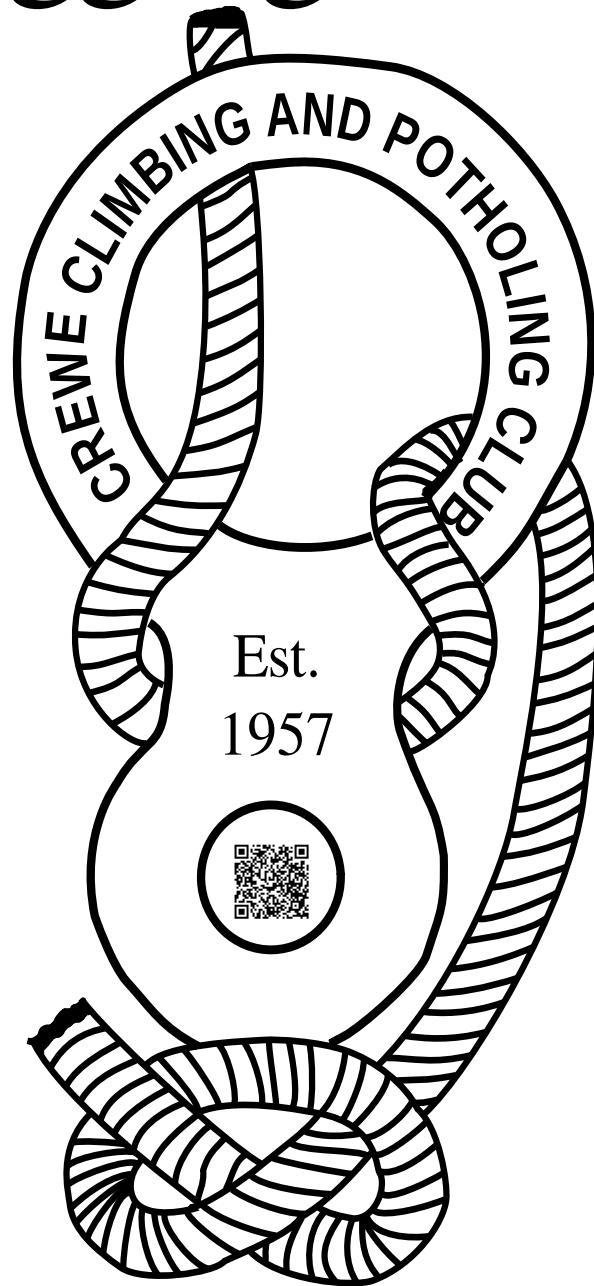
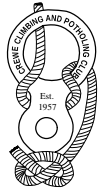


Peak District Rigging Guide



Edition 16.9
Crewe Climbing
& Potholing Club

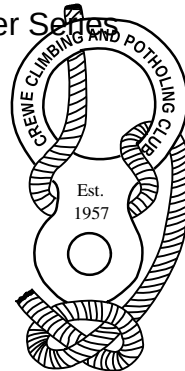
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Introduction

Welcome to the Crewe Climbing and Potholing Club's Peak District Rigging Guide. The aim of the guide is to cover the worthwhile SRT trips in the Peak District. The guide was first produced in 1994 and has been through many editions since. In 2012, Edition 11 was the last version produced purely as a paper guide book, to be sold in caving shops. In 2020 the guide moved on-line, free to view and download for personal, club and professional use. Our only restriction is that guides downloaded may not be sold. Copyright remains with Crewe Climbing and Potholing Club.

Going on-line allows us to update the guide more easily and gives the caving community the most up to date topos. For updates, check the rigging guide web page. Updated pages can be substituted in your paper copy. <https://www.ccpc.org.uk/rigging.html>.

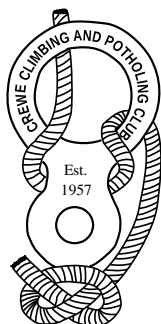
The provision of a rigging topo, or other rigging details does not mean that access to the cave is allowed, or safe. Check on the Derbyshire Caving Association's (DCA) Peak District Caving web site for the latest access information (<https://www.peakdistrictcaving.info>). Peak District Caving also gives the entrance location and often an entrance photograph and other useful information. A QR Code is included with each rigging topo. Scanning the code with a smart phone will take you to the appropriate Peak District Caving page.

