key access point.</p>
Hill & Moorland (walking or biking)	<p>Walking: Non-mountainous high or remote country, often known as upland, moor, bog, fell, hill or down. These areas of remoteness are usually easily escapable in a few hours, and don't involve areas where movement on steep or rocky terrain is required. Such areas may often be subject to hostile weather conditions and require an element of self-sufficiency.</p> <p>Biking: Trail environments that are non-mountainous but could be high or remote. Usually involves a medium level of technicality, including technical features that are rollable, are at hub height, and could be ridden at walking pace. These areas may often be subject to hostile weather conditions and require an element of self-sufficiency.</p>
Mountain (walking or biking)	<p>Walking: Wild country which may contain unavoidable steep and rocky ground where individuals are dependent upon themselves for immediate help. It does not extend to ground where planned use of a rope would be required.</p> <p>Biking: Mountain biking environments, where individuals are dependent upon themselves for immediate help, and/or technical, steep, and rough ground. This will involve a high level of skill, where the wheels may need to leave the ground, or a faster speed is needed to ride sections.</p>
Lowland (winter conditions)	Low-level countryside and woodland environments, where the conditions of snow and ice prevail. Navigation would normally follow paths or tracks that are clearly marked and visible. Generally the group should be no more than 3km away from a key access point.
Hill & Moorland (winter conditions)	Non-mountainous high or remote country where the conditions of snow and ice prevail, often known as upland, moor, bog, fell, hill or down. These areas of remoteness are usually easily escapable in a few hours, and don't involve areas where movement on steep or rocky terrain is required. Such areas may often be subject to hostile weather conditions and require an element of self-sufficiency.

Mountain (winter conditions)	Wild country where the conditions of snow and ice prevail, which may contain unavoidable steep and rocky ground where individuals are dependent upon themselves for immediate help. It does not extend to ground where planned use of a rope would be required.
Ski resort	A defined area that has marked ski runs with uplift.
Dry ski slope	A defined slope with an artificial surface designed for snowsports outside of winter conditions.

Other	Description
Urban	A public area, that is built up and not considered a natural environment.
Public Park / Woodland	Natural woodland or physical space, which is publicly owned and accessible.
Private Park / Woodland	Natural woodland or physical space, which is not part of providers grounds, and is not publicly accessible.
Sports field	A public, defined outdoor space, designed for sports activities.
Indoor sports hall	A public, defined indoor space, designed for sports activities.
On-site buildings	Includes (but not limited to) accommodation, games rooms, or sports halls.
On-site grounds	These grounds should only be within a defined boundary. For example a fenced area, or private property.