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 peron acessing 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 partners 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 responsable 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

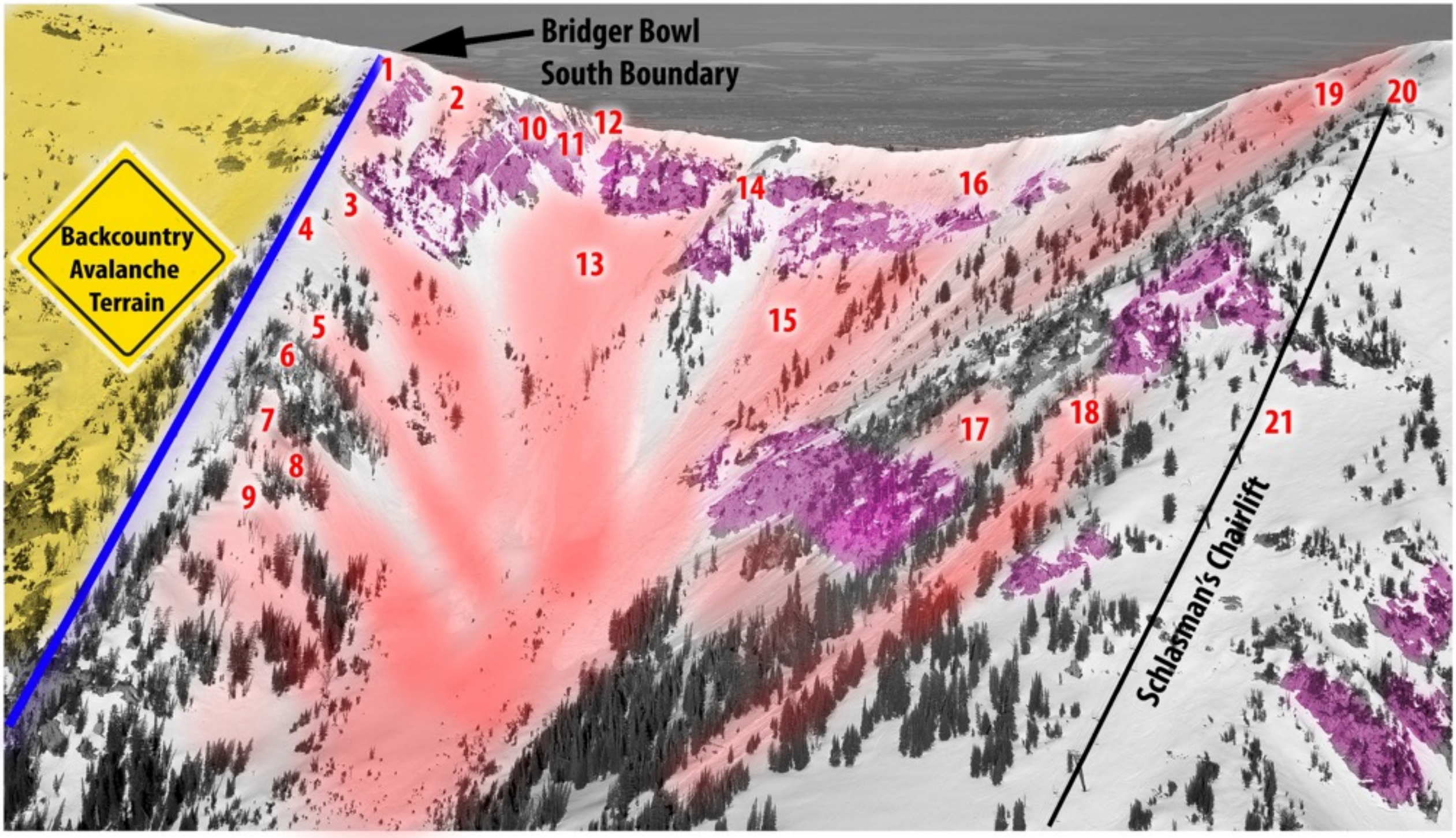
Ski Area Boundary
Indicates approximate location

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

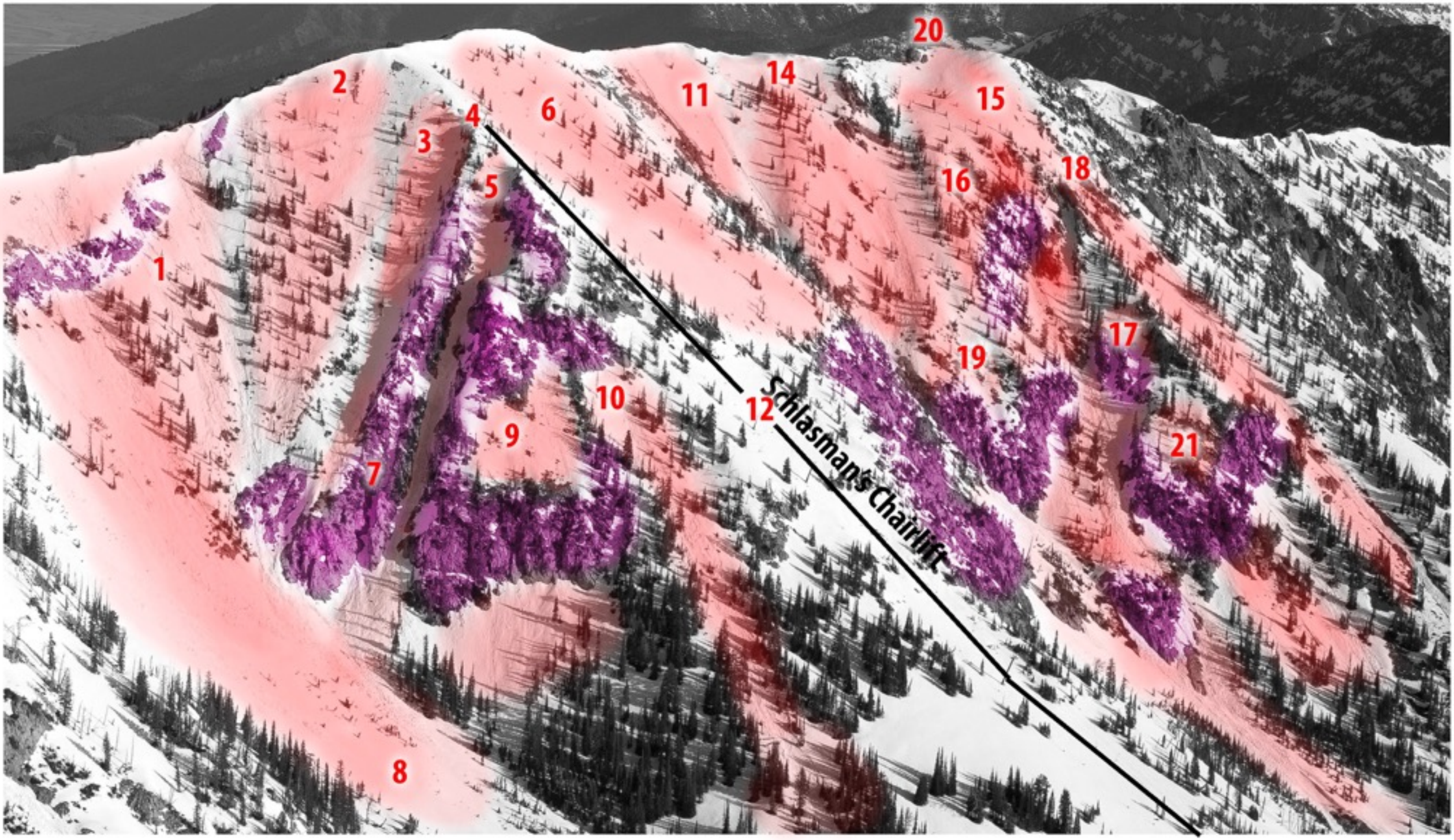
Closure Line



