

## Short Hand Documentation of avalanche activity

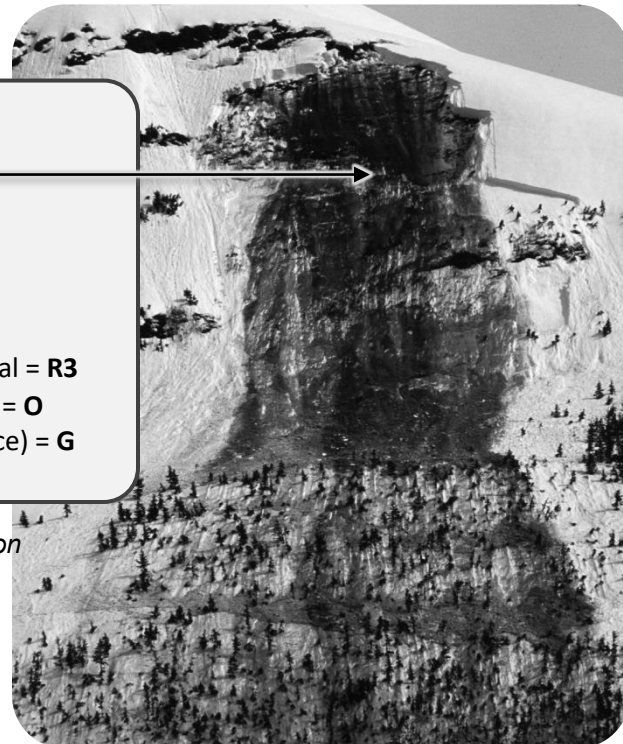
Avalanche Type	Triggers	Size	Failure Plane
<b>L</b> = Loose <b>SS</b> = Soft Slab <b>HS</b> = Hard Slab <b>WS</b> = Wet Slab	<b>N</b> = <b>Natural</b> <b>NC</b> = Natural cornice  <b>A</b> = <b>Artificial</b> <b>AS</b> = Skier <b>AR</b> = Snowboarder <b>AM</b> = Snowmobiler <b>AE</b> = Explosive <b>AC</b> = Cornice <b>AI</b> = Snowshoer <b>AF</b> = Foot	<b>Destructive force:</b> <b>D1</b> = run less than 10 m, relatively harmless <b>D2</b> = could bury, injure or kill a person <b>D3</b> = could bury & destroy a car <b>D4</b> = could destroy a train car or forest area <b>D5</b> = largest known avalanches  <b>Relative to path:</b> <b>R1</b> = very small <b>R2</b> = small <b>R3</b> = medium <b>R4</b> = large <b>R5</b> = maximum	<b>S</b> = New Snow  <b>I</b> = New/Old snow interface  <b>O</b> = Old Snow  <b>G</b> = Ground  <b>U</b> = Unknown

## Avalanche Descriptions

### Example of Documentation:

#### **WS-N-D3-R3-O/G**

- Wet Slab = **WS**
- Naturally triggered = **N**
- Capable of burying a car = **D3**  
(or several of them in this case)
- Medium size relative to the path's potential = **R3**
- Ran on old snow (see crown on right side) = **O**  
and the ground (majority of the bed surface) = **G**



*Photo: Peter Thurston*