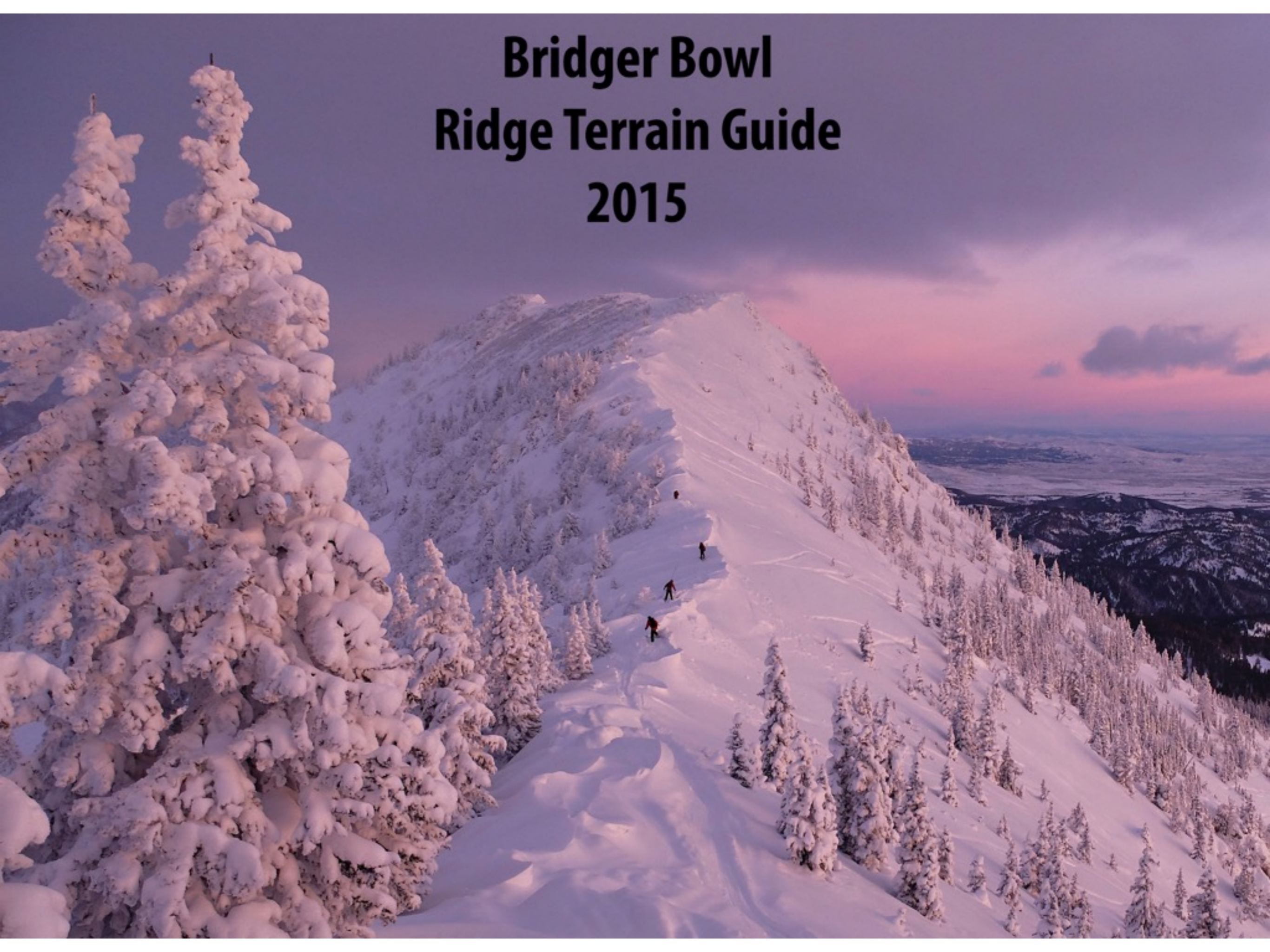


Bridger Bowl Ridge Terrain Guide 2015



BRIDGER BOWL SKI AREA, RIDGE TERRAIN

This guide was produced to communicate the common historic names of avalanche paths within the boundaries of Bridger Bowl Ski Area. Naming of avalanche paths began with the need to identify, record and track the activity of specific avalanche paths within the ski area boundary. While some locals have their own names for the terrain, it is recommended to learn the commonly accepted names of the terrain used by the Ski Patrol.

In the event of an incident, known locations may help reduce rescuer response time.

When reporting an incident, we need to know: Where they are, who is injured, nature of the injury and when it happened.

WARNING: RISK OF AVALANCHE

Avalanche hazard reduction measures within the ski area boundaries help reduce the risk of avalanches, but can not eliminate the possibility of an avalanche occurring in avalanche prone areas and runout zones open for skiing.

Avalanches are an inherent risk of skiing this terrain.

An operating Avalanche Transceiver is required to access Ridge Terrain.

A Shovel, Probe and Partner are strongly recommended.

EXPERTS ONLY

Ridge Terrain contains an increased Risk of Avalanche

There is no Hazard Marking, No Grooming, No Easy Way Down, No Marked Trails Variable Snow Conditions and Steep Chutes which may end in Unmarked Cliffs.

Ridge Terrain is composed of expert terrain with variable snow conditions and coverage.

Lots of inviting lines "cliff out" and landing zones are often littered with concealed rocks, stumps and other hazards.

Know your route down before descending!

The following depictions are for illustration only and show some, but not all of the avalanche prone areas and runout zones.

Ski with Caution

Follow protocols for Safe Travel in Avalanche Terrain.

**There is no hazard marking and no marked trails in Ridge Terrain. Don't be our next ridge rescue.
Please Keep the following guidelines in mind when skiing Ridge Terrain**







-Respect our boundaries and closures. Avalanche hazard reduction may continue throughout the day in closed terrain, even though other areas of the mountain are open for skiing.