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 Schlasman's Lift
21. Liftline Meadows

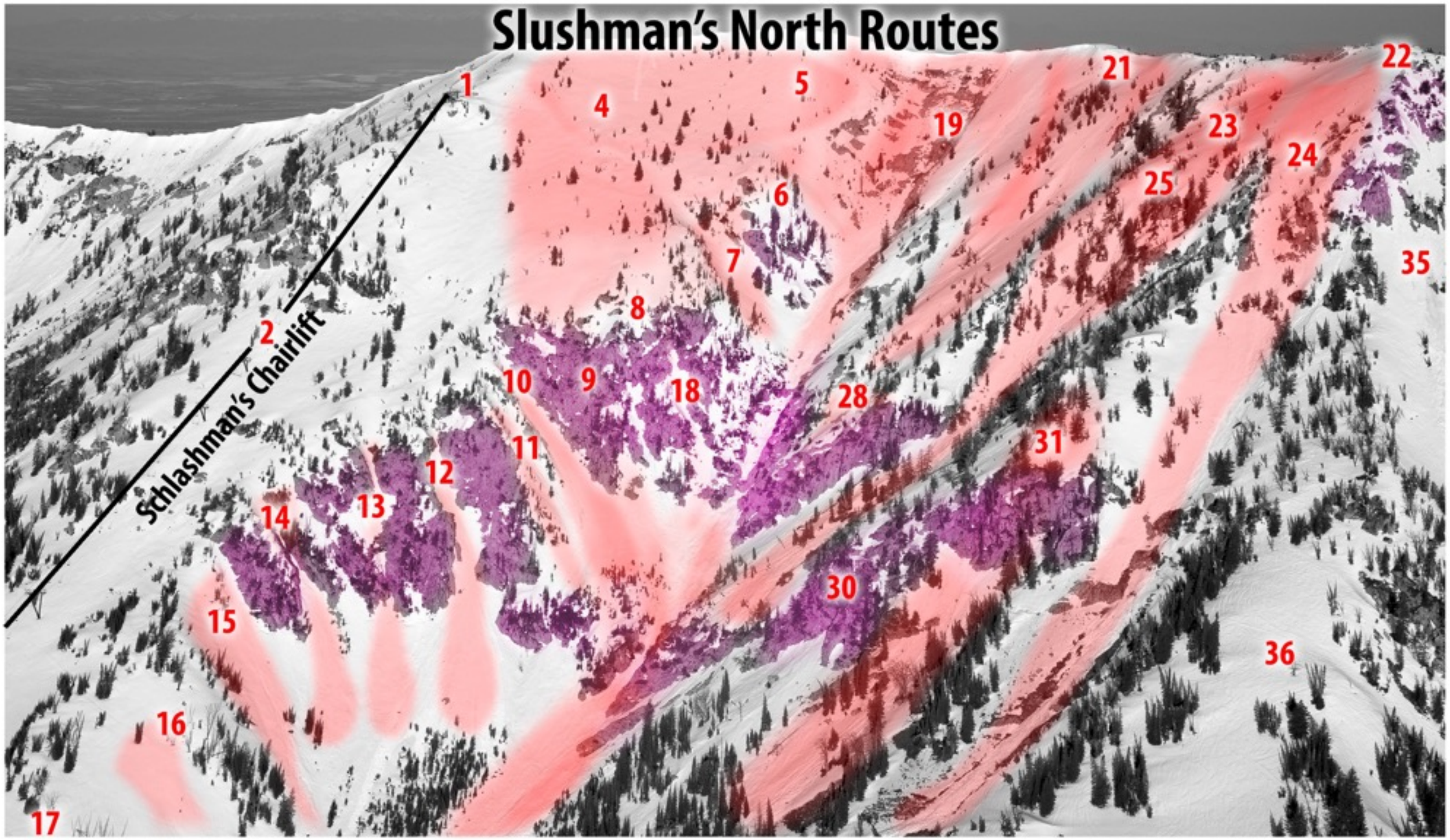
No Ski Patrol Services
No Avalanche Hazard Reduction
Beyond Bridger Bowl's Boundary



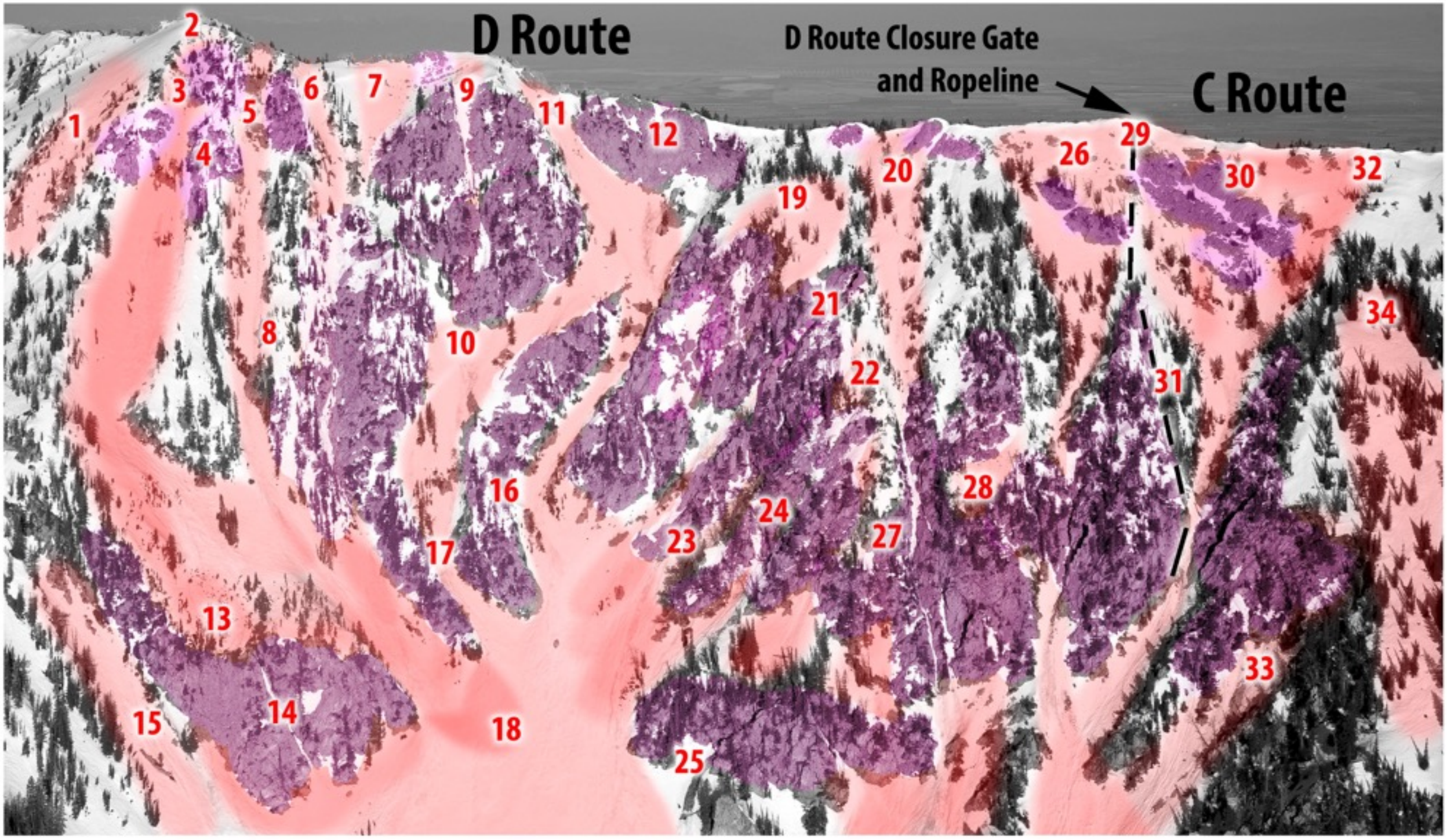
1. North Mundy Bowl
2. Golden Triangle
3. K9 Chute
4. K9 (Top of Slushman's
5. Pat's Chute
6. Slushman's Face
7. Jess's Fine Line
8. Lower Mundy Bowl
9. Hanging Snowfield
10. Deno's Delight
11. Slushman's Ravine
12. Liftline Meadows
13.
