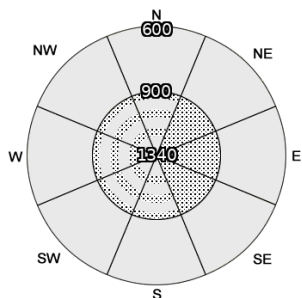


Avalanche Hazard Forecast - FOR PERIOD 18:00HRS Tue 16/03/2010 TO 18:00HRS Wed 17/03/2010



Hazard Level	Avalanche Probability
Very High	Natural and human triggered avalanches will occur. Numerous very large, often extremely large natural avalanches can be expected.
High	Natural and human triggered avalanches will occur. In some cases, numerous large, often very large sized natural avalanches can be expected.
Considerable	Natural and human triggered avalanches possible, in some cases large, in isolated cases very large sized natural avalanches are possible.
Moderate	Very large sized natural avalanches are unlikely. Human triggering possible in indicated steep places.
Low	Only small and medium sized natural avalanches are possible. Human triggering possible in steep, extreme terrain.

Forecast Weather Influences

A mild day is expected with some rain. Strong winds will be from the South-West.

Forecast Snow Stability and Avalanche Hazard

At higher levels the snowpack will soften and start to thaw. Minor instabilities will exist mainly on steep North-East to South-East aspects above 900 metres. Remaining cornices will be prone to collapse. At lower levels the snowpack will continue to thaw, as it has been doing for a good few days, and stability will be generally good. The avalanche hazard will be Moderate.

Observed Avalanche Hazard - Tue 16/03/2010

Observed Weather Influences

After a few light snow showers during the morning it was a dry day. The freezing level was around 1100 metres.

Observed Snow Stability and Avalanche Hazard

New snow accumulations were not significant. At higher levels the surface of the snowpack has a hard icy crust. At lower levels it continues to gently thaw. In general stability is good. The avalanche hazard is Low.

Mountain Conditions

Observed Mountain Travel Conditions

Good cover of refrozen snow above 1000 metres, softer below this level.

Comments

Rock and ice fall will be hazard during the mild conditions which are expected over the next few days.