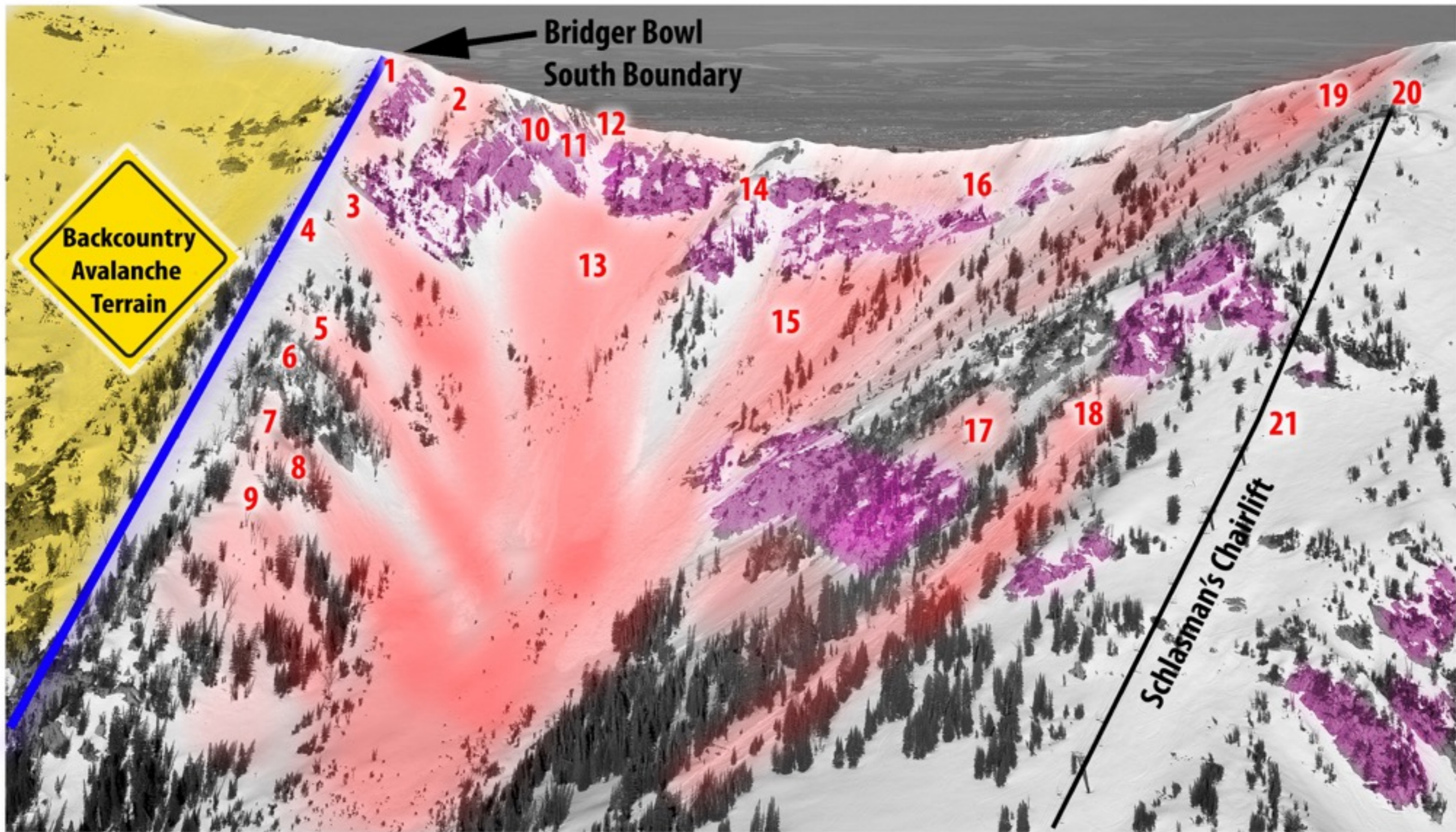
-To facilitate patrol notification in the event of an injury or avalanche incident, Ridge Terrain users are strongly encouraged to ski with a partner and know the whereabouts and last seen points of all party members at all times.

-Each person accessing the Ridge or skiing Slushman's terrain must be wearing an operating 457KHz avalanche transceiver, and we strongly recommend each party member have a shovel, probe, and partner. If a member of your party is involved in an avalanche, you are always your partner's best chance for rescue. Make sure you know how to use your equipment!

-Retention devices (ski brakes, leashes) are required on all equipment. No un-tethered snowboards or tele skis on the hike up. Equipment must be secured to a backpack or otherwise be tethered to you while hiking. You will be escorted off the mountain if you fail to adhere to our policies. Keep in mind under Montana Law you are responsible for injury to others resulting from your run-a-way equipment.

Key

	Backcountry Avalanche Terrain No Ski Patrol Avalanche Hazard Reduction Work Beyond the Ski Area Boundary
	Ski Area Boundary Indicates approximate location
	Primary Avalanche In-Area Avalanche Paths. Avalanche Hazard Reduction is conducted, Risk of Avalanche on terrain open for skiing.
	Cliff Areas These areas terminate in cliff bands. Know your route down!
	Traverse
	Closure Line



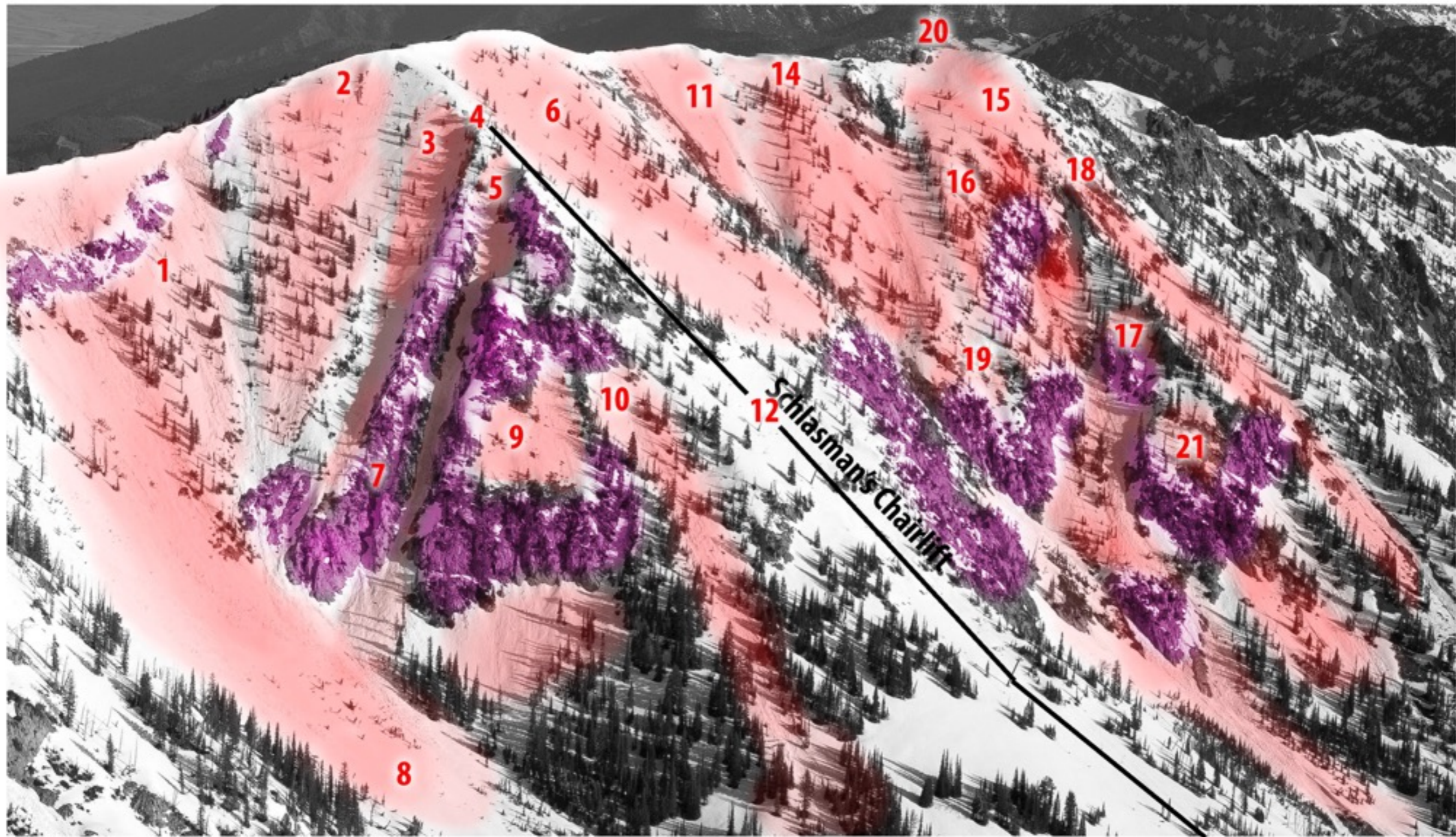
Slushman's Terrain South Routes

- 1. Bathtub
- 2. Bitter Sweet
- 3. The Drain
- 4. The Bitter End
- 5. The Child
- 6. Princess Point
- 7. Matrimony
- 8. Lee's Trees
- 9. Alimony

