



1. Compass Headings

- Know your major general directions of travel

2. Terrain Evaluation

- Aspects
- Slope Angles / Avalanche Layer
- Avalanche Problem (Custom Layer on FATMAP)
- Terrain Hazards
- Landmarks & Key Terrain

3. Distance & Times - Naismith's Rule

- one hour for every 3 miles forward \neq one hour for every 2,000 ft of elevation gain
- (or $\frac{1}{2}$ hour for every 1000 ft of gain)

4. Go / No Go's

- Gone too far points
- Not at a certain *elevation* and/or *distance* by a certain time
- Not finding landmarks and/or key terrain as planned
- Terrain on and off limits
- Weather