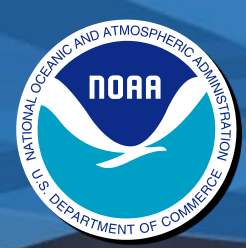


Snow SPECI Changes

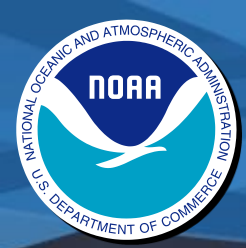
Cyndie Abelman
Chief, NWS Aviation Services Branch

Friends/Partners in Aviation Weather Forum
October 21, 2010
Atlanta, Georgia



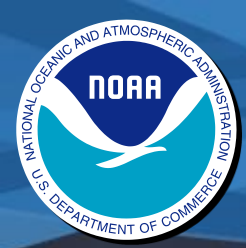
Snow SPECI

- **Currently, no requirement for SPECIs for snow**
 - ▣ *Start, stop, changes in intensity*
- **Snow information useful in aircraft de-icing operations**
- **Initial basis for snow SPECI requirement**
 - ▣ *Need to know snow start, stop, or increase in intensity*
 - ▣ *Need better definition of light, moderate, and heavy snow*
 - Traditional definition uses only visibility
 - Time of day and temperature ignored
- **FAA now requires Snow SPECIs**
 - ▣ *Working to implement*



Snow SPECI in METAR

- **First step is FAA's Safety Risk Assessment**
- **Snow SPECI reviewed by safety risk panel (Sep 2010)**
 - *Report to be drafted by FAA*
 - *Due in 2 -3 months*
- **Requires an ASOS algorithm and configuration change to implement**
 - *Request for Change will trigger algorithm development*
 - *Testing and review (OT&E)*
 - *Implementation after final acceptance*

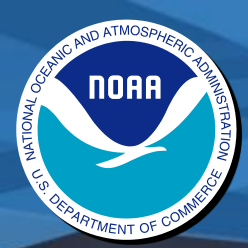


Snow SPECI Improvements

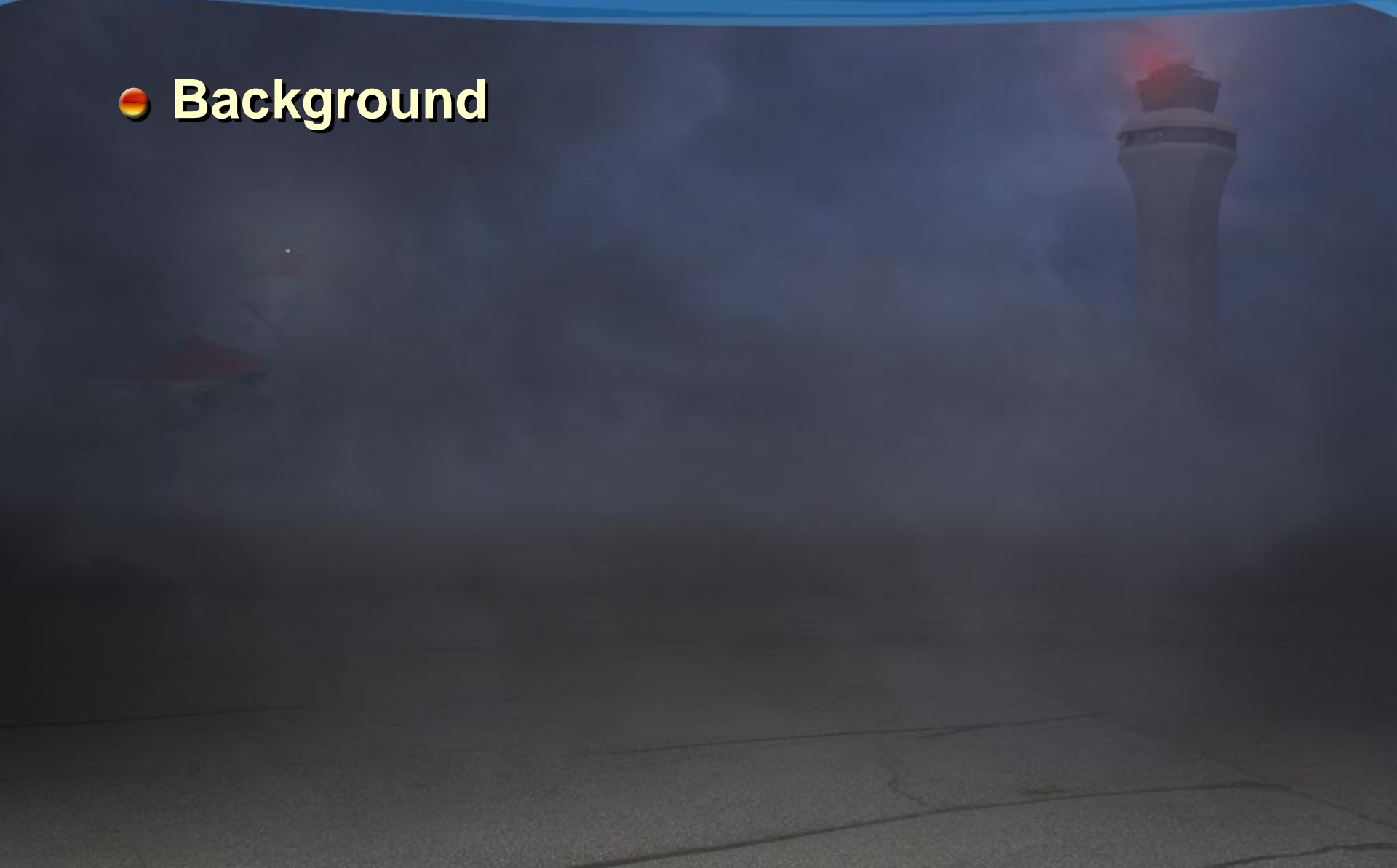
● Snow SPECI Algorithm

▣ *New snow intensity algorithm would include:*

- Day/night component
- Temperature component
- Visibility



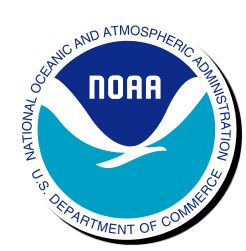
Background





Intensity of Snow Based on Surface Visibility

<u>Intensity</u>	<u>Criteria</u>
Light	Surface visibility > 1/2 mile
Moderate	Surface visibility > 1/4 mile but \leq 1/2 mile
Heavy	Surface visibility \leq 1/4 mile



New Snow Intensity Table

FAA Table								
Time of Day	Temp		Visibility (Statue Miles)					
	Degrees Celsius	Degrees Fahrenheit	> 1.5	> 1.0 - <= 1.5	> 0.75 - <= 1.0	> 0.50 - <= 0.75	> 0.25 - <= 0.50	<= 0.25
Day	colder/equal to -1	colder/equal to 30	Light	Light	Light	Moderate	Moderate	Heavy
	warmer than -1	warmer than 30	Light	Light	Moderate	Moderate	Heavy	Heavy
Night	colder/equal to -1	colder/equal to 30	Light	Moderate	Moderate	Heavy	Heavy	Heavy
	warmer than -1	warmer than 30	Light	Moderate	Heavy	Heavy	Heavy	Heavy