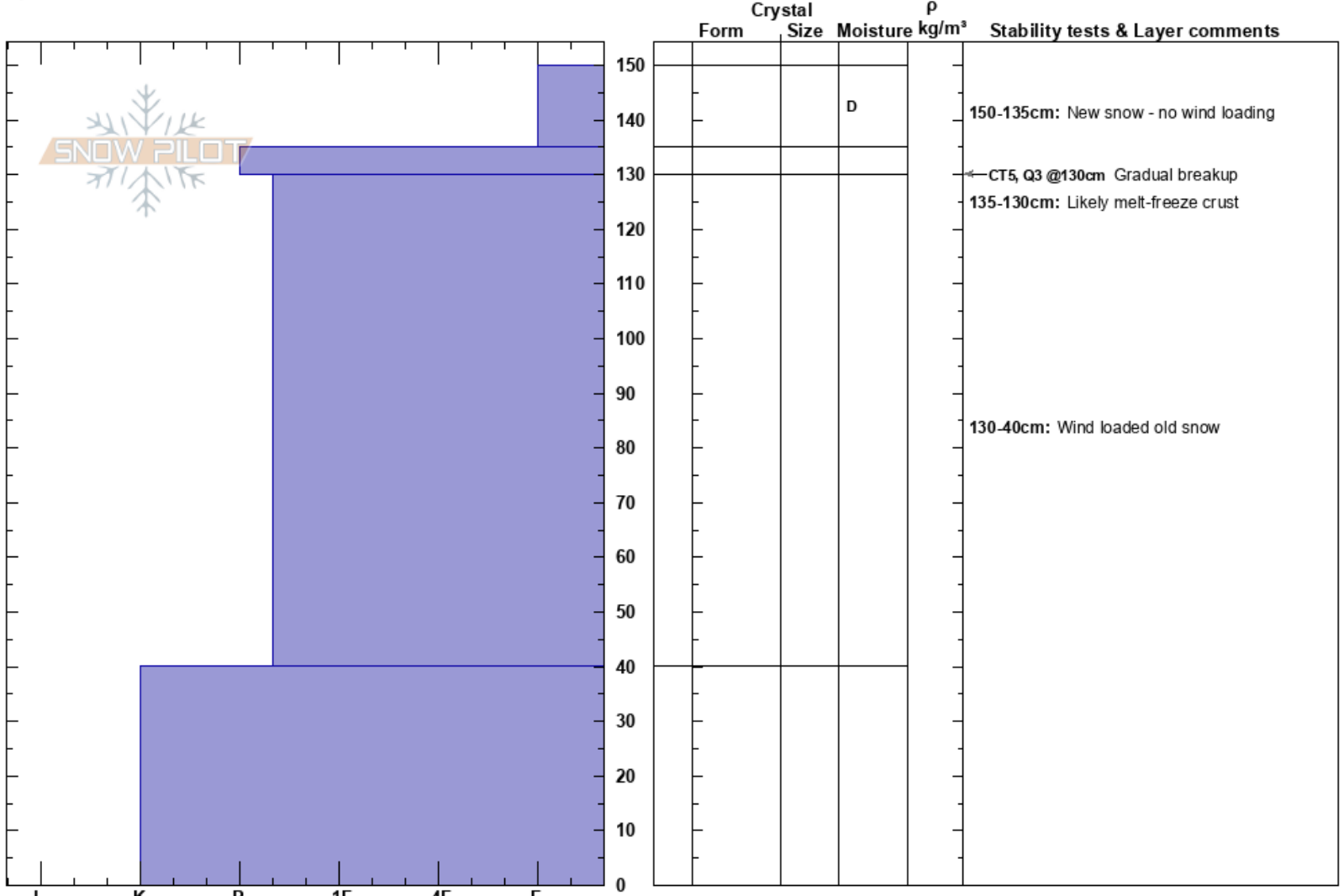


Bezbug Snowpit
Pirin
Bulgaria
Elevation: 2530 m
Aspect: NE
Specifics: Recent avalanche activity on similar slopes; Ski tracks on slope; We skied slope

Kalin Markov
09/12/2023 - 15:45
Co-ord: 41.72597N, 23.51148E
Slope Angle: 32°
Wind Loading: previous

Stability: Good
Air Temperature: -10°C
Sky Cover: CLR
Precipitation: NO
Wind: Calm

HS: 150
Layer Notes:
150-135cm: New snow - no wind loading
135-130cm: Likely melt-freeze crust
130-40cm: Wind loaded old snow



Notes: Snow depth at Bezbug hut: 47 cm

Snow depth in the bowl below the Bezbug-Polezhan ridge: greatly varies based on wind loading, slope aspect, and exposure to sun - generally 45cm to 110 cm

Snow depth at snowpit location (severly wind loaded from old November snowstorms) - just under 150 cm

At the bottom of the snowpack is a hard icy layer of around 40 cm. Above it is a very well bounded and quite hard, deep layer (90 cm), likely from wind loading during the late November snowstorm.

It can be carried out as a whole block without breaking.

At its top is a thin crust, just slightly harder than the layer below it, likely from some melting and freezing.

Above it is the new, dry, powder snow from this week - around 15 cm, with no wind loading.

The compression test does cause a break to appear just below the crust very early (CT5), but no clean slide is observed until the end of the test (Q3) - the snow above it break ups progressively.

Repeated compressions tests right next to the main one just compressed the new powdery snow on top and had no result at all.

Since the new snow is not a lot and there is no wind loading (no surface slab) the snowpack seems quite stable at the moment.

Some very small loose snow avalanches (sluffs) observed in the E and NE gullies of Bezbug peak (very steep terrain) - likely result of the new snow from this week sliding on top of the crust below.

Despite the cold temperature, in places that receive direct sunlight the surface powder turned more moist during the day and subsequently froze after sunset, cause another surface crust to form there!