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Ario Log Book
1991

HOLA SOYOS UN
GRUPO DE
ALCORCÓN QUE HEI(O)
SUBIDO A SALUDAROS Y
NO ESTABAD
SUERTE
Y UN BESO
PRONTO PRONTO

Begonia, Nona's, Oscar,
Anita, M^a Angeles, Alicia
Beatriz - Adios



29 June 1991

The Ario log book has finally reached Ario. It seems to be my duty to write the first words in this book too.

Notice

Same as the one at Base really -

If a person from ICONA comes round make it plain that you speak no Spanish and get them to write down whatever they want in this log book. SMILE at them. Make sure that the message reaches someone who can do something about it.

It's quite cold here really, which is why my writing is scrawly - it's not because I'm ~~drunk~~ ~~drunk~~ or anything interesting like that.

some tall story David David

Later

We are now in the Refugio - I am still not pused, I am descending Ras Navaraja

Tony and Sean are here too, and more list writing will now take place.

Saturday Tony, Sean & Dave L go caving and ^{aim to} rig Flying Rebelays two bolts will be placed - one at the bottom of the first pitch and one at the first reelay. They may carry more gear than they need. ~~This will leave Mark and Dave at Lagos, Me and~~

Pauline at Ario during the day

of those remaining Pauline & I will do a carry to the "cave" while anticipating the arrival of Dave B from Lagos. Mark will stay at Lagos, but will want to carry some kit up.

On Sunday night Dave B, Pauline and I will stay at Ario, Mark will stay at Lagos. The caving team are expected back before dark.

Monday

Pauline, Dave B & I go caving, aiming to rig to the end of the rifts. Tony and Sean go to Lagos ^{early} and Tony and Mark or Sean go shopping.

In the evening Tony will carry up food, Mark will carry up what of his gear remains at Base. Sean will stay at Base. At Ario that night Tony, Mark and Dave L must be present, Dave B, Pauline and I will probably be present.

Tuesday

Tony, Mark & Dave L go to the end of the rifts. They will finish off rigging if this has not been done, otherwise they will porter gear. [aps is preferable]

Pauline, Dave B and I will do I carry each to bring up any remaining food from the shop.

Pauline will stay at base, relieving Sean.

Sean, Dave B and I will stay at Ario ready to porter to the end of the rifts on Wednesday.

Wednesday

Sean, Dave B & I porter to the end of the rifts. The remainder will do carries - there will be a shortage of rigging gear, [?] cave food and food.

Thursday

There will be a day off [this being the seventh day!] There will be a taking stock, a tinking of wounds and possibly a shopping trip.

The unwritten rule is:

DO AS MUCH AS YOU CAN. THE PLAN ABOVE MUST ^{BE} STUCK TO IN THE ABSENCE OF EXTENUATING CIRCUMSTANCES BUT IF YOU SEE A WAY TO IMPROVE THINGS WHILE WORKING WITHIN THIS PLAN THEN DO SO.

I know I shouldn't need to do this, but it will avoid misunderstandings and will also eliminate excuses from those who ought to know better:

not in order of importance

- ① If you are walking up to Ario in the evening then eat at Base before you go so you don't waste the effort involved in carrying food to Ario.
- ② If you are alone at a camp then tidy it up before you consider pestering [ie doing nothing]. Remember: washing up, litter blowing around, stuff spilling out of tents etc.
- ③ If you are alone at camp and are expecting the arrival of people in the evening then cook for them. If you don't know how to cook then get help and instruction now. This is most important at Ario - tired carriers reaching camp at 3am take a very dim view of the absence of food.
- ④ At night - if you are alone at camp you must sleep in the big tent to protect the food. Keep your light and a store of projectiles within reach. Pre-emptive strikes can be useful. Bring all the washing up/the bin and any other odds and ends into the tent.
- ⑤ If it looks as if it will rain then "batten down the hatches" before hand. Pico storms can be amazingly violent. At Base make strenuous efforts to protect personal gear and keep it dry [perhaps by bringing it all into the big tent] Hammer in the pegs firmly and put rocks on them (but not on the guy ropes, which will get cut through). Consider adding extra guy ropes if the wind is very strong.
- ⑥ Keep the water containers full, especially at Ario. Keep water containers out of the sun* so it doesn't get warm.
- ⑦ Be polite to natives and, especially, to ICONA.
Be sensible, SMRE.
BE PURE, BE VIGILANT, BEHAVE.