- 10. Good Grief
- 11. Cottom's Classic
- 12. Pondorf's Pucker
- 13. Mundy's Bowl South
- 14. Lucy's Rib
- 15. Mundy's Bowl North
- 16. Lee's Leep
- 17. Hanging Snowfield
- 18. Deno's Delight

- 19. Golden Triangle
- 20. Top Terminal Schlasmusman's Lift
- 21. Liftline Meadows

**No Ski Patrol Services
No Avalanche Hazard Reduction
Beyond Bridger Bowl's Boundary**



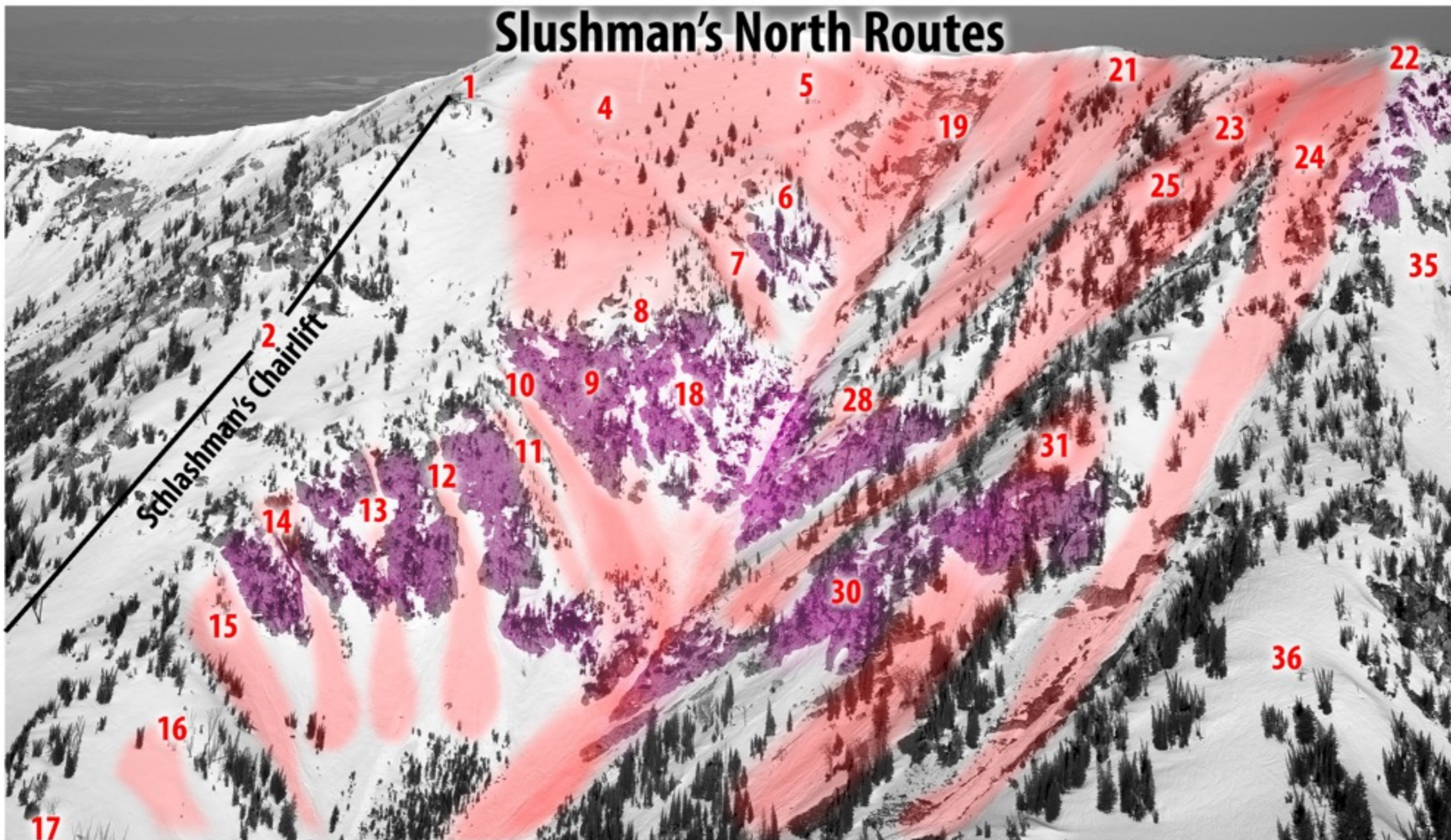
- 1. North Mundy Bowl
- 2. Golden Triangle
- 3. K9 Chute
- 4. K9 (Top of Slushman's)
- 5. Pat's Chute
- 6. Slushman's Face
- 7. Jess's Fine Line
- 8. Lower Mundy Bowl

- 9. Hanging Snowfield
- 10. Deno's Delight
- 11. Slushman's Ravine
- 12. Liftline Meadows
- 13.
- 14. Caravan Serai
- 15. Close Call
- 16. Fin Town

- 17. Kiwi Chutes
- 18. Boundary Chute
- 19. The Trap Door
- 20. Ft. Benton
- 21. Unc Farm

