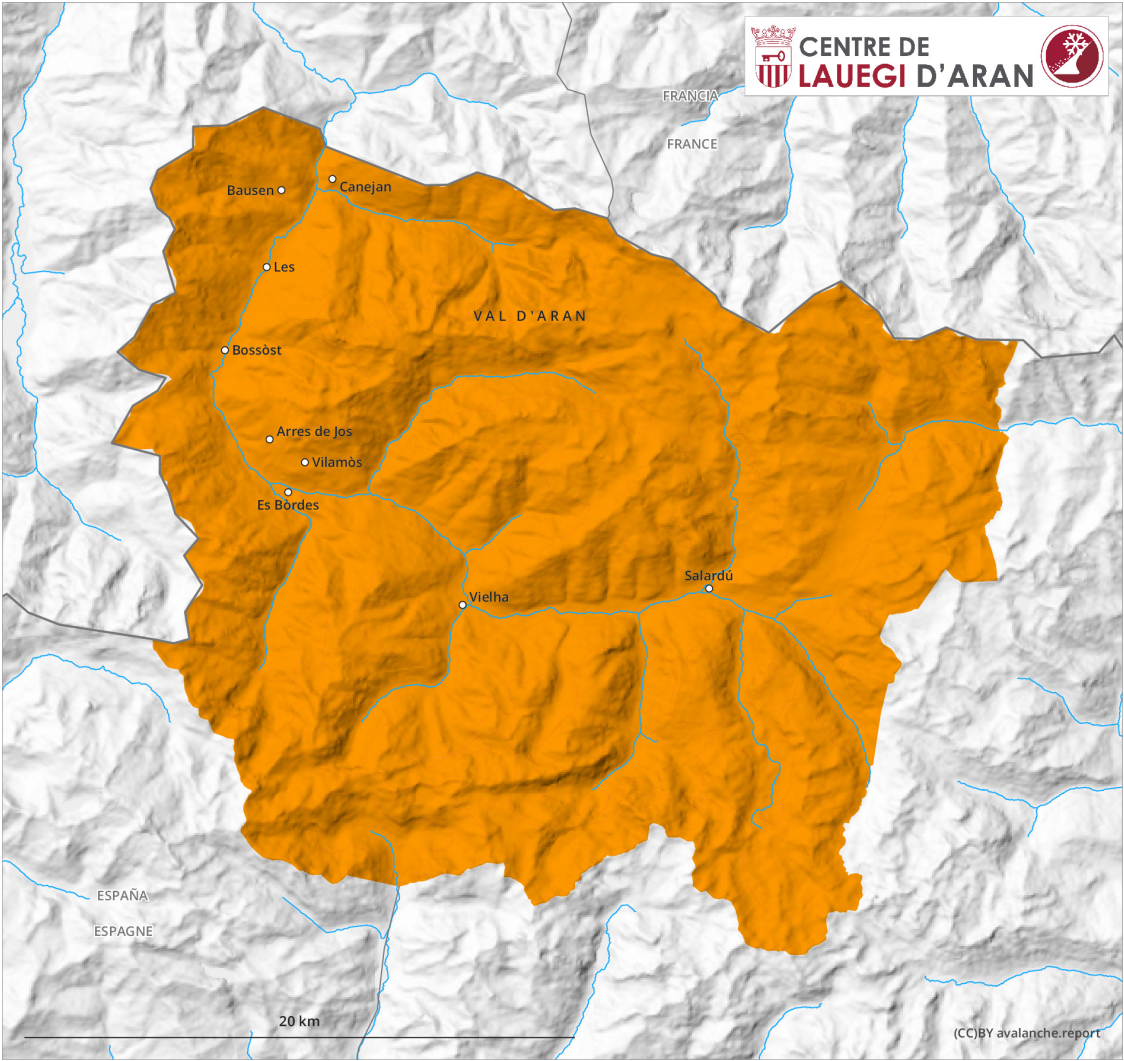


Danger Level 3 - Considerable



Tendency: Constant avalanche danger
on Wednesday 11 February 2026



Wet snow



2500m

Snowpack stability: **very poor**

Frequency: **many**

Avalanche size: **medium**



Wind slab

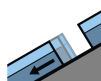


2100m

Snowpack stability: **very poor**

Frequency: **some**

Avalanche size: **medium**



Gliding snow



2500m

Up to 2500 m rain will fall over a wide area. Wind slabs at elevated altitudes.

As the day progresses as the snowfall level rises there will be a gradual increase in the danger of wet and gliding avalanches to level 3 (considerable). As the penetration by moisture increases medium-sized moist snow slides and avalanches are to be expected below approximately 2500 m. In particular very steep shady slopes areas where the snow cover is rather shallow: They can in some cases be triggered in the old snowpack and reach dangerously large size. Gliding avalanches are also to be expected at any time.

Especially high altitudes: As a consequence of new snow and westerly wind, precarious wind slabs will form in the course of the day in particular adjacent to ridgelines and in gullies and bowls as well as at elevated altitudes. They can be released by a single winter sport participant or triggered naturally.

The current avalanche situation calls for extensive experience in the assessment of avalanche danger.

Snowpack

On Tuesday it will be very cloudy. The rain will give rise from the early morning to increasing moistening of the snowpack over a wide area below approximately 2500 m. High altitudes: 15 to 25 cm of snow, and even more in some localities, will fall until the afternoon. The moderate wind will transport the new snow.

Large-grained weak layers exist in the bottom section of the old snowpack in particular on shady slopes. At intermediate altitudes there are 120 to 200 cm of snow, and even more in some localities.

Tendency

Some rain will fall until the early morning. Gradual decrease in danger of moist avalanches as the temperature drops.