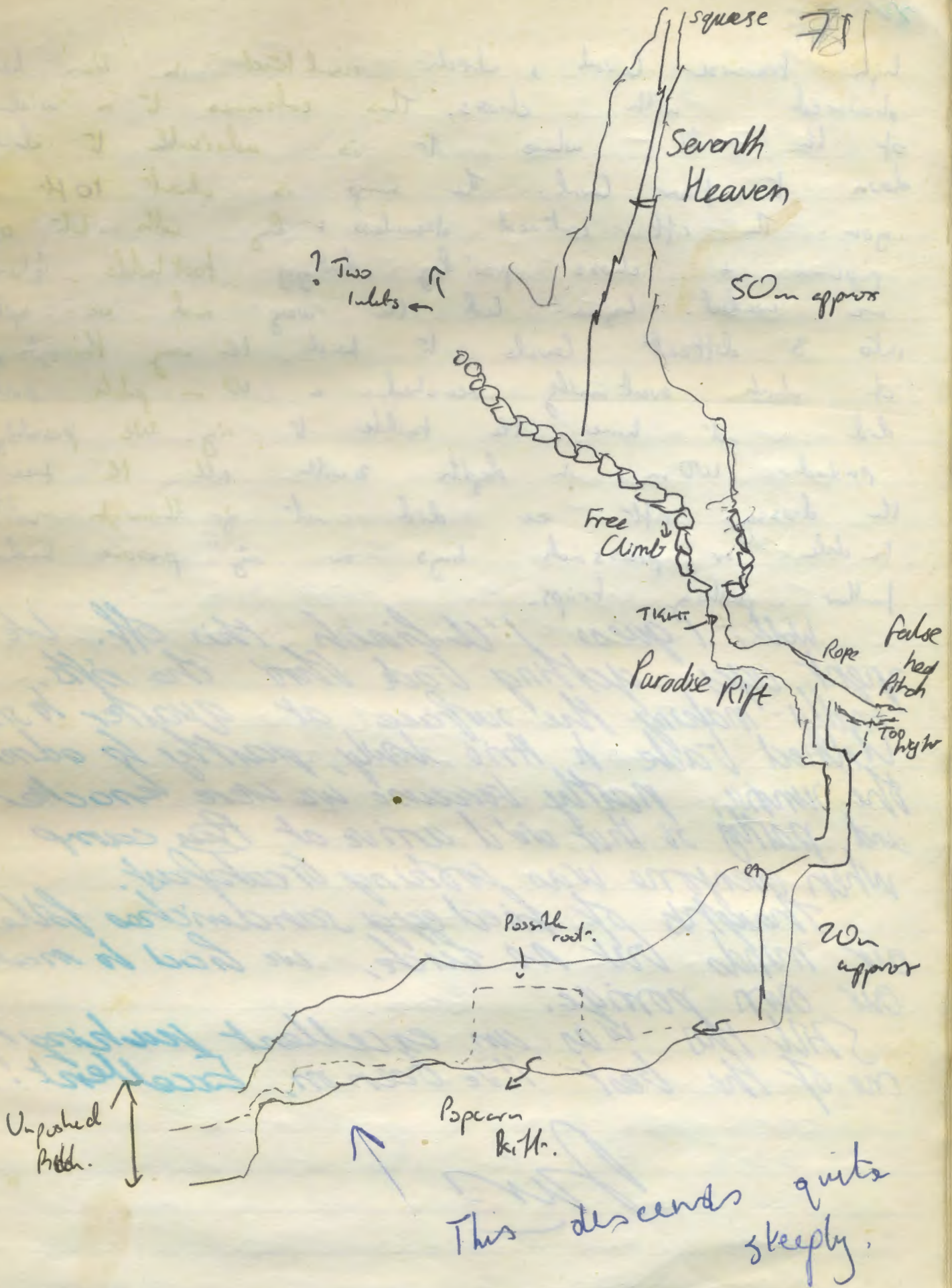




high traverse level, which resulted in Dan being showered with choss. This continues to a widening of the rift where it is advisable to climb down to floor level. The jump is about 10 ft behind you. The rift continued strenuous & long with lots of popcorn & choss providing dodgy footholds. Gloves were needed. Lynn led the way and we split into 3 different levels to find the way through, all of which eventually reached a 10 m pit which we did not have the tackle to rig. We possibly pushed 100 m in depth & with all the free dinks, the crossing after we did not go through with the dink or press such bugs so my pressure had to be further pushing trips.