Guide books, especially the DCA's Caves of the Peak District (2010) should give you the rest of the information required for a successful trip. The rigging guide is divided in to regions, based on geographical watersheds and then alphabetically by cave, in the same way as the Peak District Caving web site and Caves of the Peak District to allow easy cross referencing.

Thanks must go to all the members of the caving community who have helped with the bolting programme, subsequent maintenance and the production of this guide.

Happy Caving!

Jenny Drake. February 2020 (Minor correction July 2021)



Safety

Caving is a potentially dangerous activity. You must be aware of and accept the risks involved. You are responsible for your own actions and for your own and your companions safety.

If you are unsure about SRT, or safe rigging methods then we recommend joining a reputable club, or attending a training course. These rigging guides are provided for the use of experienced cavers only. The provision of a guide does not mean that the route is safe and the caver must use her, or his own judgment when rigging and descending the cave. Weather conditions, deterioration of the anchors, loose rock, the cavers skill level, fitness and many other factors can affect the safety of the route.











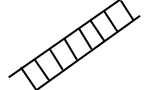
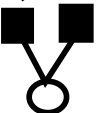







All belays should be inspected and assessed for suitability prior to use. No anchor can be considered totally safe and it would be unwise to trust your life to a single anchor. Adequate back-ups are available. This includes natural rock features and trees. Ash die back disease is prevalent in the Peak District and can make afflicted ash trees dangerously weak. Guidance on inspecting stainless steel resin fixed anchors and their surrounding rock can be found on the British Caving Association web site <https://british-caving.org.uk/our-work/safety/> and you should familiarise yourself with this. Several groups install resin anchors in the Peak District. Any problems with an anchor should be reported to the Derbyshire Caving Association <https://thedca.org.uk/>. If it is not one of their anchors, they may be able to direct you to a more appropriate person. In the Peak/Speedwell system, they should be reported to the Peak Cavern Keyholders <https://www.peakspeedwell.info/>.

Fixed ropes should be treated with the greatest of caution. Especially those heading upwards, where the upper anchors and rope condition cannot be checked before trusting your life to them. A few have been installed by DCA and the Peak Cavern Keyholders and have a regular inspection and replacement schedule. Some have been adopted by caving clubs, but others will have received no care after installation.

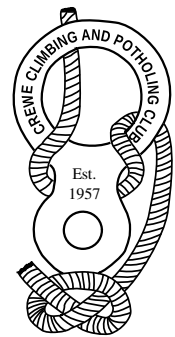
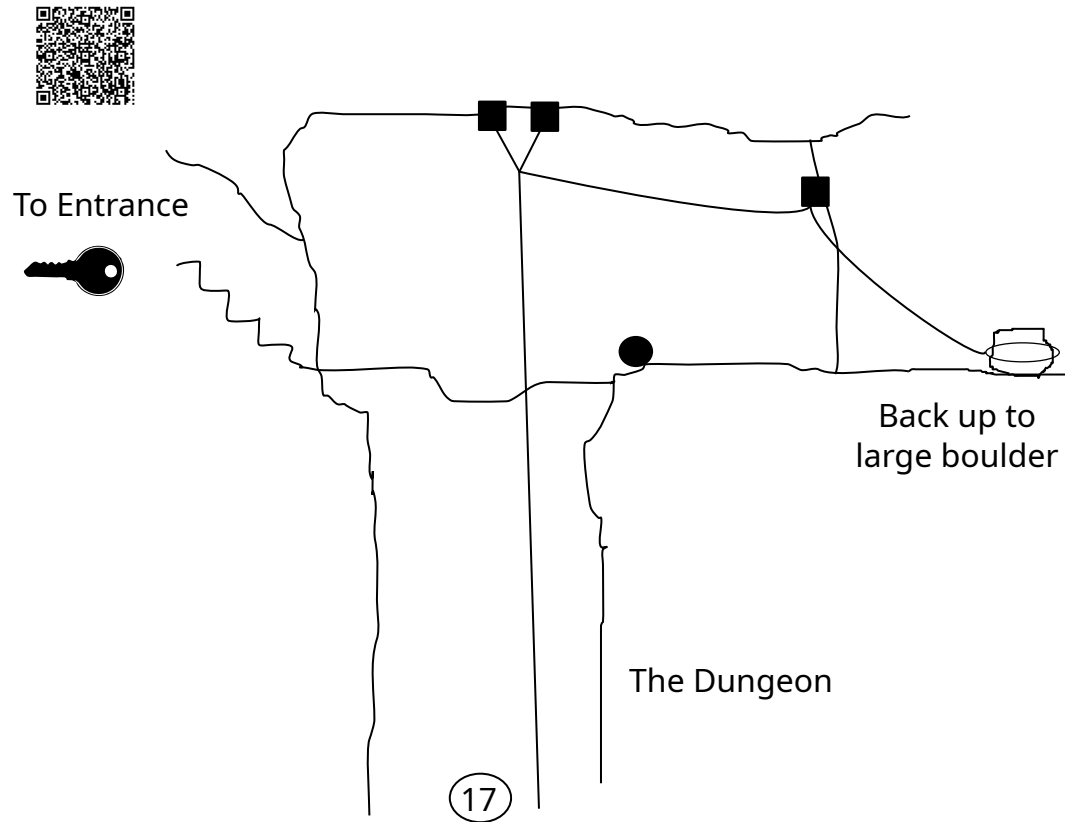
Pitch Lengths are for guidance only. Rope lengths may need to be increased depending on your rigging techniques. Err on the side of caution; are your ropes long enough? Have you tied a knot in the end?

