

1. Basic Rules

- Sweep is used to clear all or part of the ski area of public prior to closure of the area or specific runs. Your goal is to ensure that there are no skiers/boarders left on your assigned run.
- Pause and look ... call out (e.g. "Closing") ... then listen. Because of terrain and/or weather you may need to traverse (zig zag) back and forth ... look behind you and to the sides for a different perspective as you descend ... you must see all parts of your assigned run. Note that public exiting to the backcountry through an open gate should be informed that the area is closing and that they are "on their own".
- To prevent skiers/boarders from an adjacent run coming in behind sweep, coordinate your movement downhill with patrollers sweeping adjacent runs. This means you should maintain awareness of sweep progress on adjacent runs.
- Do not accept a run unless you can cover it in a safe, timely manner.
- Unless you are going with a knowledgeable patroller, do not accept a run with which you are unfamiliar.
- Two patrollers will be assigned as coordinators, one for the Bowl side and one for the International side. The coordinators will have a list of assigned patrollers for their side and will verify that all assigned patrollers have completed their sweep and checked in before notifying Dispatch that their side is clear. You must always check in with the coordinator at the bottom of your assigned run.
- Minimize radio traffic ... no chatter. Reporting intermediate progress is unnecessary. You should report problems which will require additional help or significantly delay completion of sweep. You should keep patrollers on adjacent runs informed if public moves from your assigned run to their run. The ideal radio communications for a normal Upper Mountain sweep will consist only of "Dispatch, Bowl(International) Side Clear" made by the patrollers assigned to coordinate the sweep.
- We will typically sweep the upper mountain (Chair Two) or lower mountain (Chair One). Occasionally we will sweep the entire mountain which requires the International side to pause and coordinate with the Bowl Side as they continue down from Upper to Lower Mountain. The sequence of additional radio traffic for coordination of a "Whole Mountain" sweep will be:
 - Bowl side coordinator: "Dispatch Bowl Side clear, waiting at top of Chair One", when Bowl side is clear.
 - International side coordinator: "Dispatch, International side clear to the Cat Track" when Upper/Lower International and Felsen are positioned at the cat track level, Shot Six sweep has reported they are positioned above the cat track and Snake Dance has reported they are positioned at the top of the Poma.
 - Bowl side coordinator: "Dispatch, Bowl Side continuing sweep of Lower Mountain" when last chair has arrived and International side is clear to the cat track.
 - International side coordinator: "Snake Dance, continue sweep of Lower Mountain" when coordinator has a visual on the continuation of Lower Mountain sweep from Chair One.

Note: In the case of a Whole Mountain sweep, the International side coordinator MUST discuss with patrollers assigned to Shot Six and Snake Dance exactly where they are to hold and what radio communications are expected. Shot Six sweep should contact the International side coordinator when they are in position ABOVE the cat track and should continue down when they have a visual on the Chair One sweep coming down the cat track. Snake Dance sweep should contact the International side coordinator when they are in position at the top of the Poma and should continue down when directed to do so by the International side coordinator.