Slushman's North and South Routes

Slushman's North Routes



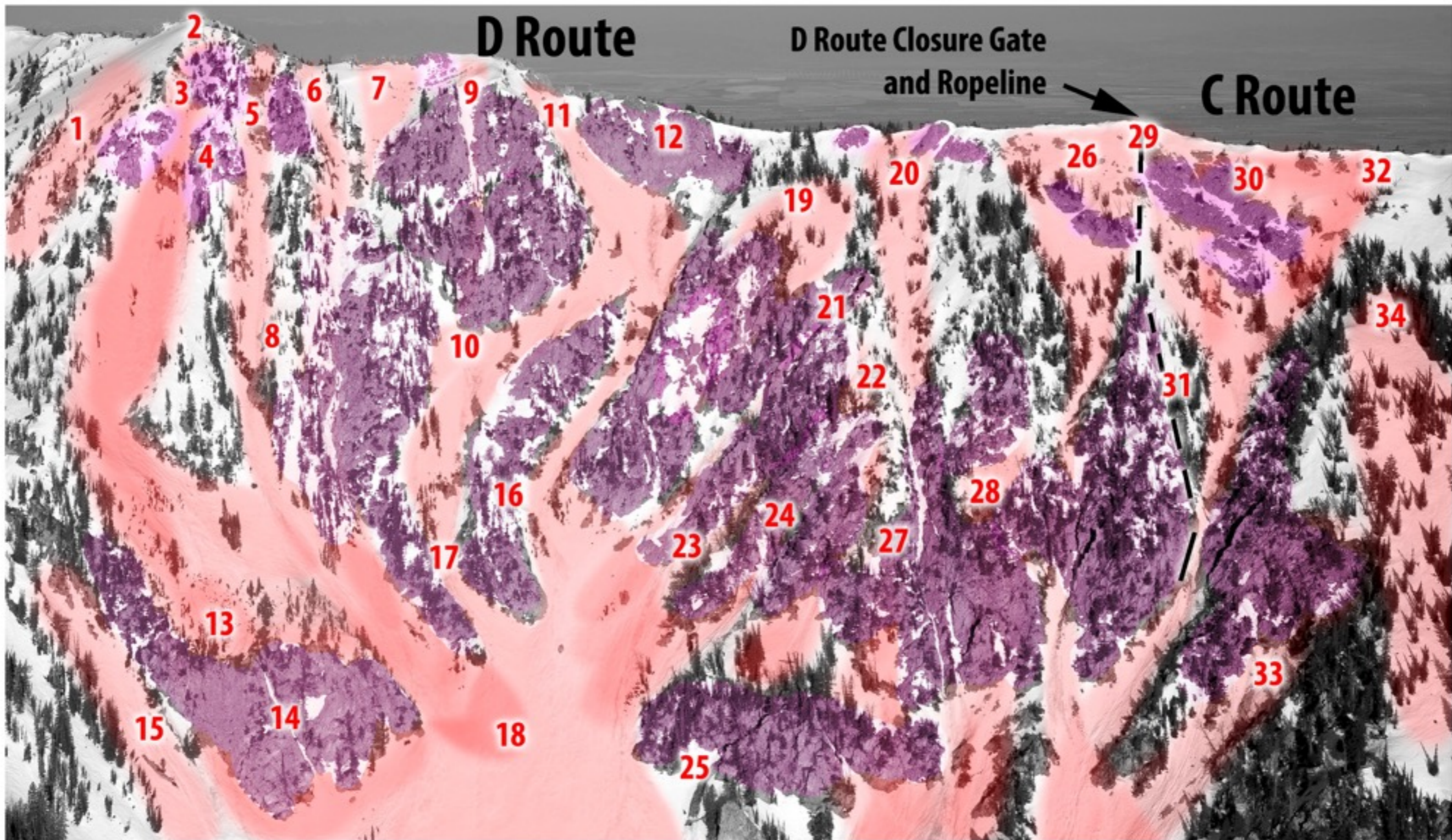
- 1. K9 (Top of Slushman's
- 2. Liftline Meadows
- 3.
- 4. Slushman's Face
- 5. Slushman's Ravine South
- 6. The UnNamable Buttress
- 7. Trolley Chute
- 8. Stimulus Package

- 9. Diagonal Cliffs
- 10. Diagonal Chute
- 11. Parallel Chute
- 12. Jaws 1
- 13. Jaws 2
- 14. Jaws 3d
- 15. Bailout
- 16. Moonshine

- 17. Phaser Bank
- 18. X Couloir
- 19. Slushman's Ravine
- 20.
- 21. Caravan Serai
- 22. Ft Benton
- 23. Close Call
- 24. Boundary Chute

- 25. Fin Town
- 26.
- 27.
- 28. The Trap Door
- 29.
- 30. Gangsta's Paradise
- 31. Unc Farm
- 32.

- 33.
- 34.
- 35. Job 1
- 36. The Fingers Meadow



1. Boundary Chute
 2. Ft Benton
 3. Job 1
 4. R2D2
 5. Job 2
 6. Job 3
 7. Morning Glory
 8. Rex's Rib

9. Lost Shot Notch
 10. Lost Shot Bowl
 11. Z Chute
 12. Z Chute Cornices
 13. Angry Chair
 14. Saber Slice
 15. The 4th Finger
 16. Banzai

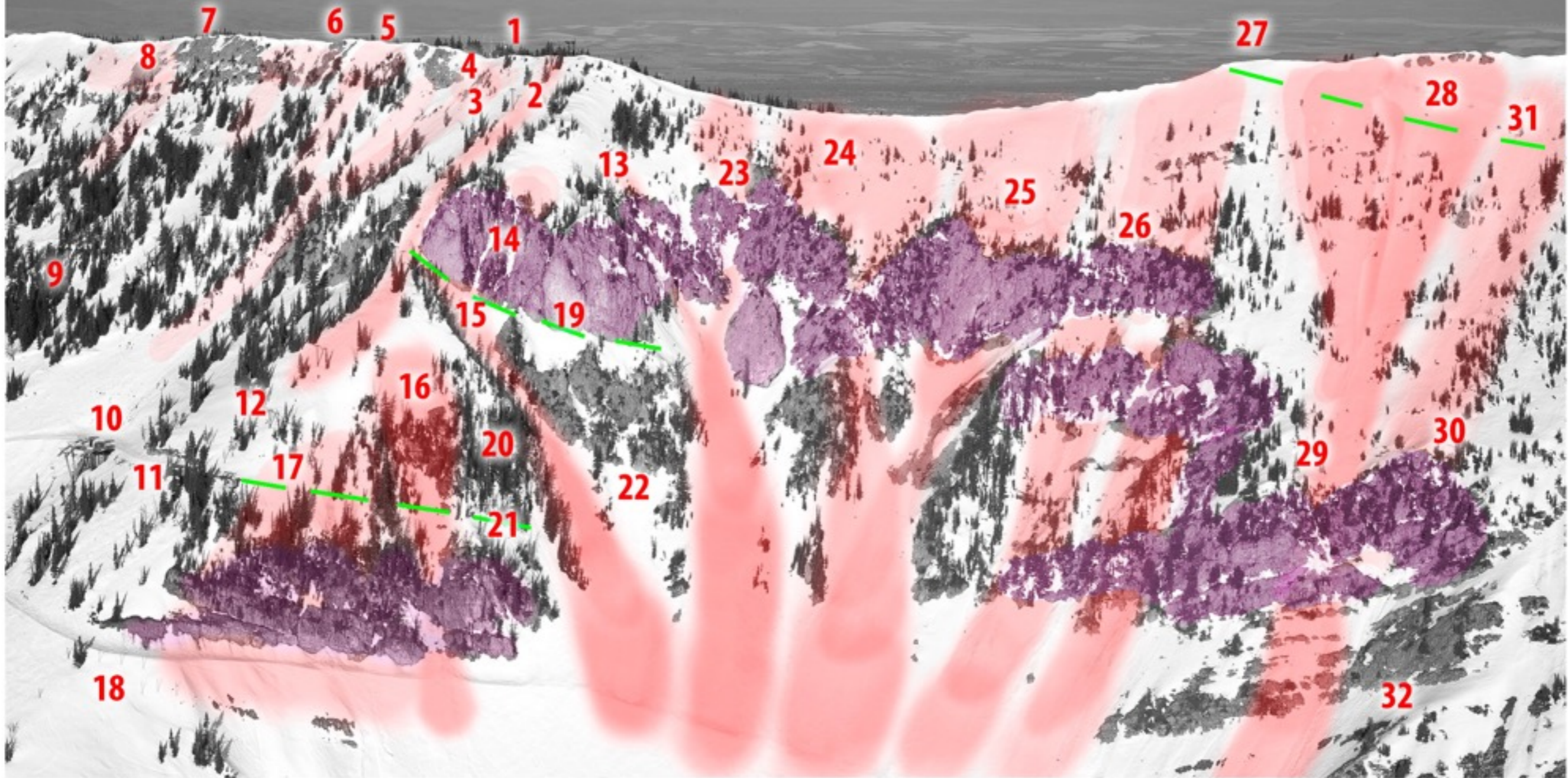
17. Leman's
 18. Z Chute Fan
 19. Joel's
 20. 6th Grade
 21. King's Couloir
 22. Conehead
 23. Upper Coffey Chute
 24. Lower Coffey Chute