Well, I guess I'll finish this off. We spent ages getting back thro' the rifts, finally making the surface at quarter to six. Walked back to Ario slowly, partly to admire the ruins, partly because we were knocked and, partly so that we'd arrive at Ben's camp when everyone was cooking breakfast.

Thoughts of fried egg sandwiches filled our minds but no luck, we had to make our own porridge.

Still this was an excellent pushing trip, one of the best I've been on. Excellent!!

Dan

Pushing trip 22/7/87 Graham & Paul.

2/7 - 12 hours

Armed with 3 tackle bags we descended slowly to the previous team's limit. The pitch was rigged by sliding at 45° for $\sim 3m$ and then swinging down onto the rope which is belayed over a small protrusion. This pitch is free hanging and $\sim 8m$ long. This lands in a large chamber with a small pool for washing, getting etc.

Climb up the slope to the highest point where the rift leads off. The end of the rope is stuffed in at the start of the crawl. A couple of ^{hammered} squeezers lead to a piece of fossil flowstone? which one climbs over or around. One then climbs down through a squeeze and down the rift to emerge in an aven at a sharp left hand bend. The continuing rift is climbed up for $10'$, and then immediately after down $6'$. Traversing forwards and upwards to a comfortable level. At the top of which is the pitch rigged through a small hole and crawl. This is about $20m$ and leads to a largish chamber and continuing narrow rift.

Out at 11:30 after some trouble with squeezers. Back at camp at 1:30 after a trip into the Jon de la Cistra.

Elevation

Gripper
pitcher

Black
Crystal
Riff

tight squeeze
over boulder

squeeze

small
skeleton

hammered
squeezes
goes nowhere

fossil
slimestone
thing

10m

10m rope
left
here

right
climb

sharp left
hand bend

tight

small
hole

rope

20m pitch

chamber

ascending
traverse
level.

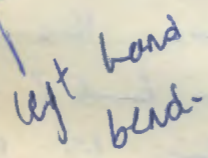
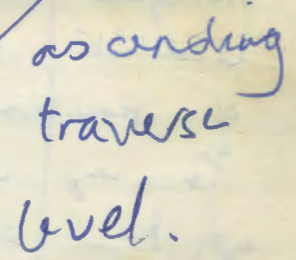
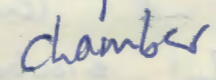
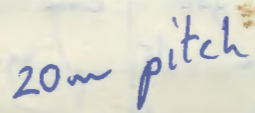
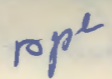
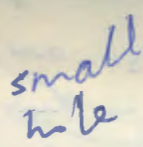
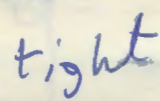
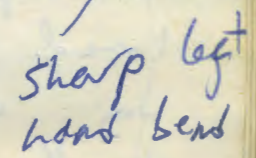
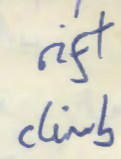
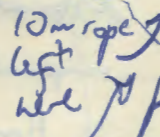
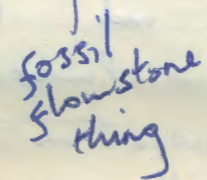
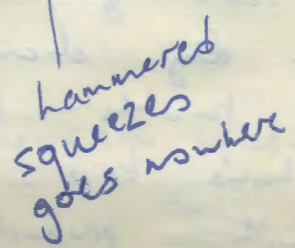
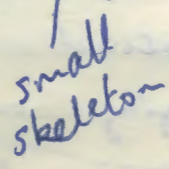
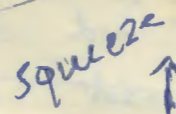
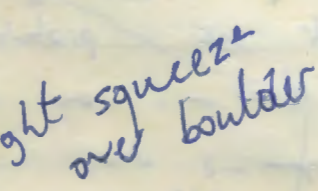
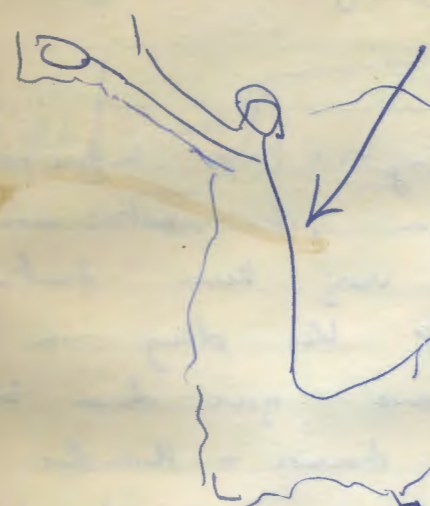
left hand
bend.

