

What do resort guests want?







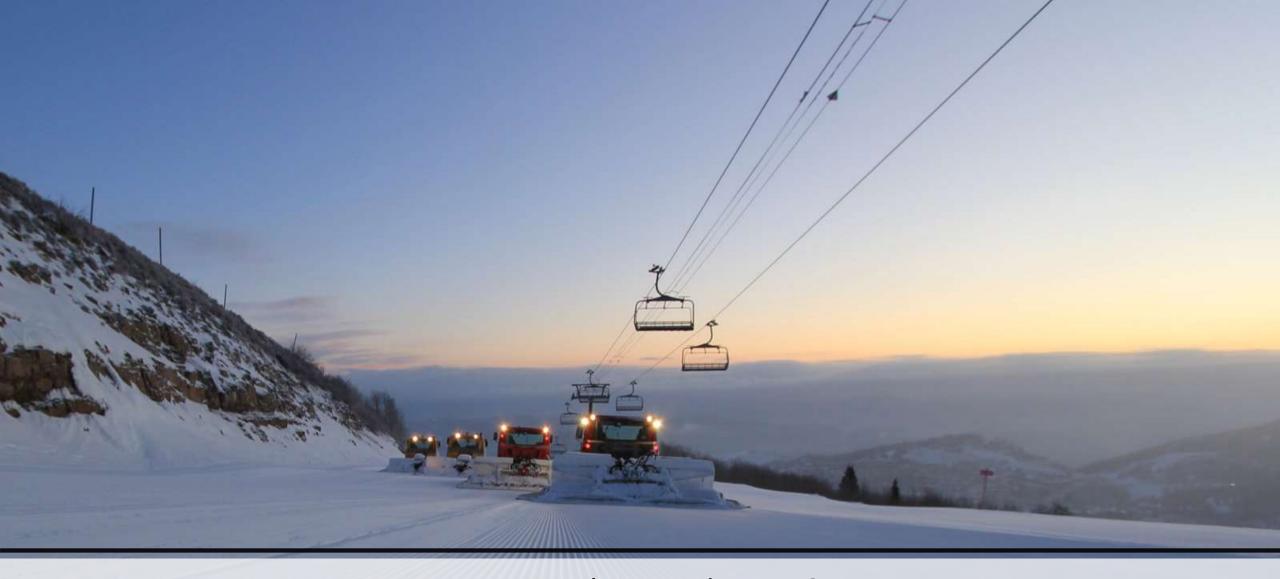












Smooth Corduroy?

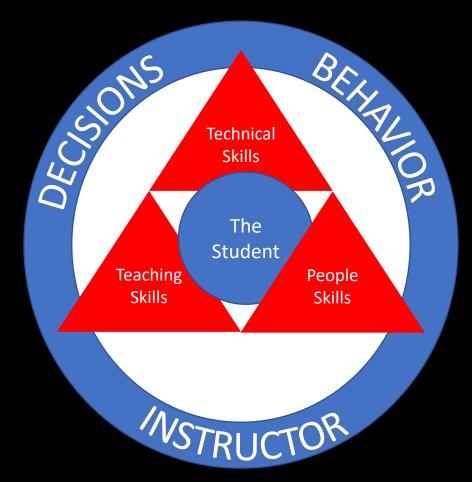








Snowsports School participation in the guest experience



The PSIA-AASI Learning Partnership Model

Every department is responsible for the guest experience

Vail Resorts average sales over last 4 years

Parking Attendants Ski Patrol

Lift Operators

Dining 8%
Other 9%

Ski School 9%

Retail\Rental 17%

Lodging 19%

Lift Tickets 39%

Influences guest experience

Drives returning visitors



Guest Experience Case Study: Vail Mountain Resorts

- 1990's, Ski resorts were land developers
- 2000's, No new major mountain resorts are being created in the United States

- Vail Resorts tout's successes as a company with three goals:
 - 1. To operate ski resorts
 - 2. Provide lodging to skiers
 - 3. Develop real estate at the base of mountains

Mission Statement:

Experience of a Lifetime

To create the **Experience of a Lifetime** for our employees, so they can, in turn, provide exceptional experiences for our guests.



Guest Experience Case Study: Vail Mountain Resorts







What do the Guests want from Snow Sports?