25. Wildman's
 26. Green Jeans
 27. Dry Martini
 28. Wet Martini
 29. D Route Gate
 30. Colter's Crawl
 31. Silent But Deadly
 32. Morgan's Horses

33. The Zits
 34. Joe's Jungle

B Route

A Route



- 1. The Penthouse
- 2. Patrol Chute
- 3. Pearly Gates
- 4. Sluice Box
- 5. Robert's Roost
- 6. Keith's Crutch
- 7. Kanzler's
- 8. Tight Squeeze

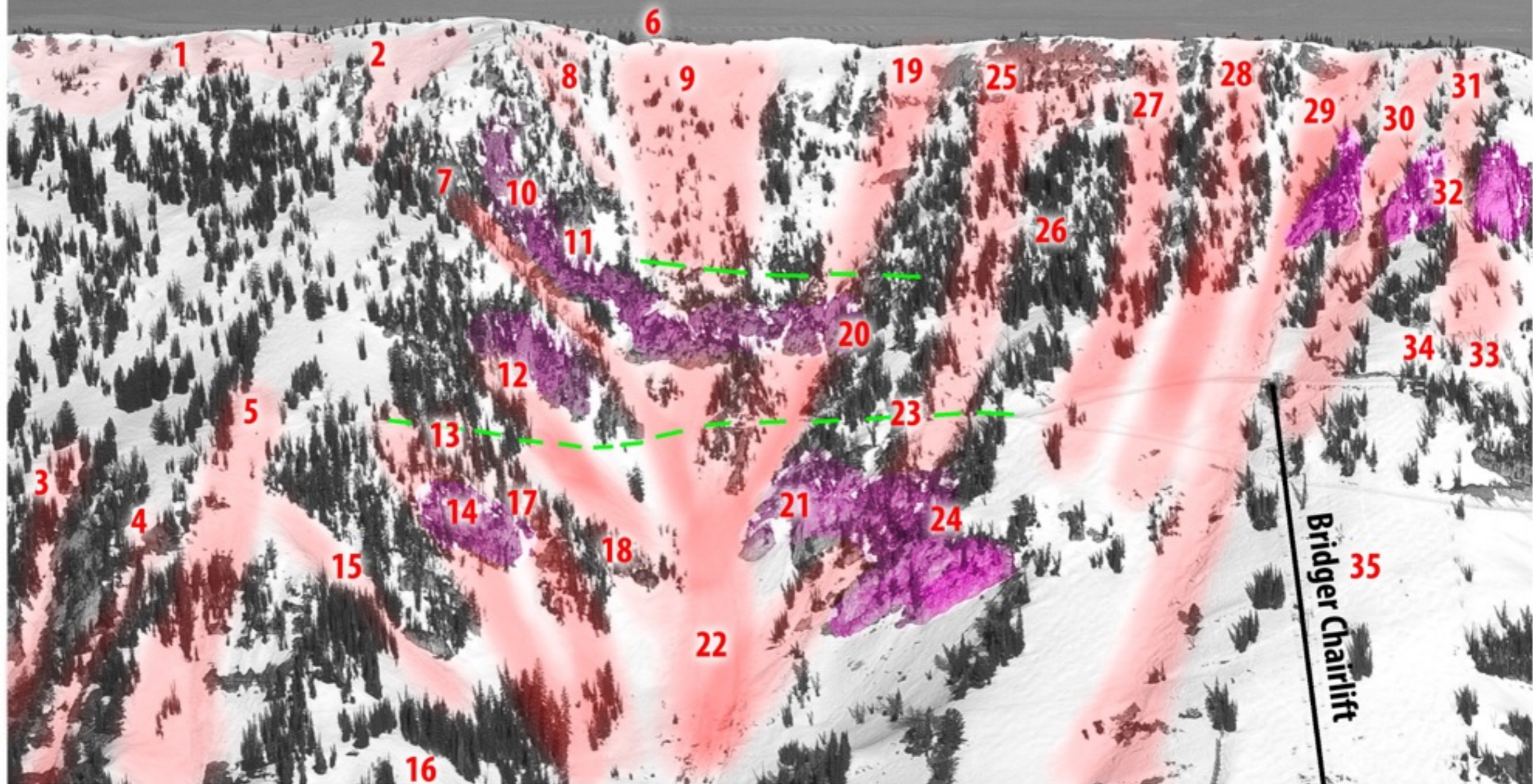
- 9. The Burn
- 10. Top of Bridger Lift
- 11. Patrol Headquarters (PHQ)
- 12. Ridge Hike
- 13. Sometimes A Great Notion
- 14. Mad Women's
- 15. Mad Man's
- 16. Trouble Bowl

- 17. Abelin's
- 18. DRCS/ Out of Sight
- 19. Teton Traverse
- 20. Easy Money (ridge)
- 21. Humphrie's Hollow
- 22. Keifer's Pocket
- 23. Lewis and Clark
- 24. Cuckoo's

- 25. Stupor
- 26. Two Way
- 27. Mtn Mother
- 28. Chute 7
- 29. Kneil's
- 30. Bradley's Bump
- 31. Apron Traverse
- 32. Dick's Dribble