Fernando

David

Jobs, because something is not an this ↑ that does give you an excuse for not doing it. If you think it will make the expedition run more smoothly then do it

* remember to keep your gear in the dark too. Sun (u-v) trashes nylon [just look at my tent]. Do not store your carrying kit outside in the sun.

30 6 91

Dave L, Sean, Tony

Rigged to bottom of Flying Rebel's. New bolts at base of 1st pitch, and bottom hang of 2nd. TOMORROW'S TRIP NOTE: a 30m is not enough rope for Paradise and F.R.'s; therefore the rift is only rigged on a ladder and probably needs a 5m rope - the necessary gear is in place.

The gear has been left in the cave at the top of Flying Rebel's, there are two ropes of about 25m each, roughly 10 tapes and some hangers, perhaps 3 krabs, but no rations and only one wire. There is also a bolt kit with 3 anchors but no wedges, and the drill with 2 bits (use the red one) and no battery. To recapitulate;

rope - 2 x 25

wire - 1

krabs 3

drill - no battery

tape x 10

bolt kit - no anchors

Dave taken battery #1 down to Base to be recharged.

Have a nice trip!

31 June [my watch hasn't changed the date properly]

If you are doing a carry up try to find room to bring up some knackered tacklebags and some mending materials. It will help pass the time for those at Aris with nothing to do.

1 July Same day as above.

Pauline, Dave B & David rigged to the bottom of GTP.

There are 10 tapes & a crab at the bottom of GTP

There is a bag at the top of GTP: 4 tapes, 1 krab, 1 very long wire, 1 drill

Dave tried the route from Flying Rebs. to Pablo along the bottom of the rift. The route is probably easier than going over the top and down the other side.

We couldn't find any of the belays on Gripper, so it has been rigged differently for the third year in succession. There is a Grenier there who removes all traces of last year's rigging.

Pauline did O.K. in Paradise - as well as can be expected for someone doing it for the first time. It transpired that the reason for her difficulty was that she was wearing full SRT kit and a prunick bag.

David

P.S. The snow at the bottom of the second pitch reaches to the top of Seventh Heaven. This is quite a lot of snow.

4 July

Dave L. & Pauline have gone shaft bashing in area 4. Back by 2000.

Dave L. & Pauline returned without reaching area 4 when seeing intruders in camp (Dave H & A.Q.B.) They have now gone to 53/5, Q.B. has gone back to base and I'm guarding camp.

We went to 53/5, where Dave broke a largish piece off the boulder and I broke the hammer, ending our trip. On our way back it ~~started~~^{tried} to rain, and the thunder rolled, so we sought shelter in an unmarked cave with 2 parallel shafts causing ourselves quite a bit of excitement, ~~until~~ until Dave H told us it was 55/5 and the footprints in the muddy pool were his.

P.

Sean and Q arrived at 7-58. It is now 3-06 and it's still raining. We are not happy.

Point to note about the above comment - Sean and Q left Los Lagos in a rather drunken state at 12:30 a.m. - 7 1/2 hour trip!!! A new record ~~...~~ *Mark*

To Tony,

David bugged his knee again while relieving himself in the Quarry (?!?!?) so wait

be caring tomorrow - neither will Dave Bell for some reason or other! If you have a change of mind to go caring again tomorrow, Sean has volunteered to go along with you. I will come up tomorrow to Gray the night so as to be able to care on Sunday, if desired; hopefully accompanied by a healthy David.

Moh.

S 7 91


[^①Tony] [^②Pauline, Dave] ①-rigger ② useful people

Off relatively early i.e. \approx 10.00hr, down cave by '11. Glad to be out of foul weather.