14. Caravan Serai
15. Close Call
16. Fin Town
17. Kiwi Chutes
18. Boundary Chute
19. The Trap Door
20. Ft. Benton
21. Unc Farm

Slushman's North and South Routes

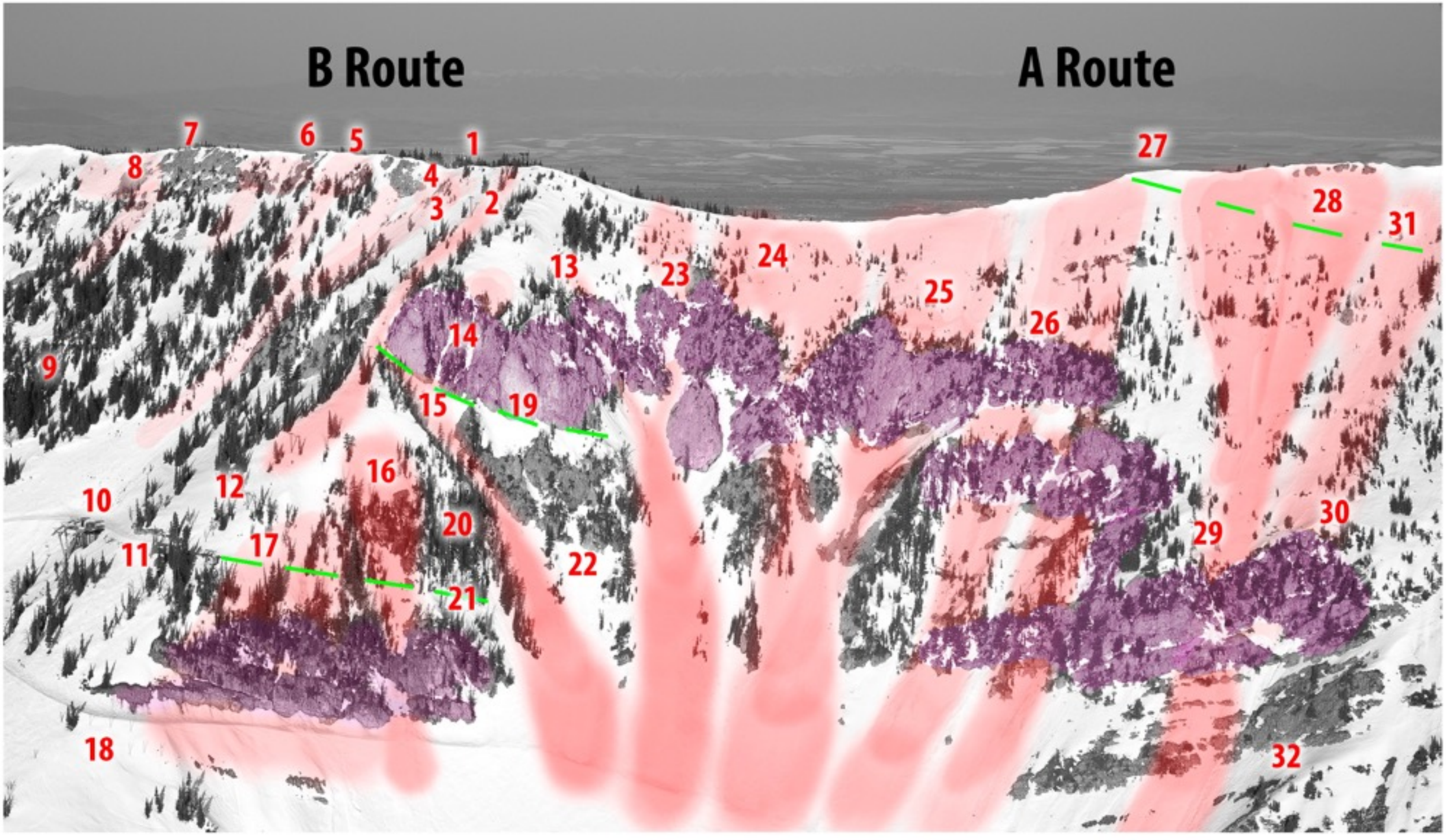
Slushman's North Routes



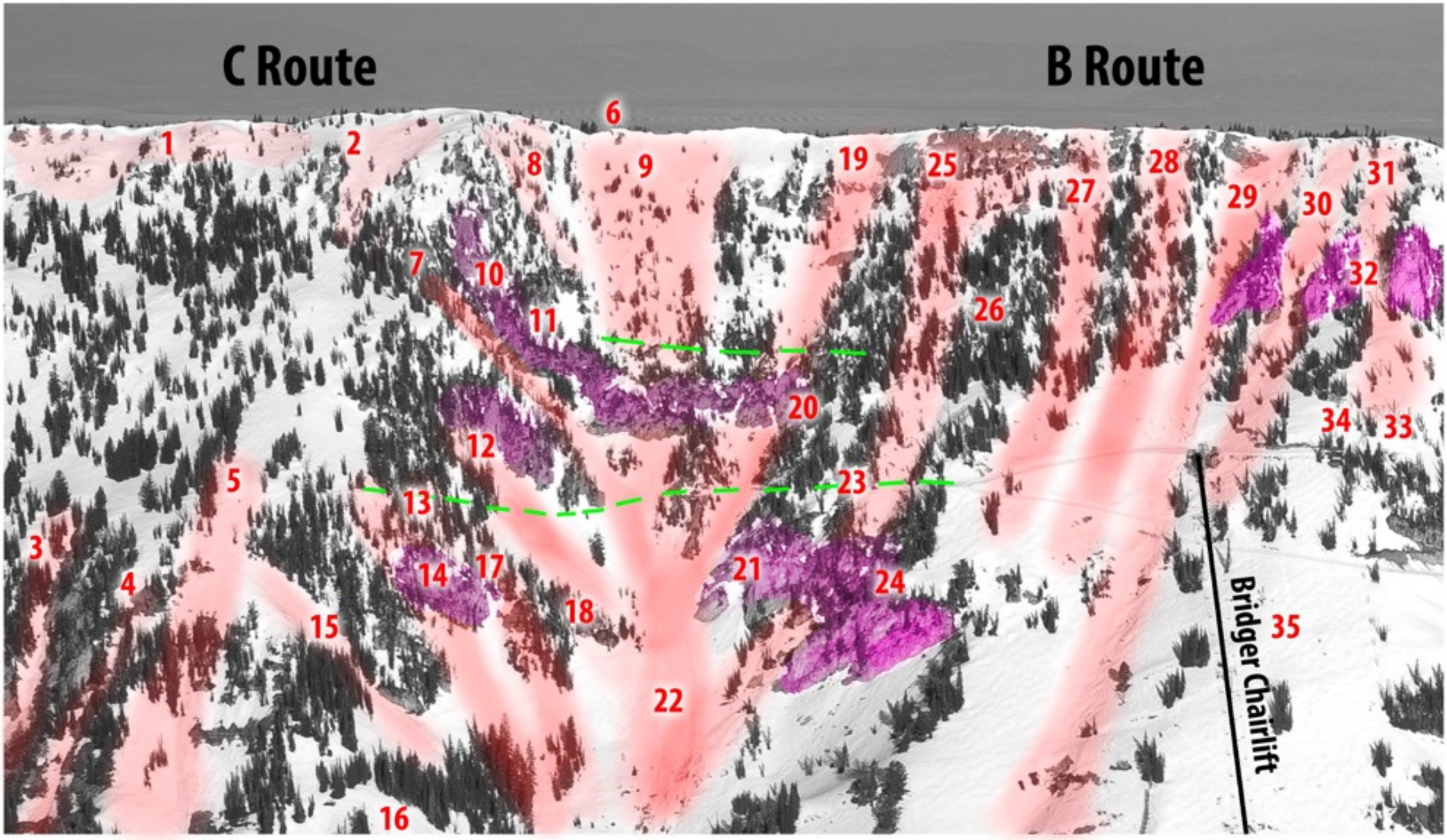
1. K9 (Top of Slushman's
2. Liftline Meadows
3.