C Route

B Route



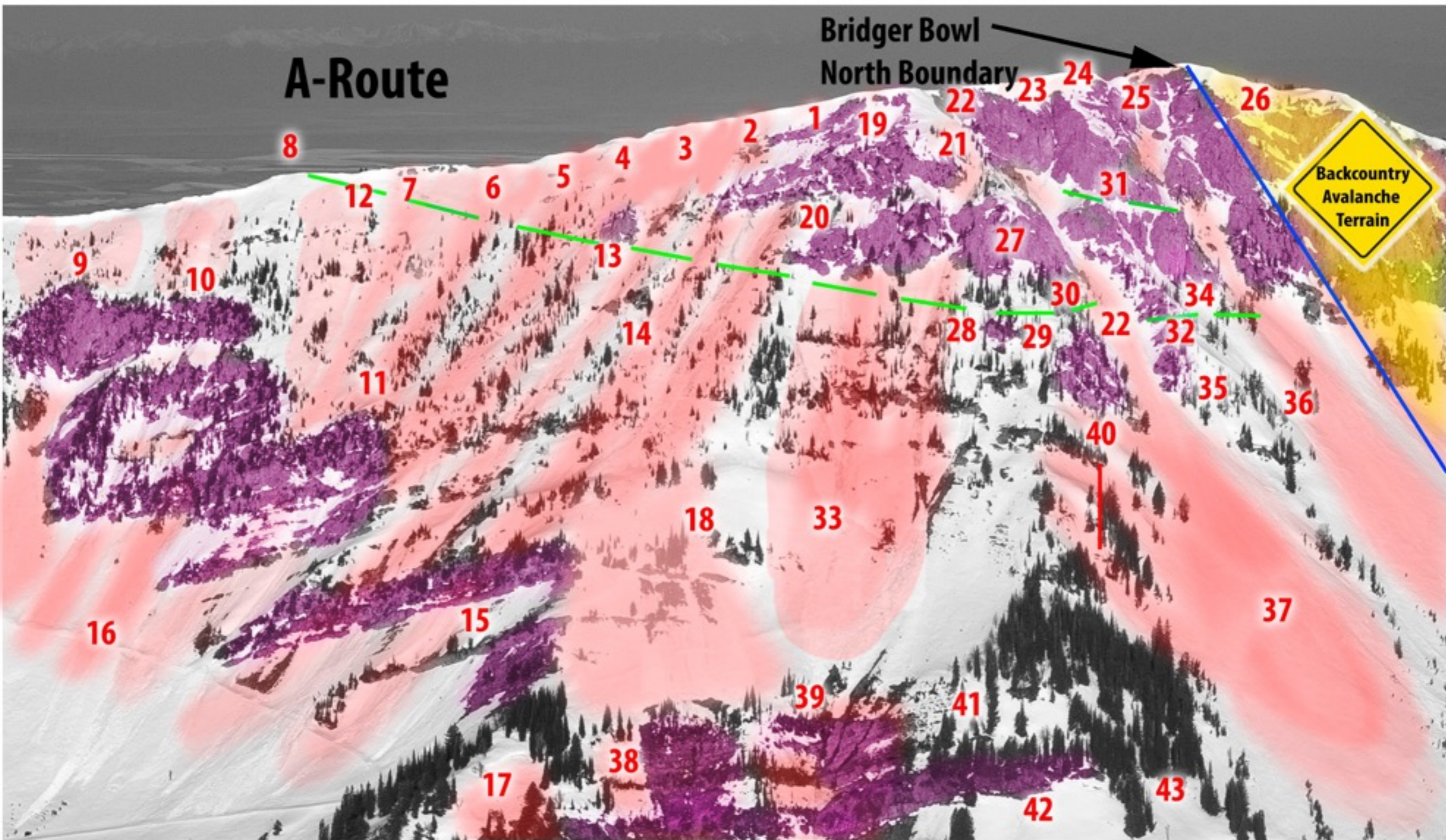
- 1. Morgan's Horses
- 2. The Nose
- 3. Pychopath
- 4. One Time Only
- 5. Lower Nose
- 6. Whale's Head
- 7. Super Couloir
- 8. Right Side

- 9. Never Never Land
- 10. The Waltz
- 11. The Goat Trail
- 12. Bombs Away
- 13. First Step
- 14. Nasty Cliffs
- 15. Exit Chute
- 16. Test Face

- 17. Must Turn Left
- 18. Broom Closet
- 19. Tight Squeeze
- 20. Free Deep
- 21. Serfoss Sluff
- 22. Avalanche Gulch
- 23. Hi T Gate
- 24. Kanzelr's Coulour

- 25. Kanzler's
- 26. The Burn
- 27. Keith's Crutch
- 28. Robert's Roost
- 29. Sluice Box
- 30. Pearly Gates
- 31. Patrol Chute
- 32. Ridge Hike

- 33. Abelin's
- 34. Patrol Headquarters
- 35. Bronco



- 1. Chute 1/ Corner Pocket
- 2. Chute 2
- 3. Chute 3
- 4. Chute 4
- 5. Chute 5
- 6. Chute 6
- 7. Chute 7
- 8. Mtn. Mother

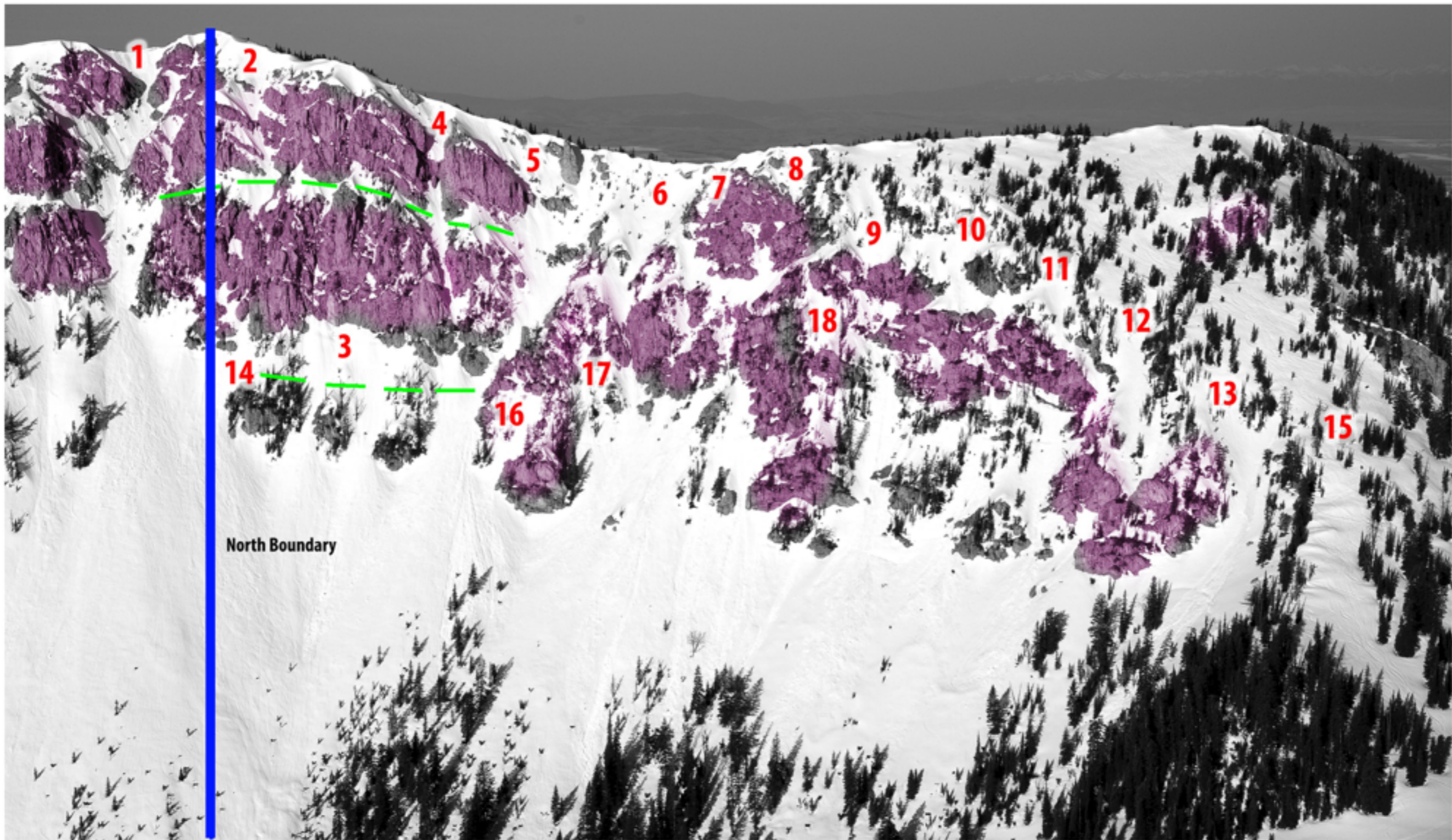
- 9. Stupor
- 10. Two Way
- 11. Bradley's Bump
- 12. Apron Traverse
- 13. 3/4 Rock
- 14. The Ohhhh's
- 15. Dick's Dribble
- 16. North Bowl Road

