		Hare	d facts		т	Tracking difficulty (explanation below)				ngsuit difficulty	(explanation be	low)	Air-Glaciers: +41 33 8 560 560	]	
Jump name	Rockdrop	Rockdi	rop	Altitude to landing	Exit	Freefall	Landing	Overall	Exit	Freefall	Landing	Overall	Remarks	Rules	
LAUTERBRUNNEN	AND AROU	ND	<u> </u>				•								
Staubbach	-	-	-					Basejumping	is prohibited						
Yellow Ocean	10s	350m	1140ft	425m 1390ft	Blue	Blue	Blue	Blue	Blue	Red (low overall	Blue	Red	Overhung from exit to talus	Call Air-Glaciers before every jump   Watch out for helicopters	
La Mousse	7.5s	230m	750ft	530m 1730ft	Blue	Red	Blue	Red	Blue	Blue	Blue	Blue		Call Air-Glaciers before every jump   Watch out for helicopters	
High La Mousse	6s	150m	490ft	810m 2660f				Closed until fu	urther notice						
Ness 1		1	1270ft		Olive	Dive	Dive	Blue	Blue	Red (low overall	Blue	Red			
Nose 1	11s	390m		455m 1490ft	Blue	Blue	Blue			height)				Call Air-Glaciers before every jump   Watch out for helicopters and paragilders   Do not fly over houses, do not pull above them   Night jumps are not allowed	
Nose 2	10s		1080ft	475m 1550ft		Blue	Blue	Blue	Blue	height)	Blue	Red		Call Air-Glaciers before every jump   Watch out for helicopters and paragilders   Do not fly over houses, do not pull above them   Night jumps are not allowed	
Nose 3	9s	-	910ft	510m 1670ft	Blue	Red	Blue	Red	Blue	Blue	Blue	Blue		Call Air-Glaciers before every jump   Watch out for helicopters and paragliders   Do not fly over houses, do not pull above them   Night jumps are not allowed	
Nose 3.5	4s	75m (first ledge)	250ft	525m 1720ft	Black	Black	Blue	Black	Black	Red	Blue	Black		Call Air-Glaciers before every jump   Watch out for helicopters and paragliders   Do not fly over houses, do not pull above them   Night jumps are not allowed	
High Nose	7s	190m	620ft	585m 1910ft	Red (first ledge after 7s)	Red	Blue	Red	Red (first ledge after 7s)	Blue	Blue	Red	Slick jumping not recommended	Call Air-Glaciers before every jump   Watch out for helicopters and paragliders   Do not fly over houses, do not pull above them   Night jumps are not allowed	
Dumpster	9s	280m	910ft	530m 1730ft	Blue	Red	Blue	Red	Blue	Blue	Blue	Blue	Jump direction Lauterbrunnen (more overhung)	Call Air-Glaciers before every jump   Watch out for helicopters and paragliders	
High Ultimate (without the ramp)	2s (first underhung part) 10s (overall rockdrop)	15m 330ft	40ft 1080ft	720m 2360ft	Black (extremely underhung)	Y Red	Red	Black		Only T	racking		This jump is extremely dangerous due to its very underhung exit. Numerous cliff strikes right after the exit have occured, several of them fatal. Do not let yourself be tempted by the short hike and any assumed prestige.	1st of March until 31st of October: Absolutely no jumping between 9am and 2pm   Watch out for helicopters and paragliders   Only jump into clear airspace   Temporary Rule: Call Air-Glaciers before every jump	
Low Ultimate	10s	330m	1080ft	700m 2290ft	Blue	Blue	Red	Red	Blue	Blue	Blue	Blue		1st of March until 31st of October: Absolutely no jumping between 9am and 2pm   Watch out for helicopters and paragliders   Only jump into clear airspace   Temporary Rule: Call Air-Gladers before every jump	
Perkele	9s	280m	910ft	625m 2050ft	Red	Black	Red	Black	Red	Red	Red	Red		1st of March until 31st of October: Absolutely no jumping between 9am and 2pm   Watch out for helicopters and paragliders   Only jump into clear airspace   Temporary Rule: Call Air-Galders before every jump	
Flower Box	10s	330m	1080ft	625m 2050ft		Black	Red	Black	Black	Red	Red	Black	Exit difficulty for tracking and wingsuit without rappelling down onto grass ledge: black (underhung/positive)	1st of March until 31st of October: Absolutely no jumping between 9am and 2pm   Watch out for helicopters and paragliders   Only jump into clear airspace	
Via Ferrata	9s		910ft	610m 2000ft		Black	Red	Black	Red	Red	Blue	Red	Watch out in winter: extremely slippery	Temporary Rule: Call Air-Glaciers before every jump  1st of March until 31st of October: Absolutely no jumping between 9am and 2pm   Watch out for helicopters and paragliders   Only jump into clear airspace	