We've made our best efforts to make this guide as accurate as we can. CCPC can accept no responsibility for any errors, or omissions in the guide. If you find any errors, or wish to make any suggestions, then please let us know. There is a feedback form on the rigging guide web site.

Key

Pitch depth (metres)	9
Descent distance to deviation (m)	-3
Rope length (m)	
Rope length for entire route (m)	 
Thread belay. Natural, or drilled	 D 
Scaffold bar belay	
8mm spit, rawl bolt etc	
Stainless steel permanent anchor IC, Eco, BP, DMM, goujon, P38, Fixe etc. Spike, or flake	 
Deviation	
Fixed ladder	
Pull through, or Pull Up	
Fixed rope	
Belay stake	
Tree belay	
QR Code link to Peak District Caving	
Derbyshire key required	
Access key, or code required	
Flowing water (normal conditions)	

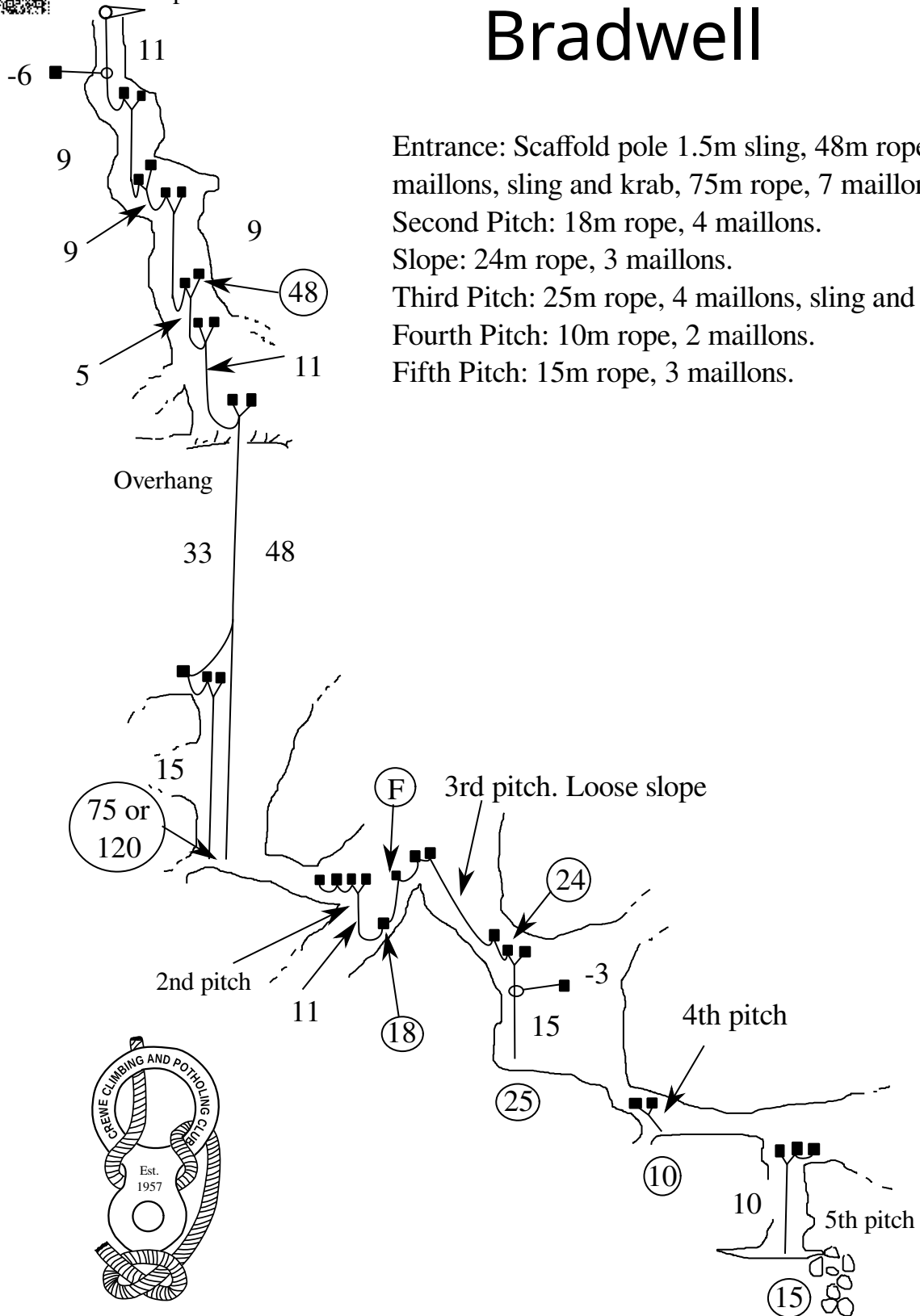
Bagshawe Cavern Bradwell



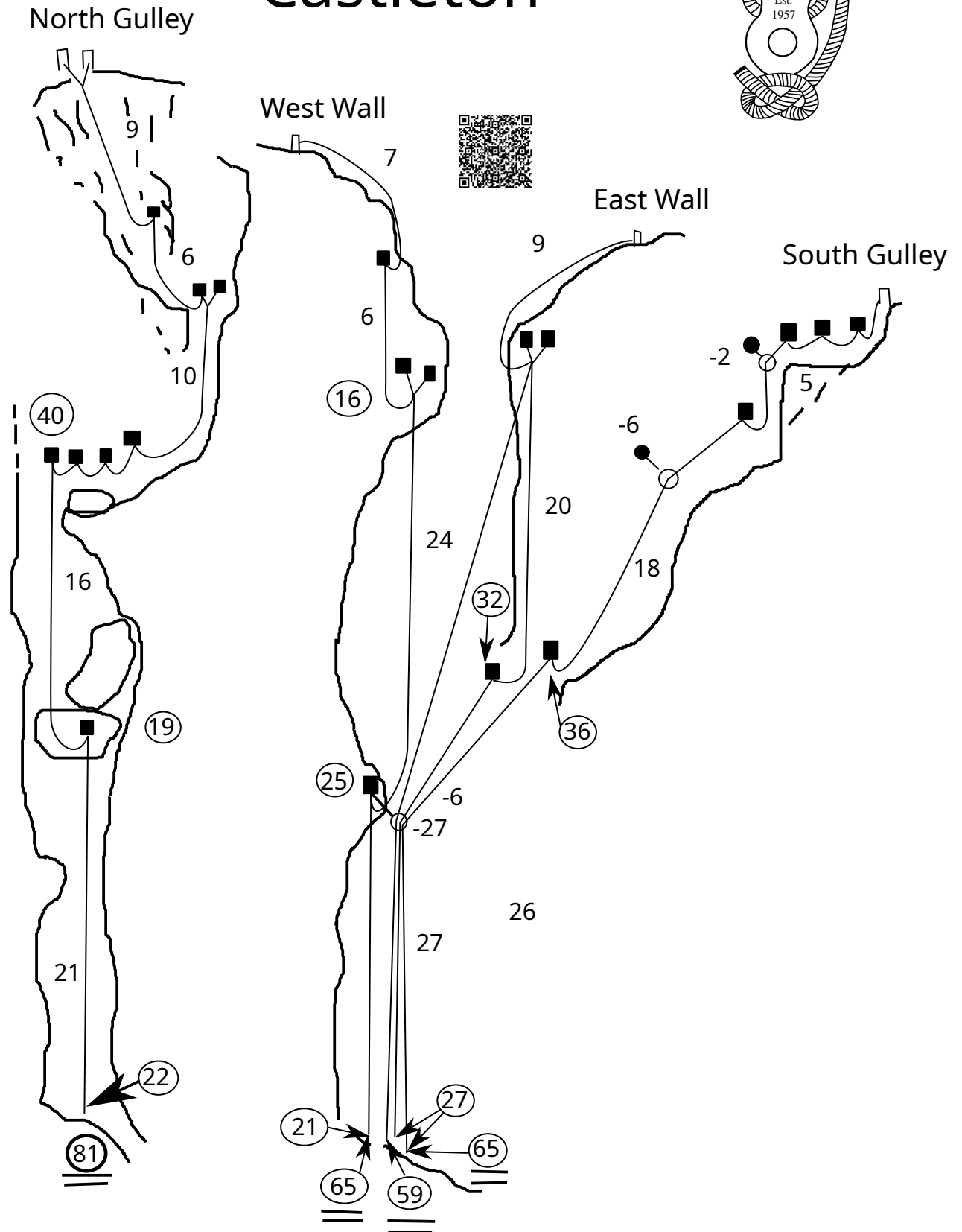
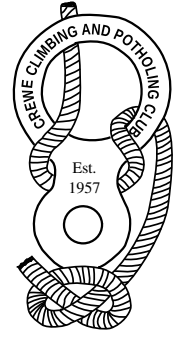
Long Rake Founder Shaft Bradwell