2. Upper Mountain, Edelweiss Bowl Side (report in at...)

- 2.1. **High Traverse/Powder Bowl/Toilet Bowl** (top of Chair One) – Route: traverse high across the top of Edelweiss Bowl, looking down into trees and lower traverse between the High Traverse and Edelweiss Bowl, across the top of Powder Bowl to the boundary rope at Hoadley’s Hollow, down to Edelweiss Bowl run out. Meet at Airplane turn. Continuing ... drop down through Toilet Bowl, under Dog Style, to and report in at the top of Chair One.
- 2.2. **Edelweiss Bowl**(top of Chair One) – Route: ski down center of Edelweiss Bowl to Airplane Turn, looking up Pyramid, the trees below the High Traverse, Lower Rollen, and trees below Gunmount. Meet at Airplane Turn. Continuing ... ski Dog Style to and report in at the top of Chair One.
- 2.3. **SRG - Schluct/Rollen/Upper Gunmount**(top of Chair One) – Route: ski down Schluct, left across the top of (looking down) Pyramid, under (looking up) Andy’s Point and Upper Rollen, over (looking down) Lower Rollen, to Upper Gunmount, then down to Airplane Turn. Be sure to look in the trees to the right along Gunmount. Meet at Airplane Turn. Continuing ... take high traverse from Airplane Turn under The Fan and through the lower portion of Breakover Trees (staying as high as possible); report in at the top of Chair One.
- 2.4. **KFB - Kante/Fan/Breakover Trees**(top of Chair One) – Route: ski right side of Kante (ridge), either down Upper Rollen or Upper Side Slip, making sure no one is on the left side of Gunmount, across the top of The Fan into Breakover Trees. Traverse the middle portion of Breakover Trees to the area below Shot Six entrance and traverse back; report in at the top of Chair One.
- 2.5. **Shot Six**(Lower Gunmount or top of Chair One) – Route: ski left side of Kante (ridge), down Upper Side Slip, down (or look into from multiple positions) Lower Side Slip and the adjacent portions of upper Breakover Trees. If Shot Six is not open return through Breakover to the top of Chair One. Otherwise, entering Shot Six, traverse high across to Shot Four (make visual contact with International Sweep coming across under cliffs), traverse back and forth across Shot Five A, Shot Five B, and Shot Six arriving above the Cascade Traverse (cat track) roughly above Eisfallen and Dom. If, as preferred, multiple patrollers are assigned they should at this point have visual contact with each other.
 - Shot Six Closed report in at top of Chair One
 - Chair Two Sweep Only: continue on to and report in at the Lower Gunmount.
 - Whole Mountain Sweep: hold ABOVE the Cascade Traverse (cat track). Inform the International side coordinator “Shot Six holding above the cat track”, and wait for a visual of the continuing Lower Mountain sweep from Chair One before continuing a lower mountain sweep of Dom and Eisfallen. Make sure no public traverse high from Chair One into Shot Six/Shot Five.

3. Upper Mountain, International Side (report in at Lower Gunmount)

- 3.1. **Upper/Lower Nash** – Route: ski down Upper International to Lower International. Pause between upper and lower for Adrenalin/Felsen. Particularly in the spring, make sure to check the Cave at the right corner of lower Adrenalin. If two patrollers are assigned, split, left and right sides, otherwise use “Right”.
 - 3.1.1. Left, ski down left side of Lower International, looking and calling into trees on right side of Felsen.

3.1.2. Right, traverse all the way across the top of Lower International, under the cliffs to approximately Shot Four, making visual contact with patroller coming across the top from Shot Six, continue down to the far end of the Cascade Traverse (cat track), zig zagging through Upper Dom and Shot Four trees.

Meet at end of Cascade Traverse.

- Chair Two Sweep Only: continue on to and report in at the Lower Gunmount.
- Whole Mountain Sweep: Wait for a visual of continuing Lower Mountain sweep from Chair One, then continue a lower mountain sweep of Lower International.

3.2. Adrenalin/Felsen – Route: ski into/down Adrenalin. Pause between upper and lower International. The two patrollers split at the top of Felsen.

3.2.1. Right(Felsen drainage) - patroller continues at the upper right portion of Felsen, traverse left across top of Felsen gulch, down middle into bottom of Felsen and as far as possible down drainage.

3.2.2. Left(Under Snake Dance cliffs) - patroller stays high and left, looking up into trees below the Snake Dance Traverse, then under the Snake Dance Cliffs, clearing the woods between Snake Dance Cliffs and the Felsen drainage.

- Chair Two Sweep Only: continue on to and report in at the Lower Gunmount.
- Whole Mountain Sweep: wait at the end of Felsen (across from Cascade Traverse) until continuing sweep from Chair One comes down Cascade Traverse (cat track), then continue a normal lower mountain sweep of Lower International.

3.3. Snake Dance – Route: Ski down Upper International, on and behind Widow Maker along forever rope, along Snake Dance traverse, looking into upper left portion of Felsen. The two assigned patrollers split left and right at approximately halfway along the traverse from Snake Dance gate.

3.3.1. Left (Elevator Gate) – continues on Snake Dance traverse staying high to the Elevator gate, traverses back across Snake Dance to the right side and down through Poon Hollow.

3.3.2. Right (Snake Dance Cliffs) – drops to the right off the traverse, to and along the Snake Dance cliffs, looking into the area below the cliffs.

The two assigned patrollers meet at the top of the Poma.