	33	200111	31010		ned					neu	bide	Neu		Temporary Rule: Call Air-Glaciers before every jump	
Via Ferrata Bridge	-	-	-		Static Line								Do not jump when the cable car comes by		
Gimmelwald	7s	190m	620ft	310m 1010ft		Blue	Blue	Blue		Only T	racking			Do not land on the camping site	
Melchstuhl (2310 MSL)	7s	190m	620ft	1350m 4440ft (Stechelberg) (Stechelbe		Only \	Vingsuit		Red	Black	Red	Black		Call ground crew before you jump   Watch out for helicopters and paragilders   Call Air-Glaciers before every jump	
BlackLine	-	-	-			Basejumping is proh								In 2019 the Black Monk (Schwarzmönch) has become a designated wildlife area. Basejumping is prohibited. (www.wildruhezonen.ch)	
Salamander	-	-	-			Basejumping is prohibited								In 2019 the Black Monk (Schwarzmönch) has become a designated wildlife area. Basejumping is prohibited. (www.wildruhezonen.ch)	
Heavens Above	3s	43m	141ft	1420m 4660ft (Valley) (Valley)		Static Line / PCA							1st of November - 30th of June: Designated wildlife area	All landings in Wengen are strictly forbidden   Call Air-Glaciers before every jump to get clearance to fly down to the Valley	
Mushroom (3220 MSL)	12s	440m	1440ft	1620m 5315ft (Alpiglen) (Alpiglen	Blue	Blue	Red	Red	Blue	Blue	Red	Red	Alpine environment, weather can change very quickly (e.g. freezing rain can make a descent very dangerous), challenging hike, a mountain guide is recommended.		
High Eiger (3700 MSL)	7s	190m	620ft	2660m 8730ft (Grindelwald) (Grindelwa	d)	Not reco	mmended		Red	Blue	Blue	Red	High alpine environment (weather impact even worse than for the Mushroom), challenging hike/climb, a mountain guide is strongly recommended.		
Eiger South (3810 MSL)	7s	190m	620ft	2870m 9420ft (Grindelwa	Only Wingsuit				Red	Black (long glide)	Blue	Black	High alpine environment, challenging hike/climb, a moutain guide is strongly recommended.	Call BEO Helicopter (+41 33 855 14 14) before you jump   Watch out for helicopters   Only jump into clear airspace	
Bussalp (2200 MSL)	5.5s	140m	450ft	1300m 4270ft	Only Wingsuit			Black	Red	Red	Black	Don't drive up with your own car (private road), take the bus from Grindelwald. Check our website to land on the right field.			
Meiringen	7.5s	235m	770ft	530m 1740ft	Blue Black Black Black			Blue	Black	Black	Black	Wind can get very strong (especially when Foehn).	Military controlled airspace   You can only jump when airspace is not active or if you get clearance by the tower   Call +41 800 496 347 to learn if airspace is active   Call +41 58 461 67 06 to get clearance		
Aurora (1580 MSL)	7s	190m	620ft	1000m 3280ft		Only \	Wingsuit		Blue	Red	Blue	Red	Leave 10 CHF in the Honesty Box at the parking for driving up on the private road (see website for further information). Wildlife area: Basejumping is	Military controlled airspace   You can only jump when airspace is not active or if you get clearance by the tower   Call +41 800 496 347 to learn if airspace is active	
High Aurora (2180 MSL)	5.5s	140m	450ft	1600m 5250ft		Only \	Vingsuit		Black	Red	Blue	Black	officially prohibited.  Leave 10 CHF in the Honesty Box at the parking for driving up on the private road (see website for further information). Wildlife area: Basejumping is	Call +41 58 461 67 06 to get clearance  Military controlled airspace   You can only jump when airspace is not active or if you get clearance by the tower   Call +41 800 496 347 to learn if airspace is active	
	3.33	140111	45010						biack				officially prohibited.	Call +41 58 461 67 06 to get clearance	
Hans (1550 MSL)		+ +		950m 3120ft			Vingsuit		кеа	Blue	Red	Red	Don't drive up to the exit by car (private road). Check our website to land on the right field. Grass exit: Be careful when it's slippery.	Call Swiss Helicopter (+41 33 828 90 00) before you jump   Watch out for helicopters   Only jump into clear airspace	
Gollum (1830 MSL)				1190m 3900ft			Vingsuit		Black	Red	Red	Black	Don't drive up to "Hans" (private road).	Call Swiss Helicopter (+41 33 828 90 00) before you jump   Watch out for helicopters   Only jump into clear airspace	