4. Slushman's Face
5. Slushman's Ravine South
6. The UnNamable Buttress
7. Trolley Chute
8. Stimulus Package
9. Diagonal Cliffs
10. Diagonal Chute
11. Parallel Chute
12. Jaws 1
13. Jaws 2
14. Jaws 3d
15. Bailout
16. Moonshine
17. Phaser Bank
18. X Couloir
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



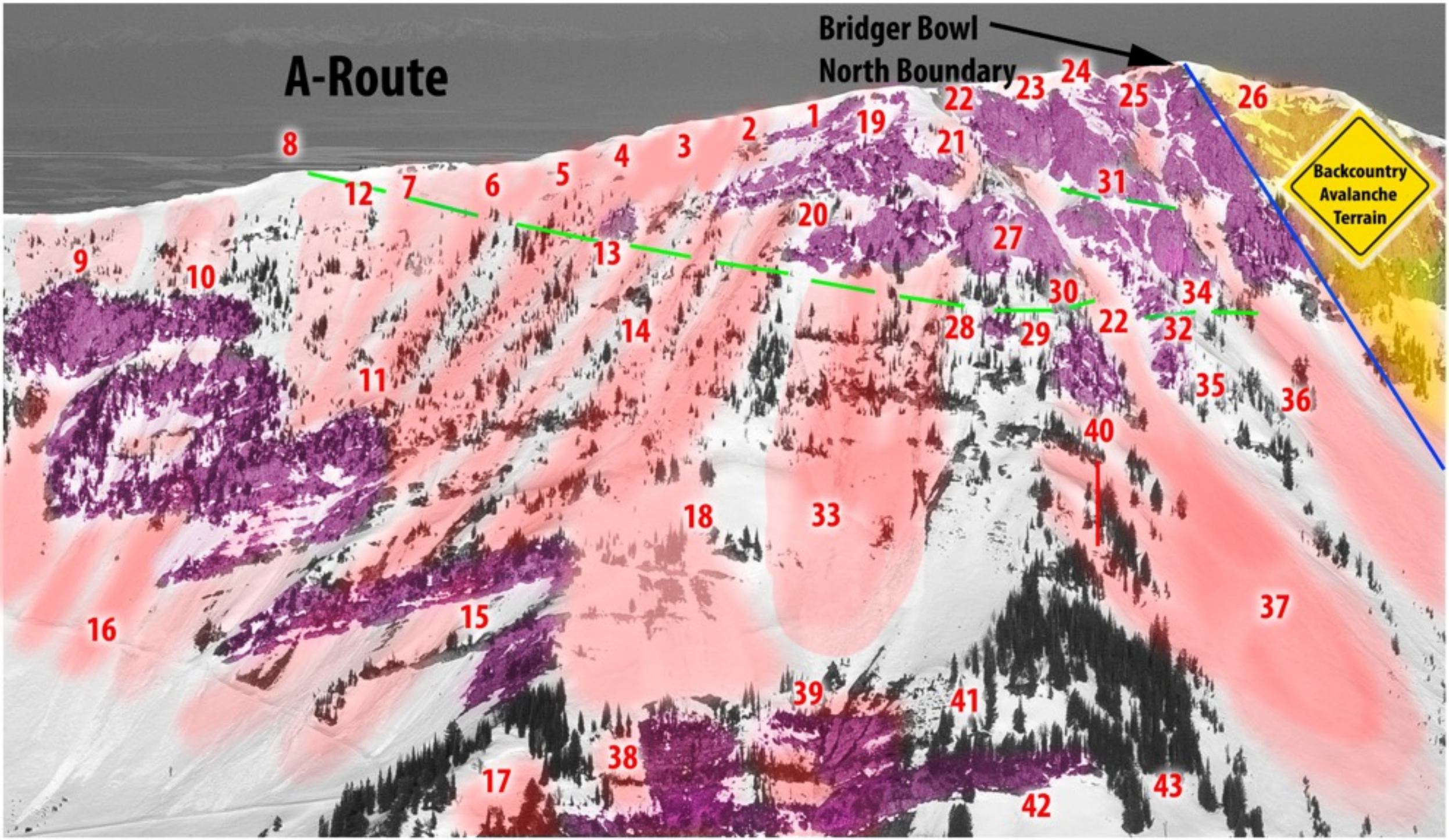
1. Boundary Chute
2. Ft Benton
3. Job 1
4. R2D2
5. Job 2
6. Job 3
7. Morning Glory
8. Rex's Rib
9. Lost Shot Notch
10. Lost Shot Bowl
11. Z Chute
12. Z Chute Cornices
13. Angry Chair
14. Saber Slice
15. The 4th Finger
16. Banzai
17. Leman's
18. Z Chute Fan
19. Joel's
20. 6th Grade
21. King's Couloir
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



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



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