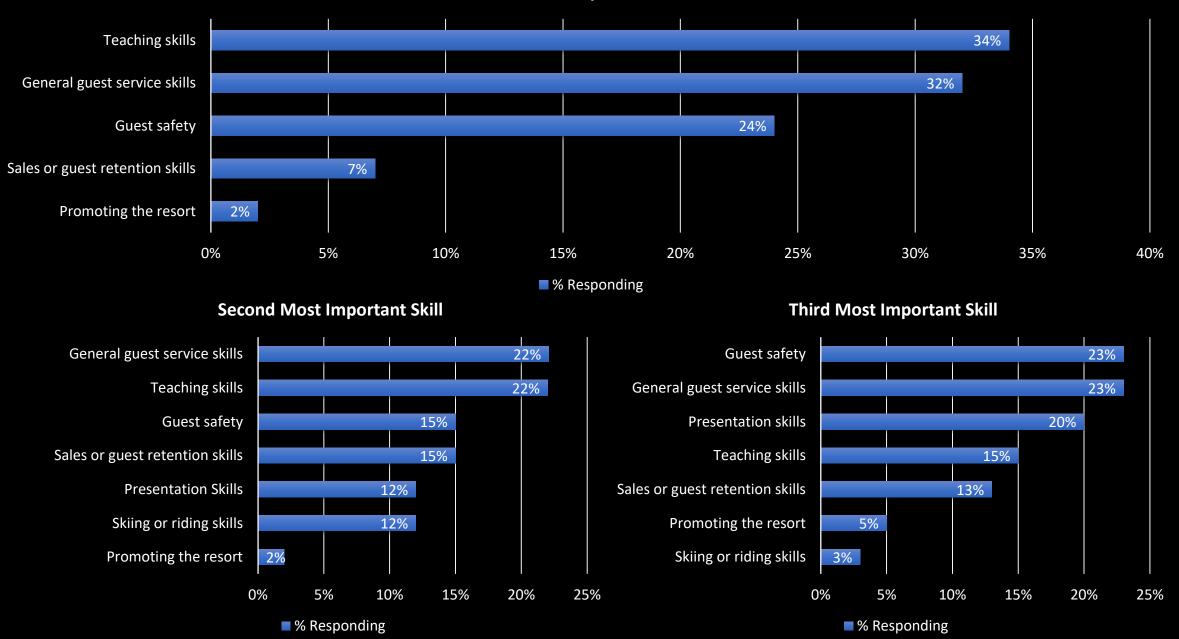


- Survey went out to all US ski resort owners and general managers
- Goal: Determine what skills are the most important for a PSIA-AASI trained or certified instructor

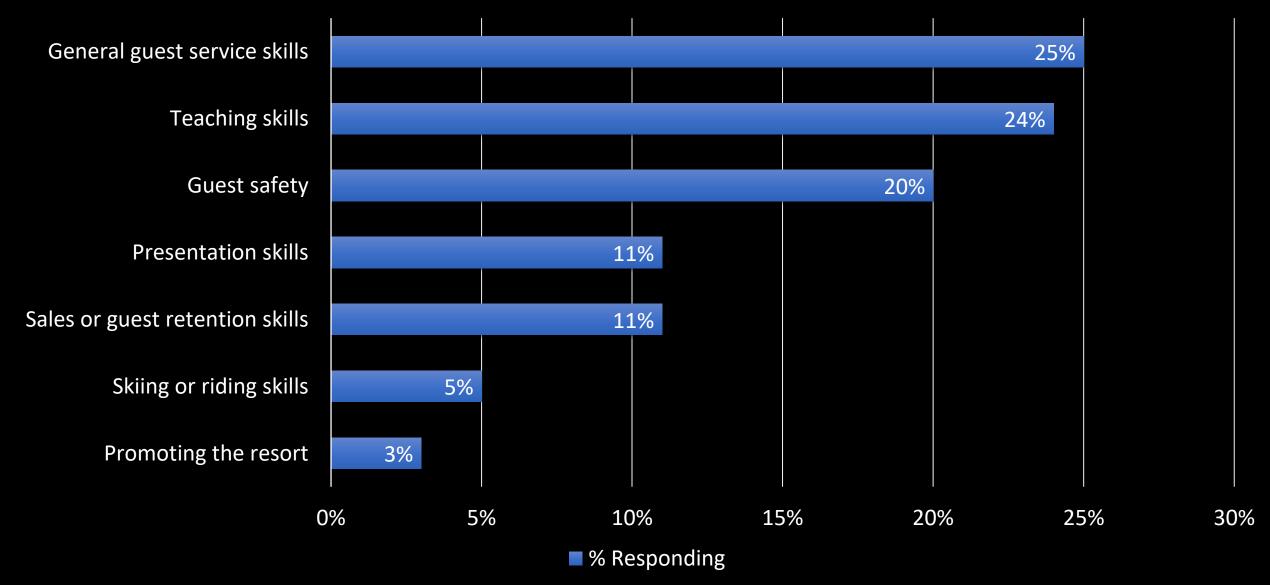
What is the most important skill for trained PSIA instructors?

