

MAGS - Method for Approximately Grading the Sea			Interpretation					
FACTOR #	NAME	POINTS	SCORE	GRADE	SCORE OF	DESCRIPTION	DIFFICULTY	RISK
1	Water Temperature	2 points for each degree below 20°C		GRADE 1	1.9 and below	Easy	Little danger	Very little chance of injury
2	Wind Speed	1 point per knot of wind speed		GRADE 2	2.0 - 3.0	Moderate	Small seas, very easy terrain	Little chance of injury
3	Wave Height	6 points per metre of vertical wave height		GRADE 3	3.0 - 4.0	Intermediate	Regular seas, easy landing areas	Chance of injury - reliable roll required
4	Swim Distance to Safety	1 point per 100m up to a maximum of 20		GRADE 4	4.0 - 5.0	Advanced	Confused seas, difficult landing areas	Injury likely during an incident
5	Breaking Waves	30 points - waves breaking in shallow water		GRADE 5	5.0 - 6.0	Extreme	Heavy water, very confused seas	Serious injury or loss of life possible
6	Rockhopping	20 points if paddling in rocks		GRADE 6	6.0 plus	Very extreme	Very heavy water, completely unpredictable	Loss of life highly likely in the event of an
7	Sea Cave	20 points if entering sea caves						
8	Night	20 points if it is night time						
9	Fog	Up to 20 points if present						
10	Miscellaneous	10 points or more for each additional danger						
Divide total by 20 to give grade of water								