

## Kayak Destinations

# Desolation Sound

Launch Choices: Lund, Okeover Inlet, Cortes Island

<p><a href="#">Paddling Notes</a></p>	<ul style="list-style-type: none"> <li>• Waters are mostly calm but winds can come up</li> <li>• Ability to base camp and explore or move camps</li> <li>• Islands offer amazing views albeit awkward take outs</li> </ul>
<p><a href="#">Trip Basics</a> No. of Days</p>	<p>3-6 days if staying in or near the park or more if intending to go further. Allow 1 day travel time each way for comfort.</p>
<p>Paddle Distance</p>	<p>20-50 nm dependent on day trips and destinations.</p> <ul style="list-style-type: none"> <li>• 3 nm from Lund to Copeland Island Marine Park</li> <li>• 5.5 nm from Okeover Arm PP to Hare Pt. campsite</li> <li>• 12 nm from Lund to Curme Islands</li> <li>• 11 nm from Okeover Arm PP to Curme Islands</li> </ul>
<p><a href="#">SKGBC Water Class. Map (I-IV)</a></p>	<ul style="list-style-type: none"> <li>• Class II</li> </ul>
<p>Recommended Launch Site:</p>	<ul style="list-style-type: none"> <li>• Lund has a boat launch which has a \$10/boat launch fee.             <ul style="list-style-type: none"> <li>○ Launching from Lund allows a night in the Copelands to start, but a longer trip into Desolation Sound PP.</li> </ul> </li> <li>• Okeover Inlet has a “beach” at the park but it can be very muddy and awkward to launch during a receding tide.             <ul style="list-style-type: none"> <li>○ Option to camp at the provincial park prior to launch.</li> </ul> </li> <li>• Cortes Island involves a longer more open crossing</li> </ul>
<p><a href="#">Getting There</a></p>	<p>Drive to Horseshoe Bay and take BC Ferries to Langdale. Drive to Earl’s Cove and take the BC Ferries to Saltery Bay. Then drive to Okeover Inlet or Lund.  <b>Total distance:</b> 203km  <b>Total time:</b> 5 hours – THIS DOES NOT INCLUDE BREAKS OR FERRY WAIT TIMES.</p>
<p><a href="#">ing</a> Nautical Charts</p>	<p><b>3538</b> 1:40,000 Desolation Sound  <b>3539</b> 1:40,000 Discovery passage (Quadra Island)  <b>3541</b> 1:40,000 Toba Inlet</p>
<p><a href="#">Suggested Resources</a></p>	<ul style="list-style-type: none"> <li>• Marine chart: 3538</li> <li>• The Wild Coast Volume 3 by John Kimantas pp. 313-355</li> <li>• Desolation Sound recreational map – check for recent distributor/publisher</li> <li>• Websites: BCMT (distances, campsite descriptions, BC Ferries, BC Parks (permits, maps)</li> </ul>
<p>Camp site information</p>	<ul style="list-style-type: none"> <li>• Curme Islands have NO fresh water. Bring your own or head to Roscoe Bay to collect from the water spring on the north side of the bay off a cliff. For in the park, permits required. Book through BC Parks website.</li> <li>• Camping available at Roscoe Bay and Tenedos Bay but it isn’t as nice as the islands</li> <li>• Camping is allowed on Martin Is. and is quite nice also</li> </ul>
<p>Current Tables Vol 6</p>	

NOTE: All information must be confirmed by kayakers before departing, and is provided without warrantee