- Guest safety
- Teaching skill
- Presentation skills
- Skiing or riding skills
- Promoting the resort
- General guest service skills
- Sales or guest retention skills





Top 3 skills combined



Desire for PSIA-NW

Customers

- Receive a great lesson experience
- Create life long skier/rider

PSIA-NW members

- Drive greater member retention
- Level 1 instructor get hooked into teaching best experiences



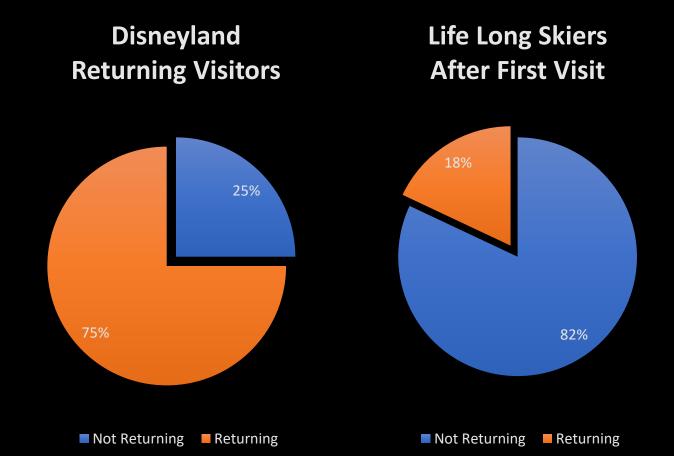
Disneyland



Walt Disney:

"We train employees to be aware that they're there mainly to help the guests"

"To us, every guest is Very Important Person, a VIP."





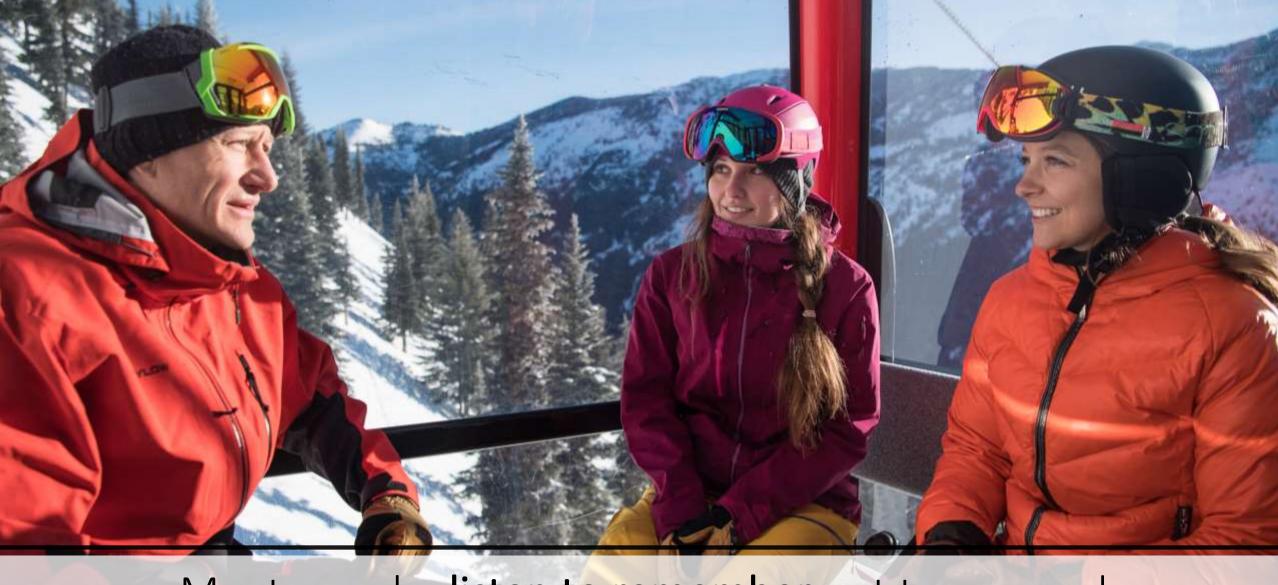
VIP Guest Experience

- Approachable
- Baseline
- Empathizing
- Attentiveness
- Communication
- Language





Meet as many people as you can in 2 min



Meet people, listen to remember not to respond

What group is more approachable?





Baseline

Read the Guest

Get a baseline judgement

- Read verbal & non-verbal
- Read body and facial expressions
- Read clothing



Empathize

Understand the emotional roller-coaster

- Feel
 - First empathize with them, telling them that you understand how they *feel*
- Felt
 - Then tell them about somebody who felt the same way
- Found
 - Then tell them how that other person found that things were not so bad and that when they did what you want the them to do they found that it was actually a very good thing to do



Attentiveness

Showing the worth of a person

- Peripheral
- Selfless
- Undivided concentration



Communication

Clear and engaging

- Engagement
- Understanding
- Application



Language

Positive language = teachable moment

- Words can motivate and calm
- Words can encourage
 - Call kids racers or free riders
- Positive language can tell what can be done instead of limiting ability



The Guest Experience

- Every department
- Influence staff
- Influence guests

Creating a VIP Experience

- Approachable
- Baseline
- Empathizing
- Attentiveness
- Communication
- Language