- 17. Baby Bear
- 18. Steam Roller
- 19. Angel Dust
- 20. Catch and Release
- 21. Heavenly Blue
- 22. Hidden Gully/Lower Hidden
- 23. End of Control
- 24. Out of Control

- 25. Northwest Passage
- 26. Richmond's
- 27. Barker's Bluff
- 28. Bitch Lips
- 29. Steady Eddy
- 30. No Hurry
- 31. Outer Limits Traverse
- 32. The Knife Edge

- 33. Bridger Gully
- 34. Forbidden
- 35. Red Bearded Snapper
- 36. Indy's Oh No
- 37. The Apron
- 38. Mama Bear
- 39. Papa Bear
- 40. The Midways (Top to bottom 1,2,3,4)

- 41. Mitchell's
- 42. Glide Plane
- 43. Motor Room

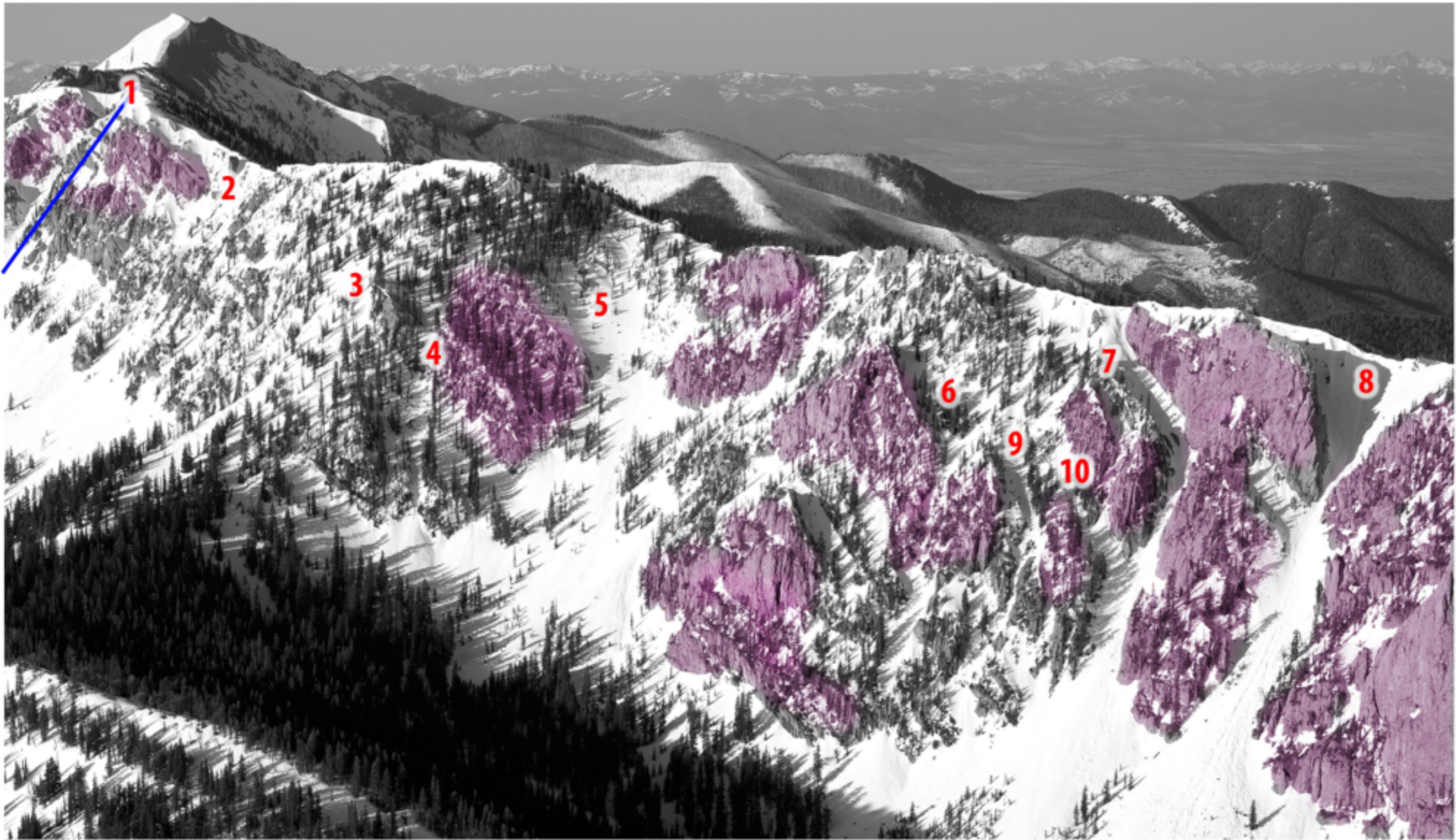


North Boundary

- 1. Northwest Passage
- 2. Richmond's
- 3. Sampson's Bowls
- 4. Velma's
- 5. Peter's Point
- 6. Duane's Bowl
- 7. Barney's
- 8. Gibb's