Through rifs no problems. Took 2 bags [115m and 95m(?)] and Pessimist's rope, more or less all rigging gear and set off down.

Rigging Notes: i) Main hang on Pessimist's is rope protected at belay, but really needs the normal two short R.P.s

ii) As Mr. Lacey points out, there should be more than one bolt at the rebelay at the bottom of Pessimist's, considering how much slack is just above it.

iii) There is a small and see  unless deviation on the first hang of The Bells. All this does is prevent the rope rubbing ~~on~~ when a climber goes round the edge to the rebelay which is just below.

iv) ~~While there is no need~~ for a loop of rope to stand up in, i.e. where there is a ledge to stand up on, I have ~~left~~ very little slack rope and substituted a long knot - like this.



This means that one should clip into the hanger or mailon, not the loop of the knot. On the ascent it is probably easier to transfer the foot ascender first, then the chest jammer. This arrangement is generally ~~more~~ thought safer [see recent 'caves & caring' and 'descent'] and doesn't seem to be too much hassle.

v) There is a small deviation, rigged off a natural eyehole, which I missed parking down Arrageedam; all this does is keep caves away from drips. I couldn't place it on the way up as I'd run out of gear - so next time take a krab & short tape.

I ran out of gear at the short traverse at the bottom of Arrageedam, so left part of a 90-odd m rope in a tackle pack sack, a lot of tapes in my SRT bag, and a few ~~clips~~ clipped to the line. Met D.E.L. and P. & R. at the bottom of 'Sing to the Devil' at 1755.

They were carrying three bags of rope, two of which contain 100m lengths. I think they took them down to the end [I can't ask them, they ain't up yet]. Two empty bags came out, drill and bolt kit left at end of rift so fairly easily accessible for work outside 2/7. Moved own carcass out of entrance at 20.00 hrs to horrid weather and wet clothes, luckily Sean and Q' made good steaks and superlative flapjack. Yum!

Additional Note There is a 95m rope and two 100m ropes down in bags, and about 30m left of the rope I was rigging off; it takes \approx 220m to reach the top of 'Just Awesome I' [and note, perhaps 20-30m of rope can be salvaged from coiled remains at top of S.T.T.D. and on Armageddon - enough for the 'pith through' first false floor.] So if the next party takes around 200m of rope for 'Just Awesome' the trip after should be the first camp!

We want prizes for the most inefficient trip ever. Dave also wants hero points for (i) injuring his hand (ii) carrying 3 tacklebags from Armageddon ledge to the end and (iii) putting up with me (I was caring so badly.) out at 12.30!

My middle initial is A by the way. P.

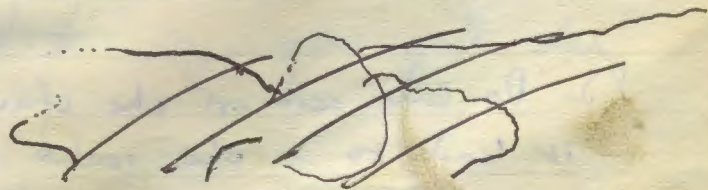
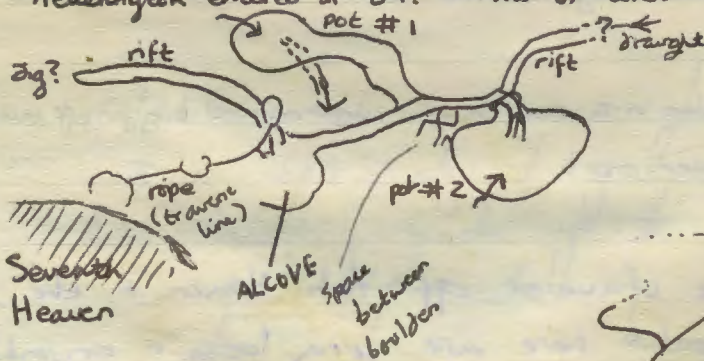
thanks! A.D.S.