Heisenberg (1755 MSL)				1000m 3280ft		Only \	Vingsuit		Black	Red	Red	Black	Do not fly over houses, do not pull above them. Only land on the official landing field (check the website)	Call Swiss Helicopter (+41 33 828 90 00) before you jump   Watch out for helicopters   Only jump into clear airspace	
WALENSTADT		1 1	ı	I											
Sputnik (2170 MSL)	7.5s 2s	225m	740ft	1595m 5230ft		Only \	Vingsuit		Red	Black	Blue	Black		Watch out for paragliders   Do not fly the Barn Line (because of cattle)   Do not fly the Crack between 12am and 4pm   Only use the main landing field below the Crack	
High Trench (2110 MSL)	(first underhung part) 6s (overall rockdrop)	16m 145m	52ft 475ft	1560m 5120ft		Only \	Wingsuit		Black	Black	Blue	Black	Attention: Sometimes a cable passes the trench at its beginning.	Watch out for paragliders and jumpers from other exits   Only use the main landing field below the Crack	
Fatal Attraction (2130 MSL)	5.5s	140m	460ft	1605m 5270ft		Only \	Vingsuit		Black	Black	Blue	Black	After the exit: Only leave gully when in full flight.	Watch out for paragliders   Only use the main landing field below the Crack	
OTHER PLACES															
Scex Rouge (2850 MSL)	7s	190m	620ft	1600m 5250ft		Only	Vingsuit		Red	Red	Blue	Red	Alpine jump with difficult access   Watch out for the cable at the landing (check website).	Watch out for paragliders   Only jump into clear airspace   Do not pass paragliders close in freefall   Land in the field with a windsock	
Gitschen (2460 MSL)	5.5s	140m	460ft	2015m 6610ft		Only \	Vingsuit		Black	Blue	Blue	Black	Do not jump in Foehn   Watch out for cables.	1st of June until 30th of September: Pass the marked zone above 100m (330ft). Check our website for further information	
Titlis (2900 MSL)	7s	195m	650ft	2155m 7070ft		Only \	Vingsuit		Blue	Blue	Blue	Blue	Watch out for cables, paragliders and other basejumpers (jumping from Fürenalp).	Do not land on the golf course	
		+		1											
Explanations															
Difficulty categories	Exit	0	Defined by how solid your exits and your exits and your early sub-terminal flying skills have to be (approx. first 6s). For example, a cliff might be rated black because it requires a very strong push to clear the first underhung (positive) part (e.g. High Ultimate). It might also be rated black because of a short rockdrop, which does not forgive a prolonged head-low position, unintentional flip or weak sub-terminal flying skills (e.g., Jungfrau — Melchstuhl). This rating does NOT take into account how difficult the access to the spot is.												
	Freefall	0	Defined by	how good your late sub	terminal and termina	al flying skills have t	o be (roughly after	6s) in order to have a	a safe horizontal di	stance from the mo	untain all the way	until pull time.			
	Landing	D	Defined by	how difficult the landing	is, taking aspects suc	ch as landing area si	ize, obstacles or stro	ong winds into accou	int.						
	Overall	0	Defined by	the most difficult rating	for either exit, freefall	ll or landing.									
Difficulty levels	L	В	Blue: Intermediate, Red: Advanced, Black: Expert. A blue rating does not imply a beginner jump! The whole Lauterbrunnen Valley is NOT a beginner should be understood as a general recommendation, derived from the opinions of various very experienced jumpers and sadly from numerous accidents that have occurred in the valley. Still, every basejumper should also											om the opinions of various very experienced jumpers and sadly from numerous accidents that have occurred in the valley. Still, every basejumper should also take into account his or her individual	
		S	tause: intermediate, Ned: Advanced, Black: expert. A pluse family a beginner jump: In e whole Lauterbrunnen valley is NU1 a beginner splace for terminal cliff jumps. All jumps in the valley require very solid skylowe expenence and excellent tracking skills. I ne rating social many a beginner jump: a beginner splace for terminal cliff jumps. All jumps in the valley require very solid skylowe expenence and excellent tracking skills. I ne rating social many a beginner jump in his own.												