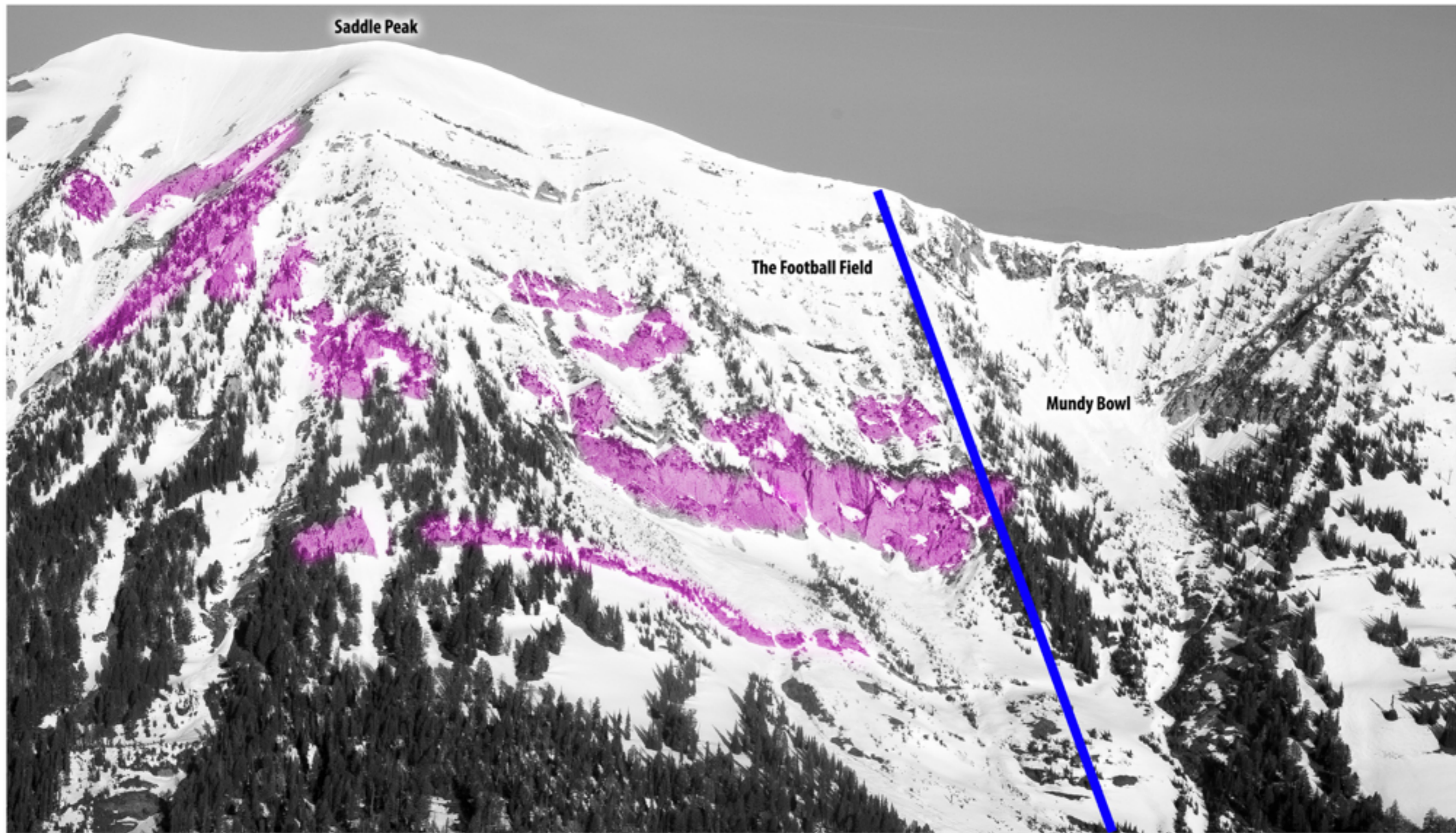
- 9. Lazy Susan
- 10. Crazy Susan
- 11. Do Drop In
- 12. Turnstyle
- 13. Revolving Dorr/Science Chute
- 14. Shred Betty Traverse
- 15. The Ramp
- 16. Turks Pocket

- 17. Duane's Door
- 18. Gibb's Rib
- 19. Skywalk Traverse



1. Bridger Bowl Northern Boundary
2. Peter's Point
3. The Ramp
4. The Refrigerator Chutes
5. Wolverine Bowl

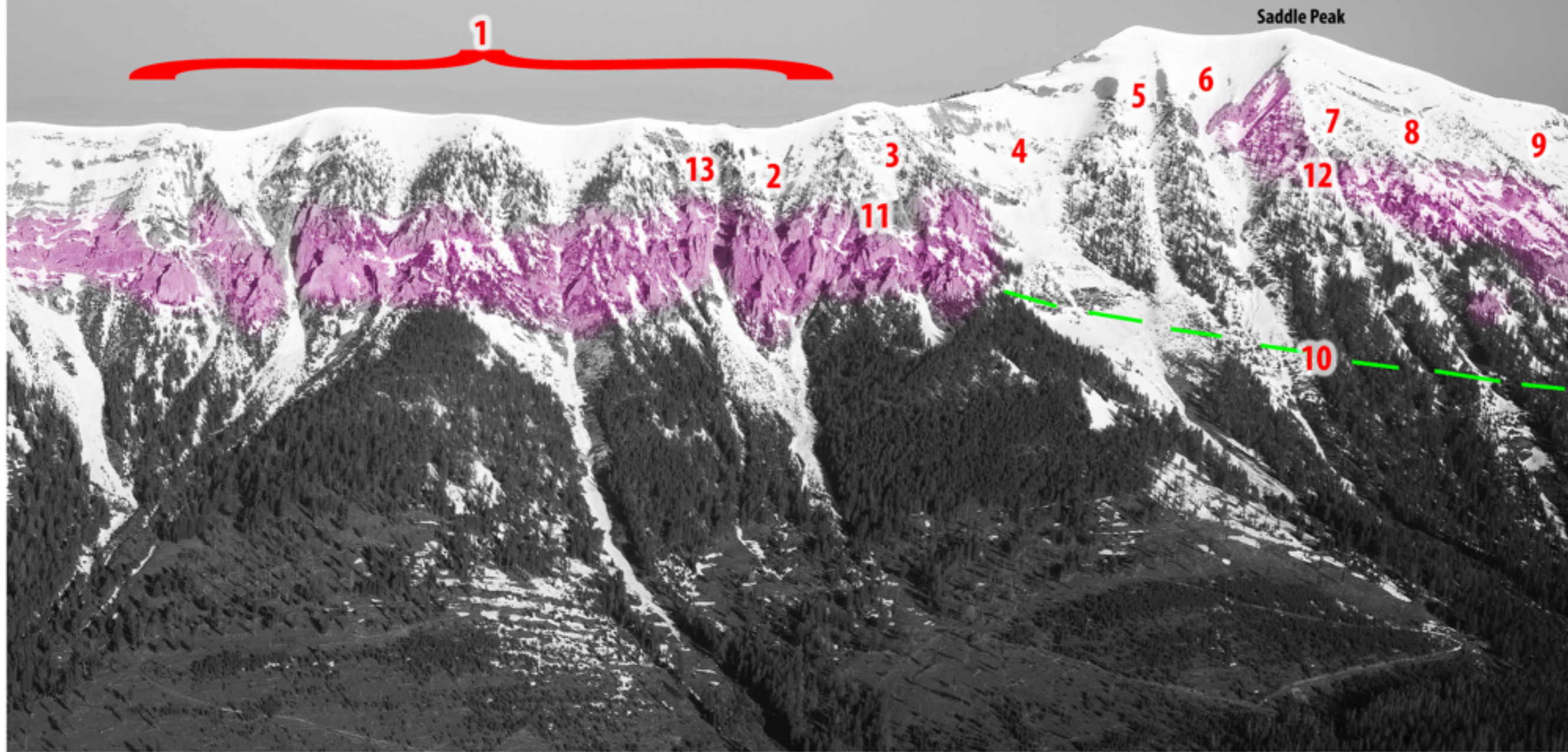
6. Deadly Snake
7. Trident, Dogleg Chute
8. Hourglass Chute
9. Scary Snake
10. Variante



The "Football Field" and Saddle Peak slidepaths run over a several hundred foot tall cliff band and terminate in dense timber!

The meadows in the runout zones are not safe!

Bridger Bowl Southern Backcountry



- 1. The Pinnacles
- 2. 2nd Pinnacle; "Mordor"
- 3. 1st Pinnacle Chute; "The Fortress"
- 4. Argentina Bowl
- 5. South Central
- 6. Between the Peaks
- 7. North Central
- 8. Saddle Peak Proper (NE Aspect)
- 9. The Football Field
- 10. Slushman's Return Traverse
- 11. The Dominator
- 12. Rocky Rib
- 13. 3rd Pinnacle; Mainline