6 7 91

2/7 - Somnambulist series

Q, Tony

A pleasantly late start to allow various wet bits of gear to dry off, then down the cave by about 13.00. Q failed to suicide rig his rack and we fiddled on down to Seventh Heaven. Perused over to what we assume is the passage which Hetherington entered in '89. This is what we found;



ignore this - its too complicated to draw

In other terms: swing over onto the ledge and clip onto the traverse line - don't lose the main rope! - and creep along the crumbly ledge until you reach the alcove. Now, face down the cave (towards Paradise) and to your sharp left there is a vaguely awkward corner into a small rift which heads back up the cave (i.e. parallel to Seventh Heaven) and which immediately becomes too tight. Dropping down the slot at the corner enters a larger section of the same rift; this chokes at its other end and could be dug. At the near end rocks dropped down the rift seem to fall into the main pitch once more. So this rift really does nothing and is barely worth describing.

Back in the alcove and looking down the cave once more, look down the cave and an insignificant passage will be noted at shoulder height. This quickly evolves into a typical Picos rift. Up and to the right is a hole between boulder, straight ahead the rift tightens but continues at the same level, while immediately below is an easy 10 foot climb down an enlargement in the rift. The passage bends back towards the alcove, but curves gently to the right, and is surprisingly large. After a few feet it ends at the base of a small pot with a trickle entering a few feet up the far wall. The water runs into a narrow ~~choked~~ choked rift in the floor and a rift off the left also seems to connect with Seventh Heaven.

By now ~~thoroughly~~ thoroughly pissed off but by no means undaunted, return up the climb and have a go at the continuation of the rift. This goes on about 20 feet and involves a squeeze, a corner, and another squeeze, none of which are ~~to~~ problematical. At the end is a local too tight section between flakes, and there is a noticeable straight in your face - this could easily be enlarged, and the passage can be seen to continue beyond, at a reasonable size.

Back along the rift, a slot in the floor opens unexpectedly into the base of another small pot perhaps 20 feet high, which has an unobtainable black space at its apex. There is no other way out. Having re-entered the rift, the hole between boulders noted earlier is found to lead to the top of this second pot, and in ~~indeed~~ indeed the black space you saw from the bottom. However, from this vantage point, other passages leading off from the top may be seen, or at least imagined, and these could be reached by a climber with a ladder (which is there) and a lifeline (take your own).

That's about all there is to see, so you might as well bugger off out. Remember not to lose the Seventh Heaven rope!

P.S. Do take care on the traverse off 7th Heaven + the ledge it leads to - the rocks here are very loose + crumbly.

8/7/91

Nichelle & Steve walk up.

Garin & Steve go to 53/5 & remove the rock. There are two really interlocked rocks beyond that defied attempts to shift them. Digging the lower one out might work, & a bigger crowbar might lever the upper one off the wall.

A really strong cold drought. This one must go (This one will run & run).

The walk back up is a SOD!*

Dave H and Pauline go down Skull Cave.

We both inserted ourselves into the 1st squeeze and wiggled about, but Dave did not dare to push himself right through it as there was only me there to pull him out. I left the chisel at the top of the pitch so ~~the~~ Skull Cave is now more or less how we found it, except that we put a bolt in at the top of the pitch. The cave is now rigged, so Tony can go and do ~~what~~ whatever it is that Tony does in tight caves ...

(* 14/7/91 - I have now found that the walk back is a SOD only if you do it the way Garin does. Walking back up the way you went with down is quite pleasant.)

Put outside to go camping

- 2 daven drums - cave munchies & dinner
- 2 tins cornflakes
- ½ tin sugar
- bottle molico
- 3 tins fruit
- foam
- 14 balls string
- 1 bog roll
- plastic bags
- 2 siggs paraffin
- 2 small siggs meths
- stores (paraffin) + spares.
- teabags
- ½ big bth carbide
- 4 alpmexes, pbs & bivy bags.

The carbide & the munchies have been left here, the rest has gone down the cave.

from base we need

sugar
golden syrup
gas stores & gas
carbide

So I left base @ 9.45ish + got to camp here 3 hours later. It's nice to see lots of the flowers that are usually gone by now. It was wonderful to have cool days. It was ecstatic to feel the coldness of snow next to the path,