## THIS DOCUMENT IS FOR HMR PATROLLERS ONLY.

## DO NOT SHARE THE CONTENTS OF THIS DOCUMENT WITH ANYONE

The “look” of the mountain can change daily based on a variety of factors including snow coverage, weather, and number of guests.

**SKIER RESPONSIBILITY CODE**

1. Always stay in control
2. People ahead of you have the right away.
3. Stop in a safe place for you and others.
4. Whenever starting downhill or merging, look uphill and yield.
5. Use devices to help prevent runaway equipment.
6. Observe signs and warnings, keep off closed trails.
7. Know how to use the lifts safely.

## OPENINGS

## Openings are a Patrol function to set up each zone, make sure the mountain is safe, check for unmarked obstacles on groomed runs, and place all signage in proper position. REMEMBER: signage and rope line requirements will change with snow conditions. Know what the Zone Leader wants you to do. Ask questions! Every stick of boo, woody and rope line is lifted & reset every day.

All patrollers check in with Zone Leader after completing zone set-up assignment before heading to Top Patrol.

## All Terrain Parks are closed until evaluated by TRAINED PERSONNEL.

## LOWER NORTH OPENING

Lower North is from Homeward Bound on the south, down Madden lift line to below Big Blue View Bar, down Jimmy’s to Ore Car, and all of Ore Car from the Homewood Express (Trail of Tears) to the North Base. Ride the shuttle over to the North Base to open. If there are any toboggans left at NSFA from the day before, assist in getting the sleds up to top of Madden. Prioritize the order of opening routes depending on grooming activity.

**NORTHERN RETURN:** Proceed down Homeward Bound and check hill safety to the junction of Northern Return and Cedar Ridge. Continue downhill toward Northern Return, splitting the middle of Northern Return and Cedar Ridge, until you hit the boundary signs for Lombard Canyon. Proceed from this point down Northern Return, resetting boundary signs all the way down Lower Lombard to the bottom of the Face. At Tower 3 Madden put out “L” shaped rope line. Meet and communicate with the Lombard opener.

**LOMBARD (WARMING HUT, FOUNDATION, SPUTNICK):** Reset rope lines around Sputnik, Warming Hut, Clivus, and Foundation. Proceed down Chute. There may be a SLOW banner at Mid Madden loading area. Continue down Upper Lombard checking all hill safety on snowmaking. Meet and communicate with the Northern Return opener.

Northern Return and Lombard openings need to communicate who is checking the Happy sled and Happy rope line. When done, check in with Zone 1 leader.

**FACE:** Ski the Cradle to the Face. Reset fencing/pads on snow making at the top and down the Face on skiers left. At top of Happy Platter check Halo around counter weight. If, Happy is running, extend rope from Happy Halo across the groomed area for the Happy Platter.

**JIMMY’S, LAST RESORT, GLORY & ORE CAR:** Evaluate visually Jimmy’s, Last, and Glory for any hill safety issues. Reset Ski Area Boundary at the left-hand road cut just before Alpine Halo. Reset Alpine Halo. Check Alpine sled. If Alpine is running. Put out the Alpine slow banner at the bottom of Alpine. If there is no berm at the bottom of the Alpine, install B-Net fence to protect cars from skiers. Check Halo around generator (Cat in the box) on Alpine side of Lift Maintenance.

NORTH BASE AREA: Place slow banner up-hill from Madden maze. Slow banner and baffle at Happy Platter. Reset cooling tower B-Net. Reset parking lot rope-line and install B-Net line on path up from parking lot.

OAR CAR/TRAIL OF TEARS: A 2nd lap opening. Proceed to bottom of Express and go across the Trail of Tears and down Oar Car checking hill safety.

**UPPER NORTH OPENINGS**

Upper North includes the top of Madden set up, Shaft side of Big Blue View Bar down the Shaft, up Pot of Gold to Lake Louise, Rainbow Ridge, Smooth Cruise Run, Cedar Ridge and Stump Alley; Homeward Bound from Cedar Ridge to Six Corners. Ride the shuttle over to the Northside of area to open. If there are any toboggans left at North FA from day before, assist getting them up to top of Madden. All patrollers will go to Top Patrol; some will ride The Shaft and set Boo and Arrows.

**RAINBOW, TOP OF MADDEN AND BOTTOM OF EXPRESS:** Go to Top Patrol and get a drill. Ski/ride down Rainbow and check for hill safety issues to take care of. At House of Pain shed put out sleds. At the top of Madden, put up the halo. Start setting boo on the Tailings side about 20-25 feet from the Madden lift shack and work around towards Homeward Bound about even with the Madden Head Closure. Leave a gap of about 15-20 feet for skiers/riders exiting to the left off the Madden. Proceed to the bottom of Express and set up the SLOW BANNERS.

**LAKE LOUISE/POT OF GOLD:** Proceed down Lake Louise. Check for hill safety issues. Reset boo at the bottom of Lake Louise.

**KOLBYS, MINERS / ROAD 2, BONANZA RUN:** Proceed down Kolby’s checking for hill safety issues. Go across on Road 2 and visually check for hill safety issues.

**CEDAR RIDGE:** Usually completed as a 2nd lap opening and is best done with 2 patrollers. While resetting the boundary signs on Cedar Ridge, you will cross the Coyote Road which is a vehicle maintenance road.

