

Level 1 Avalanche Course - Schedule

Sponsored by Yöstmark Backcountry Tours

December 15-17, 2017

January 13-15, 2018

February 9-11, 2018

Thank you for signing up for the Level 1 Avalanche course. Please refer to this schedule for detailed times and locations.

Goal: To provide a fundamental understanding of avalanches, by examining snowpack, weather, terrain, and human factors associated with avalanche formation and triggering.

FRIDAY, DAY 1 – City Center, Driggs, ID

- 0800 Introductions - goals and schedule (both)
- 0820 Why avalanche education is important - "Know Before You Go" – Case Study
- 0840 Avalanche Types and Nomenclature, Common Avalanche Problems
- 0910 Terrain
- 1000 Break
- 1010 Snow - Formation above the snow surface, Changes below the surface
- 1040 Snow – Changes on the surface
- 1115 ALPTRUTH
- 1145 Rescue Presentation
- 1230 Break for lunch and travel to Teton Canyon
- 1330 FIELD SESSION – Meet at the Teton Canyon winter parking lot/ or Grand Targhee as necessary – Beacon use/rescue
- 1700 Done for the day

SATURDAY, DAY 2 – Full Day Field Session

- 0730 FIELD SESSION – Meet at Victor Ice Rink – *Please carpool*
Beacon function check, informal and formal stability tests, further beacon practice, ongoing snowpack/avalanche observations, avalanche nomenclature, route finding and safe travel protocols, what to do if caught in an avalanche, and decision-making in avalanche terrain – Red, Yellow, Green system and ALPTRUTH
- 1600 Done for the day

SUNDAY, DAY 3 – AM Field Session/PM Classroom

- 0730 FIELD SESSION – Meet at Victory Ice Rink
Beacon function check, practice terrain assessment, snow observations, pit assessment, and decision making
- 1200 End Field Session
- 1330 CLASSROOM SESSION – City Center - *Starts Promptly!!!*
Snow behavior, avalanche mechanics, and deficit zones
- 1430 Backcountry avalanche forecasting and decision-making and human factor =
Avalanche Smart Card
- 1500 Decision-making scenarios
- 1615 Formal review, debrief, and questions
- 1645 Evaluations
- 1700 Course finishes