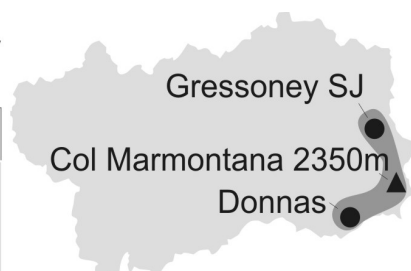
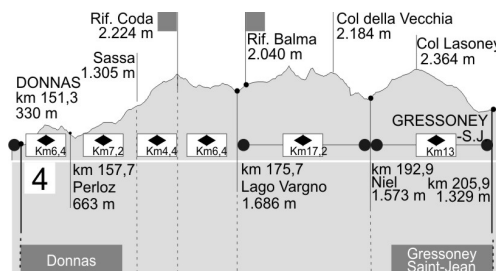
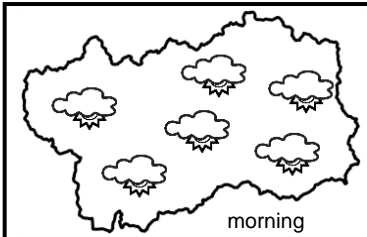


LEGEND

risk light	risk heavy	hot temp
risk light	risk heavy	cold temp
fog	strong wind	thunderstorm
rain		
snow		



Tue 13 Sep 12-18	Tue 13 Sep 18-24	Wed 14 Sep 0-6	Wed 14 Sep 6-12	Wed 14 Sep 12-18	Wed 14 Sep 18-24
Wind-chill: >0 °C (at the top)	Wind-chill: >0 °C (at the top)	Wind-chill: >0 °C (at the top)	Wind-chill: >0 °C (at the top)	Wind-chill: >0 °C (at the top)	Wind-chill: >0 °C (at the top)



Tuesday 13 September 2022

forecast reliability: ★★☆☆

High cloud covering the sky all day long. Cloud will get thicker and thicker during the afternoon, with few medium-low clouds developing close to the highest summits. Some isolated showers or rain droplets will fall from the afternoon onwards, becoming as scattered showers overnight with low chance of few isolated strong thunderstorms.

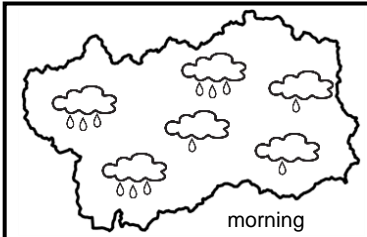
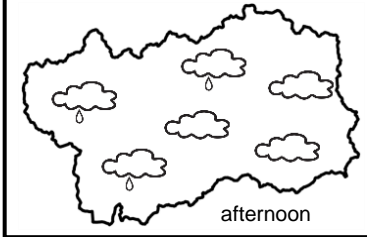
Winds: light from NW, backing SW and strengthening, up to strong in the evening; breezes even moderate in the valleys, and light from W in the Western areas from the afternoon.

Temperatures: rising.

Freezing level: 3700 » 4300 m; T 1500: 8 » 24 °C; T 3000: 6 » 11 °C (indicative values in the free atmosphere).

Atmospheric pressure: stable.

Temperatures: <i>mountain (max)</i>	▲	Communications: no communications.
Temperatures: <i>valleys (max)</i>	▲	



Wednesday 14 September 2022

forecast reliability: ★★☆☆

Very cloudy or overcast sky with scattered showers, becoming more widespread and heavy close to the Western and Northern mountains, locally as a heavy thunderstorm. Chance of fleeting sunny spells.

Winds: 3000 m strong or very strong from SW; light or locally moderate from W in the valleys, afternoon breezes in the SE and central areas.

Temperatures: falling sharply, except for the minimum in the valleys.

Freezing level: 3500 / 3800 m; T 1500: 10 » 16 °C; T 3000: 4 / 6 °C (indicative values in the free atmosphere).

Atmospheric pressure: falling.

Temperatures: <i>mountain (min max)</i>	▼	Communications: no communications.
Temperatures: <i>valleys (min max)</i>	▲	