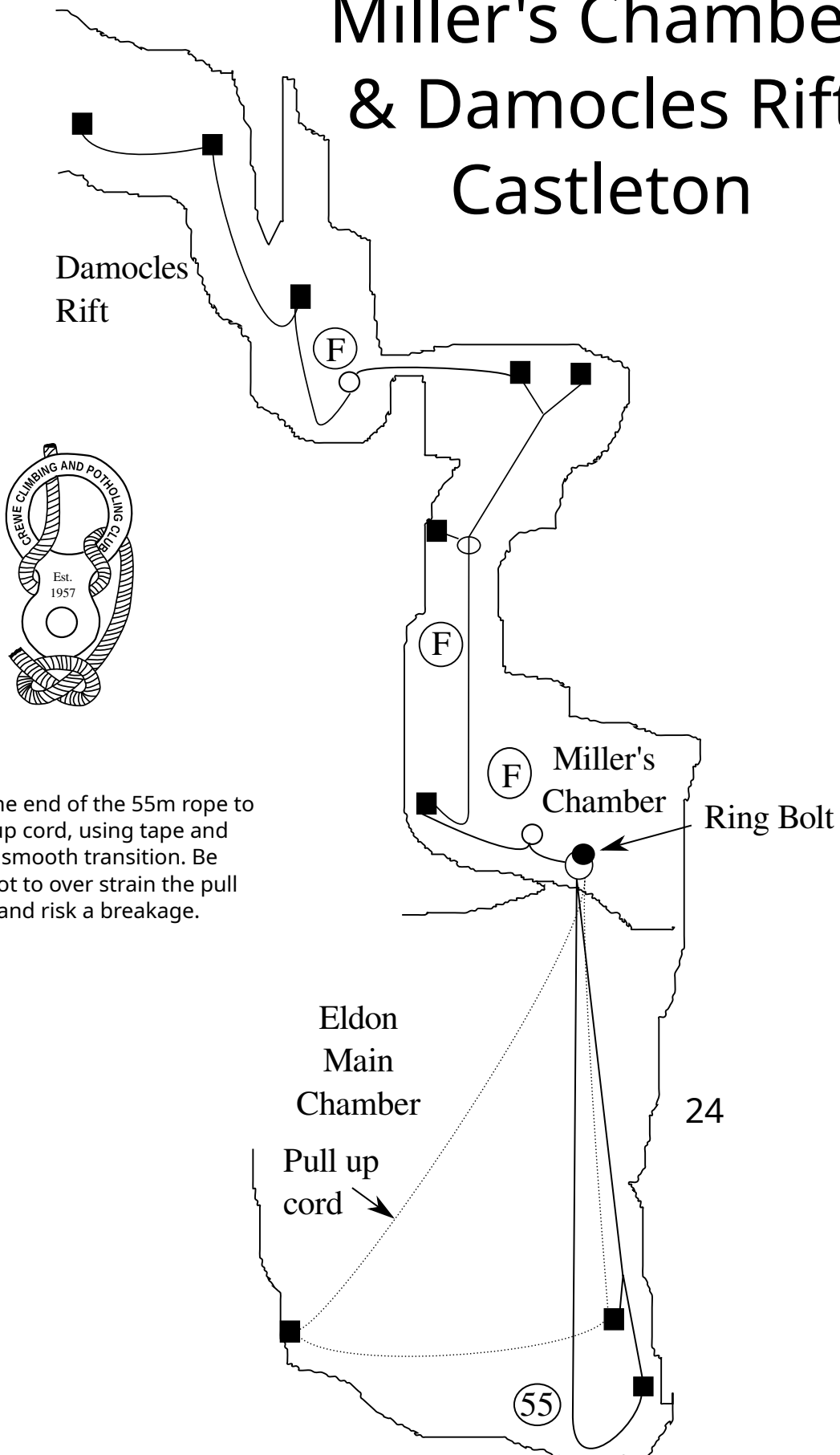
Bar for belay.
No backup!



