

D-Route lines: Conehead's (D3), Joel's (D4), King's Couloir (D5), Coffey's (D6).

D4: Joel's - Joel's is a difficult line to find period, which is only one reason why it's not skied often. To find Joel's, drop about 100 feet before you get to the first access point for Z-Chute (D8). You will work your way down the fall-line looking for an opening. As you come to the opening between some trees, start to head right, staying somewhat high. Ski diagonal to the

second mini bowl, you can go no further to your left. Drop in on the steep and runnelled slope that will spit you into King's (D5). You will find it easiest to first ski D5, scouting Joel's from below.



The majestic King's Couloir (D5) basking in the sun.

D5: King's Couloir -

Named for Marvin the patroller, this run was formerly known as the Clit Slit. King's is one of my all time favorites. This narrow chute remains largely hidden as it can only be scoped from very few angles. King's perfect fall-line lies in the protection of large walls on either side, which means when it's deep, it's really deep.

Near the bottom, veering skier's right there is a nice sneak line for those less inclined for air time. A large double stage drop lurks in the bottom center of the chute. In high snow years, this straightline is sure to please any onlookers from

Pierre's or South Bowl. Gather your speed and hold on for the first 15 foot air, touch down and drop the second smaller air. A sneak into the middle of Coffey's (D6) lies to the left above the first drop.

D6: Coffey's - Like Kings, this line was also named after a patroller, Steve Coffey. Coffey's chutes can be accessed by two means. Follow the directions to Conehead's and cautiously locate the hidden entrance to the top. A quick swoop turn down into the top will earn you a few extra turns. The second way to hit Coffey's is the sneak mentioned in D5. The chutes are isolated and will usually hold snow for quite some time.

D7: Z-Fan - The Z-Fan can be accessed from either D-Route (Z-Chute) or from the boot-pack traverse at the top of The Fingers (F5). This gentle apron is ideal for making relaxed powder turns after other high traffic areas have been exploited. Beware of venturing too far extreme skier's left or right near the bottom of this line. There are small springs on each side, and the latent heat released from the water melts the snowpack leaving jagged rocks just below the surface after a substantial storm.

D8: Z-Chute - The Z-Chute is one of the more prominent features on D-Route. As you look up at D, you will see a beautiful chute that drops sharply off the top of The Ridge. The snow seems to have a hard time sticking to the face and for good reason, as the pitch is very steep. If you are lucky enough to be treated to first tracks, it will be a run to remember.

Access Z-Chute by hiking past Colter's (C9) and King's (D5) until you see the steep pitch. As you approach the face of it on the narrow traverse, you have a few options for dropping in. One is to enter Z-Fan right before the start of the boot-pack up the face. The other option is obviously to boot-pack up and get the extra vert. Halfway down, in low snow years, you will have to either air over the peppered rock band or chince your way down through it.

The line then opens up into a nice couloir which leads down into the meat of Z or off to the right into Lost Shot Bowl (D9). If you take the middle gully there are ample opportunities for air time and billy-goating.



A pack of ravenous hikers get ready to drop in to Z-Chute (D8).

D9: Lost Shot Bowl -

To access Lost Shot follow the directions listed for D8. Lost Shot Bowl is an excellent hanging snow field that has very reliable snow, due to it's location in the shade. Once located, there is not much to it. Watch for the funnel-like exit that will spill you into Z-Fan.

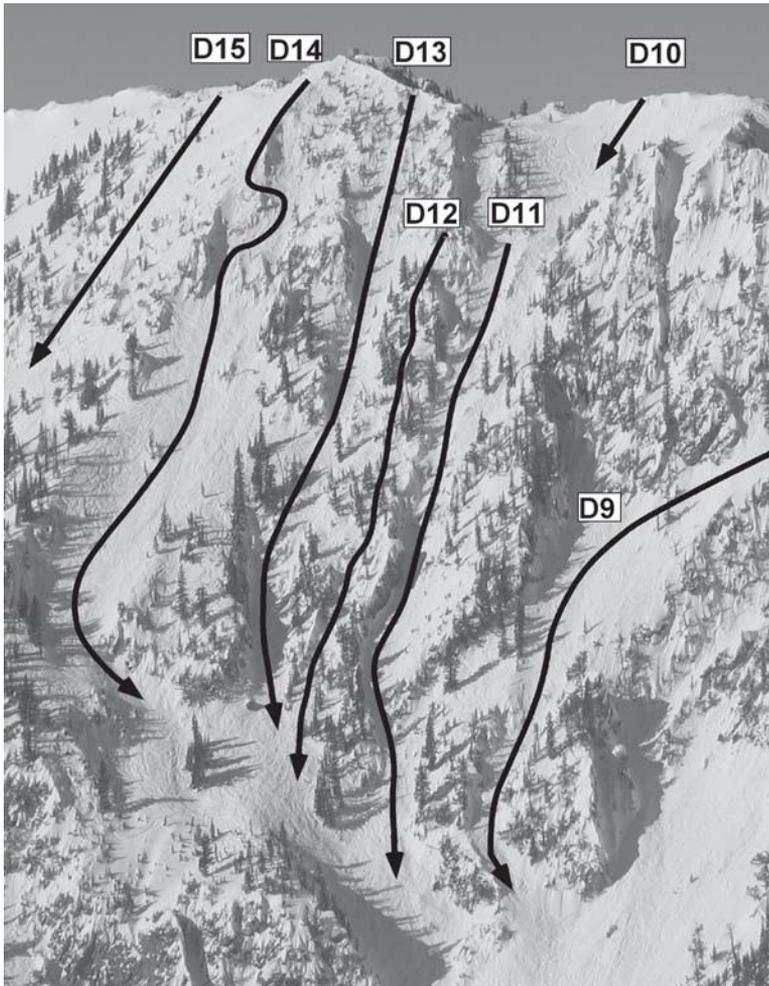


Tavis Campbell soaks up some pow in Lost Shot Bowl (D9).

D10: Morning Glory - Glory be to the Father, this bowl is heavenly. It seems that the bowl is just far enough out that it deters heavy traffic. To get there follow The Ridge out to D-Route and climb up the steep boot-pack for Z-Chute. As you crest the last steps you will see open bowl of hopefully untracked pow below. North and south aspects of the bowl offer different types of snow, pick your line accordingly. The bowl itself is really only about ten turns before it steps up a notch to become Job Three (D11).



Tracks on Morning Glory (D10) fan out like rays of sun.



D-Route lines: Lost Shot Bowl (D9), Morning Glory (D10), Job 3 (D11), Rex's Rib (D12), Job 2 (D13), Job 1 (D14), Boundary Chute (D15).

D11: Job Three - Job Three is the toughest line in the Job's. Direct access is from Morning Glory (D10), then follow your gut down the steep narrow chute. There are really two variations to Job Three, neither of them are all that easy or clean. If you follow the main chute down the fall-line it chokes into a very steep slant of rock mid-slope. The slant of rock often lacks a clean descent, so have at it and pick your way through the it.