- Chair Two Sweep Only: continue on, to and report in at the Lower Gunmount.
- Whole Mountain Sweep: Inform (radio call) International side coordinator, “Snake Dance Sweep is holding at top of the Poma”. Wait at the top of the Poma until receiving instructions to continue from the International side coordinator.

NOTE: Both the left (What’s That Trees) and right side of the Poma should be covered, either all the way down, during a whole mountain sweep, or down to where public can traverse from Lower International on a Chair Two only sweep.

3.4. Any Backcountry Assignment (e.g. Elevator) – Assigned patrollers should meet at the bottom of the run (typically the end of Chair Four cat track for Rope 3 Bluffs, Elevator, Gun Barrel and below Trash Can on the trail in from far backcountry) and contact (radio call) Dispatch when clear. You must have a working radio to accept a backcountry assignment.

4. Lower Mountain

4.1. Ingrid's/Strawberry – Route: ski Ingrid's to Shot Eight boundary rope, along rope across top of Strawberry and down to Debbie's, holding with visual of patrollers at Lower Gunmount.

4.2. Debbie's Gold – Route: ski down left side of Debbie's Gold, through Meister gut, checking trees below tower nine, to Lower Gunmount.

4.3. Meister – Route: ski down left side of Meister, checking trees between Eisfallen and Meister, to Lower Gunmount.

4.4. Eisfallen – Route: ski down left side of Eisfallen, checking trees between Eisfallen and Dom to Lower Gunmount.

4.5. Dom – Route: ski down left side of Dom, checking trees between Dom and Lower International, to Lower Gunmount.

Note: When instructed, descending from the Lower Gunmount, patrollers should cover the Pumpkin Patch, and portions of Chair Three, as well as Debbie's Gold, then meet above the lodges to report in prior to leaving the mountain.

4.6. Lower International – Route: ski down left side of Lower International, checking trees between Lower International and the lower Poma area and the lower What's That Trees. Pause above Chair 3 with a visual on Lower Gunmount.

Note: When instructed, descending from the lower Poma area, Lower International (and/or Snake Dance) should cover Gala, if open, and Chair Four area, including the cat track, before calling in or traversing back across to above the lodges.

The following names have been used in the above description of sweep routes. You should be familiar with the names used on any sweep route you accept.

Location/Run	Sweep	
Adrenalin	Upper, Nash	Published Run
Airplane Turn	Upper, Bowl	
Andy's Point	Upper, Bowl	
Breakover Trees	Upper, Bowl	
Cascade Traverse (cat track)	Lower	Published Run
Chair 4 Cat Track	Lower	
Debbie's (Gold)	Lower	Published Run
Dog Style	Upper, Bowl	
Dom	Lower	Published Run
Edelweiss Bowl	Upper, Bowl	Published Run
Eisfallen	Lower	Published Run
Elevator Gate	Upper, Nash	
Felsen	Upper, Nash	Published Run
Forever Rope	Upper, Nash	
Gala	Lower	
High Traverse	Upper, Bowl	
Hoadley's Hollow	Upper, Bowl	
Ingrid's (Inspiration)	Lower	Published Run
International	Upper, Nash	Published Run
Kante (ridge)	Upper, Bowl	Published Run
lower Gunmount	Lower	
lower Rollen	Upper, Bowl	Published Run
Lower Side Slip	Upper, Bowl	
Meister	Lower	Published Run
Meister Gut	Lower	
Poma	Upper, Nash/Lower	
Poon Hollow	Upper, Nash	
Powder Bowl	Upper, Bowl	
Pumpkin Patch	Lower	
Pyramid	Upper, Bowl	
Schluct	Upper, Bowl	Published Run
Shot 4	Upper, Nash	
Shot 5 (A, B)	Upper, Bowl/Nash	
Shot Six	Upper, Bowl/Nash	Published Run
Snake Dance	Upper, Nash	Published Run
Snake Dance Cliffs	Upper, Nash	
Strawberry	Lower	
The Fan	Upper, Bowl	
The Cave	Upper, Nash	
Toilet Bowl	Upper, Bowl	
upper Dom	Upper, Nash	
upper Gunmount	Upper, Bowl	
upper Rollen	Upper, Bowl	Published Run
Upper Side Slip	Upper, Bowl	
Widow Maker	Upper, Nash	