Eldon Hole Castleton



Eldon Hole Miller's Chamber & Damocles Rift Castleton



Attach one end of the 55m rope to the pull up cord, using tape and ensure a smooth transition. Be careful not to over strain the pull up cord and risk a breakage.

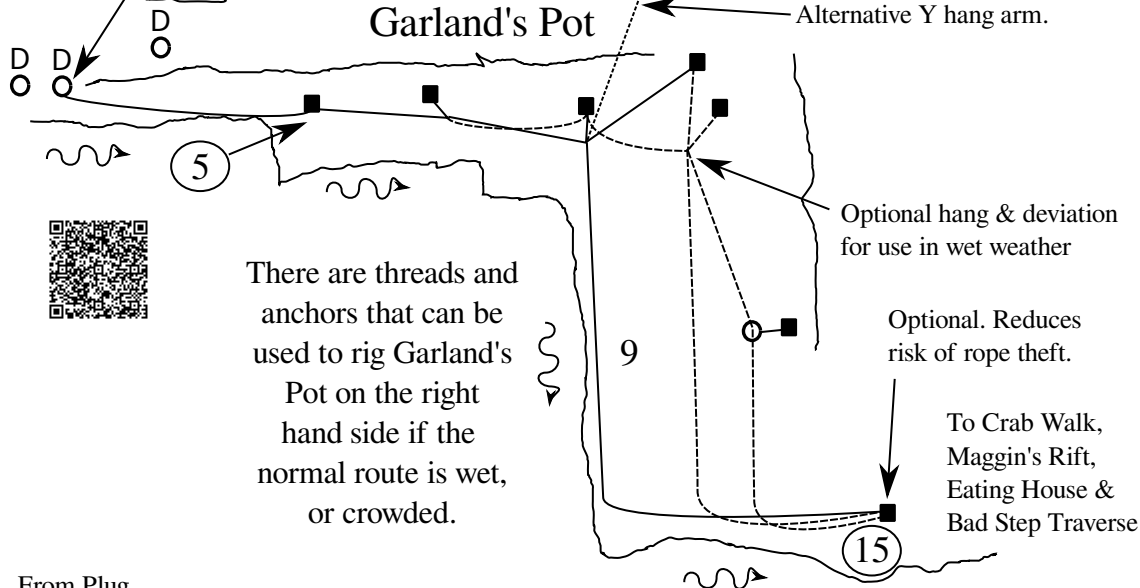
Giant's Hole topo 1. Main Route

Castleton

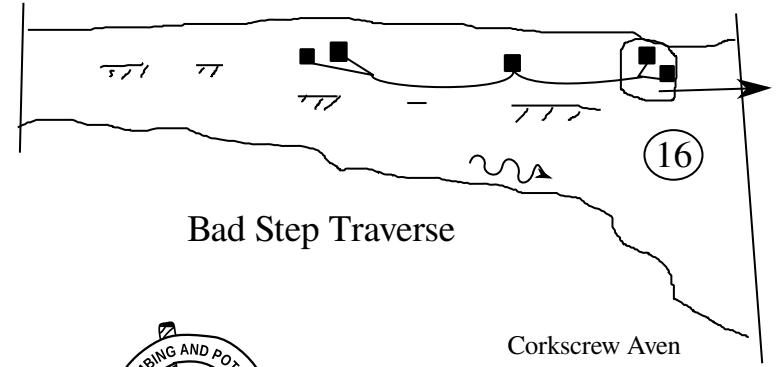
Thread belays upstream.
Useful with novice parties