**SMOOTH CRUISE/ STUMP ALLEY:** 2nd lap opening. Proceed down Smooth Cruise and checking hill safety. Proceed through the trees to Stump Alley. This opening resets the area boundary signs on Homeward Bound from Cedar Ridge to Six Corners. Make sure to get the boundary signs in the snow cat turn around area. Return to top and check with Zone 2 Leader.

## UPPER SOUTH OPENING

UPPER SOUTH: starts at Top Patrol and goes out Noonchester, including Quail Face, down to Six Corners. Ride the Quail chair up in the morning. As you proceed down to the Quail's Nest and 6 Corners, reset CLOSED signs going down into 3RD Creek Drainage along Upper Overload to the Glades junction.. Reset arrow and CAUTION sign at S turn on Overload. Reset the rope lines at the Quail’s Nest and B-Net at 6 Corners Bridge. Proceed up to Top Patrol to start your opening assignments.

BLOWOFF, SHOWOFF ARROWS AND EGO RUN OUT

Proceed to the bottom of Blow Off and reset the arrows across the top of the creek going to Show Off. Make sure the creek crossings are marked with arrows. Proceed down Ego Run Out and check for Hill Safety issues around the creeks.

**ASHTRAY**

Ski/ Ride to under lower Ellis lift line between Towers 9, 10 and down the line. There may be LOW CHAIR signs starting about Tower 11 going down the line to the Ashtray. Reset the rope line and bamboo.

**HIDDEN VEIN/2ND CREEK**

Reset the Amicias boo line. Proceed down Hidden Vein, checking hill safety. Reset the arrows or rope lines along the creek. Evaluate the creek between Hobbit and 2nd Creek for openings. Evaluate Second Creek all the way down on skiers left.

**GLADES BOUNDARY**

Proceed to the start of the Glades run. This is the closure of Quail Face. This will have to be set up appropriate to the status for the day, either open or closed. Communicate on the radio the status of Quail Face to dispatch.

PATROLLER: “Quail Face is (closed / open) until further notice.” Proceed down the boundary and reset the signs appropriately. TOUCH AND CLEAN ALL SIGNS. Make sure the bottoms of the 2X 2 are clean. If opening Quail Face, the woodys are turned so that they read EXPERT. At the bottom of the steepest part of the Glades, stop turning the signs and leave them closed. This is where it switches from flippers to smaller Closed/Ski Area Boundary signs.

**QUAIL FACE EVALUATION:**

Primarily the responsibility of the Paid staff or senior patrollers. Patrollers proceed out and evaluate snow conditions and creek crossings. This is done at opening and continuously during the day when conditions are changing.

**LOWER SOUTH OPENING**

**LOWER SOUTH**: is area serviced by Quail chair. Cardiac Flats to Sunnyside/Homeward Bound. Ride to the top of the Quail Chair. Set up the 1 sled at the top of the Quail Chair, and 1 sled at Quail Standby (red packs.)

SOUTH BOUNDARY

Proceed down Sunnyside/Jug Handle, checking closed signs on right hand side that would lead down to Quail Lake. Check the 2 snowmaking sets are padded on left side of Homeward Bound below Sunnyside and the 1 in the S turns of Homeward Bound. Put out the closed sign in the path to the snow cat parking. Check boo line marking snow cat parking area and vehicle maintenance.

CARDIAC FLATS

Proceed to Homeward Bound below the Ellis maze. You are now on Cardiac Flats. Check area boundry signs along Cardiac to Double Trouble and the “Look” sign on tower 6 of the Quail chair. Make sure SLOW banner is out at bottom of Quail.

**KIDDIE WORLD BRIDGE**

Listen to your radio for when the hill is cleared of snow cats; “Cats are in the bag.”. Set up the Kiddie World Bridge B-Net..

**FINISH**

Visualize hill safety on El Capitan, Exhibition, Mighty Fine Upper & Lower, Martins, and Prospector..

### **TOP PATROL**

#### 5+ sleds with blue packs: One sled will be set up with a backboard kit. Upper North & Upper South patrollers should help Hill Boss pull out the sleds and check packs. In Top Patrol you will find the O2 packs, Sager splints, and bean bag splints. Turn off radio when entering Top Patrol. This is also where you will hang your pack. Keep packs off the couches and floor. If no hooks available, put pack in ambulance. In the container you will find backboard kits, rope, evacuation gear, and extra signs. When done with your openings, report to Hill Boss and find out if there are any projects that need to be completed. WHEN LEAVING TOP PATROL, REMEMBER TO TURN RADIO BACK ON.

## TOBOGGAN PLACEMENTS

**Inspect sleds, clean bottoms, and check sled packs**

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| **TOP PATROL**: 6+ toboggans, blue pack tarps. 1 toboggan will be set up as a backboard sled. Depending on temp. may have O2 in it. | **HOUSE OF PAIN SHED:** 2 toboggans, red packs, they are stored on or in the shed in the House of Pain Area. Depending on weather, they may stay in the shed |
| **TOP OF QUAIL:** 2 toboggans, red packs, | **TOP OF ALPINE & HAPPY:** 1 toboggan at the top of each, red packs |
| **BOTTOM OF ELLIS:** 1 toboggan, red pack |
| Contents: 2 Blankets, quick splint, carpet padding, Happy and Alpine should be in garbage bag | |