A

A

A

A

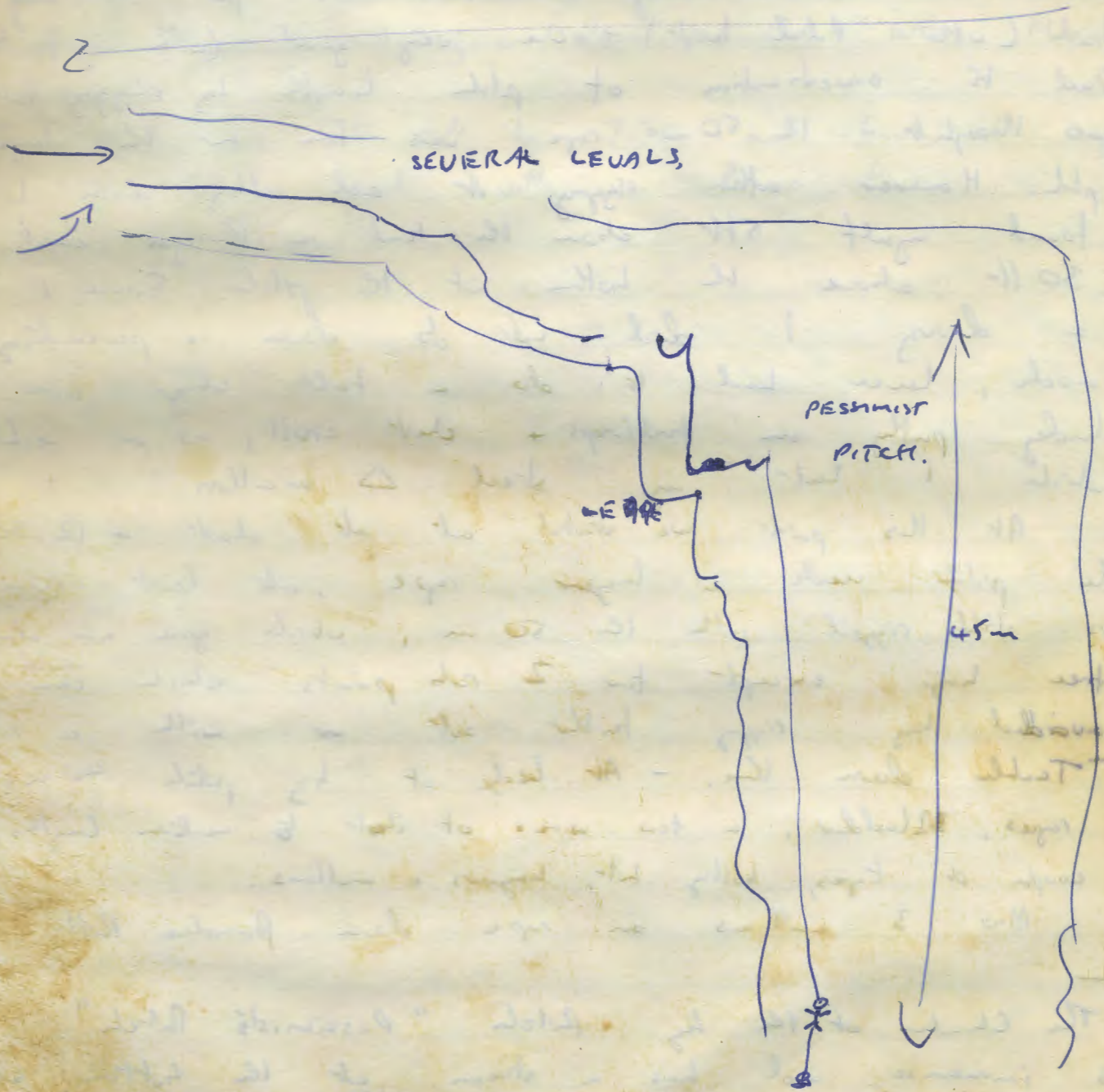
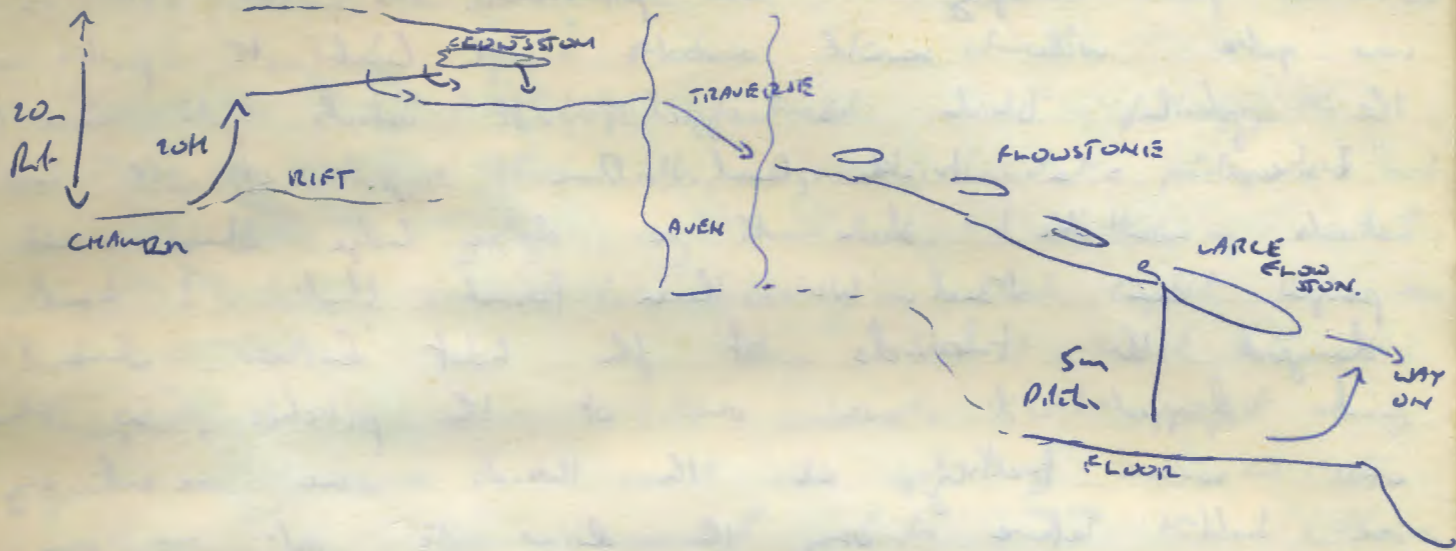


Yet Another 2/7 Pushing Trip. - Lynn, Dave H + Sonabham C.