Garland's Pot

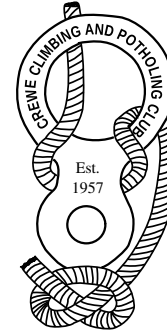
Alternative Y hang arm.



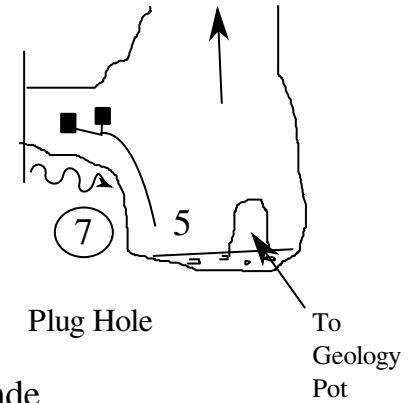
There are threads and anchors that can be used to rig Garland's Pot on the right hand side if the normal route is wet, or crowded.



Bad Step Traverse



Corkscrew Aven
Caution. Fixed rope on suspect anchors!



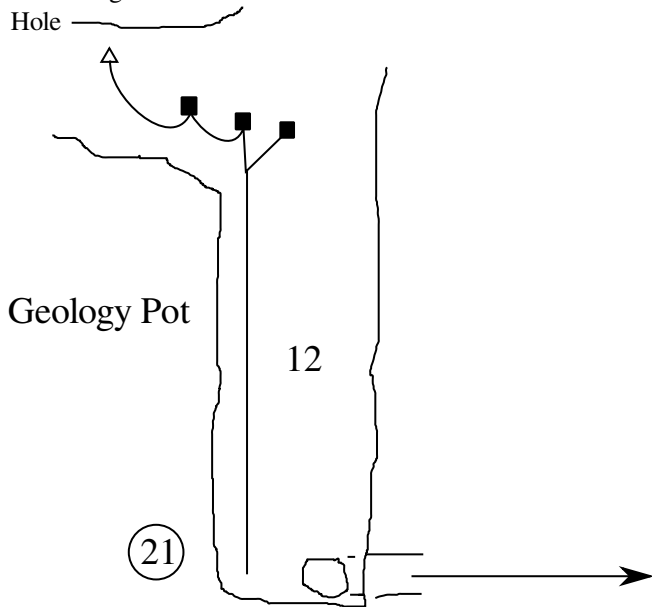
Plug Hole

To Geology Pot

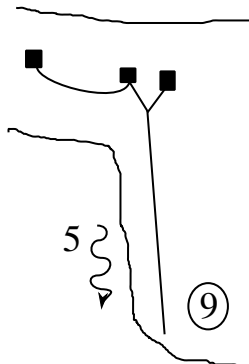