Not impressed by the nearly pushing trips before hand
of what is probably the 3rd system, it was an
extra 250 m on X.10, team very keen featuring
me + Lynn who could easily spend the day in lead
and Dave who should rather have gone down 2/7,
slept off in the mist between showers + thunder in
the direction of Sultanga ridge. We were caught by
two showers but resolutely pressed on, it only because
the cave has a dry changing area. Got down
by 4.00 and lucky bundle bags quickly ended the
limb of Paul + Graham's trip. The rifts are a
different proportion with prossack bags + other paraphernalia
compared with just bag, oversuit + generator.

Harry moved all their bundle down the pitch
a way on was sought through the next rift which
turned out to be a obvious as the next. The easiest
way on is to climb about 20ft at the beginning
of the rift, into an ascending traverse level to the
root, where you can sit on a shelf of flowstone. It
is possible to squeeze round the lip, or crawl underneath
on a false floor or squeeze down before this by a
triangular plate of stone. Carry on at this level (alt 3
lead to same place) until a "aren" similar to that
of previous rift. Instead of going to bottom you emerge about
 $\frac{2}{3}$ way up, and the way on is that is way
up the side. The cirque is then steeply descending beneath
hangs of fossil flowstone before emerging on a rope
rugged to drop to the bottom of the rift over a large
flowstone. Either ab down the rope the ascend to
roughly the same height or slide down the flowstone
for a not very dodgy traverse. The route now

FROM LAST
TRIP.



78

descends quite deeply to the pithead. As the air is now quite wide several roots with level to points over the pithead, which is rigged off into a quite near the "stream" - a brick level. Dave rigged off the best natural available down to a dripping ledge where several people can stand. We then found that I had damaged the brackets of the bolt driver when I had dropped it over one of the pitches, so there was some trouble as the threads were re-cut very one bolt before using the driver to put on very hard (with steel bolt) + one very good (with ring) bolts. Due to overestimation of pitch length by dropping rocks we thought - the 50m rope was true for the longest pitch. However after rigging it and abbing down I found myself 5ft above the knot in the rope and 30 ft above the bottom of the pitch. Since I am a diver I don't see to down is proceeding much, hence had to do a full change over the cloudy putting in perhaps + dust coat, as a result of which I lost my steel Δ motion.

At this point we started at about 12.30. The pitch needs a longer rope, at least 70m. It is still rigged with the 50m, which gives an almost free hang except for 2 rope points which could be avoided by rigging further out or with a alloy. Tackle down the - At ledge of big pitch 40m + 50m ropes, 2 ladders, a few wires of short to medium lengths, couple of luges, holing bit, hangers + muttons. Also 3 muttons on rope down Powder Butte.

The character of the big pitch "Pessimist's Pitch" is immense and has a stream at the bottom, below which I would expect the rope to be cut. The origin of the water is not from the other side

74
have pushed so far but I could not get
out the actual place where it checked.

The out wind trip featured, not following the
best ways through the rift, Lyons headed party in and
all 3 of us getting very knocked. I lost my contact
down a hole near the spoor in Black Crystal Rft, so
had to hit the very down to it, had to get
through the numerous lake sinuities with most of my
gear on some I could not get my butt Δ off,
+ dropping a spine reached double 7th Humer (Please
return). Might have gone down another way. Mead
Surveying.

We were all out by 7.30 and back at camp
by 9, to be met with - Libbers show.

Scamell.

Thursday 23rd July 1/4 Surveying & Detaching Trip
 J.T., Martin M., Dan.

After several ~~of~~ other survey trips had struggled thro' "Oh No Not Again", we were now in with a chance of getting to the bottom of the cave. The survey went pretty well, apart from almost losing the survey notes damn it. Forry valiantly recovered them after I'd foolishly forgotten that they weren't actually clipped to the captain's log.

Passed the burglar alarm without breaking it and then began the detach. Again we were pretty efficient. "Oh No Not Again" proved easier than expected and ~~apart~~ only ~~from~~ required 8.5 trips tho' it. (It would have been 4 if I hadn't forgotten the used carbide container).

Hauled bags up pitches, ended up with six bags & a couple of ropes. Arrived at top at 3am (13:30 start) & carried half the tackle bags back to camp. ~~At last~~ We've left the cave rigged to large risk for dye detecting.