Spout Hall Cascade

To East Canal

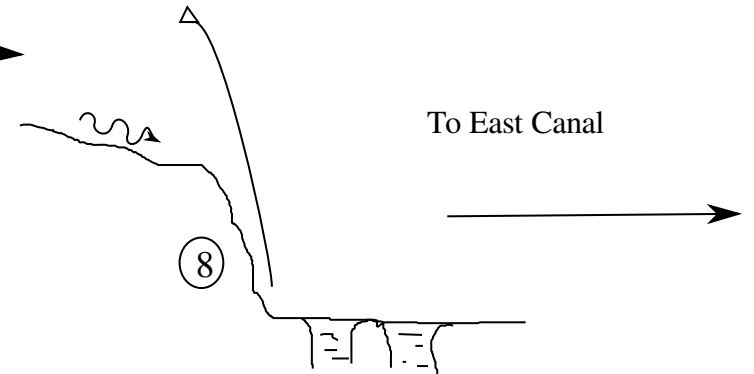
From Plug Hole



Geology Pot



Cascade leading to Far Curtain

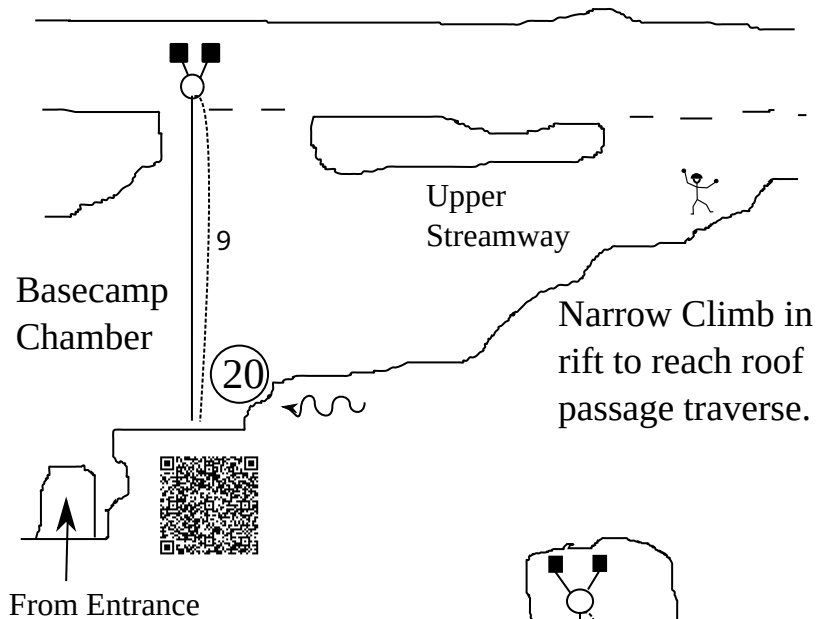


Giant's Hole topo 2. Other Pitches

Castleton

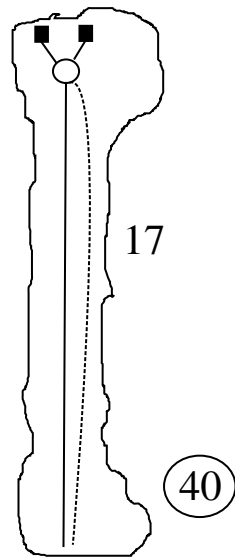
Basecamp Chamber

Rig to let larger cavers explore the Upper Streamway
Last person can pull down to derig.



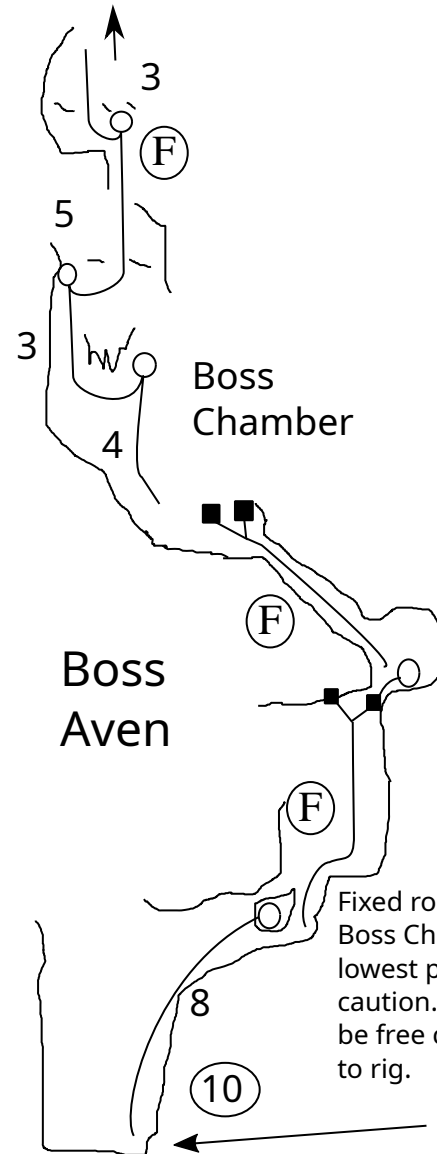
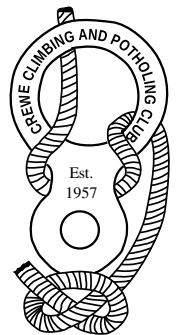
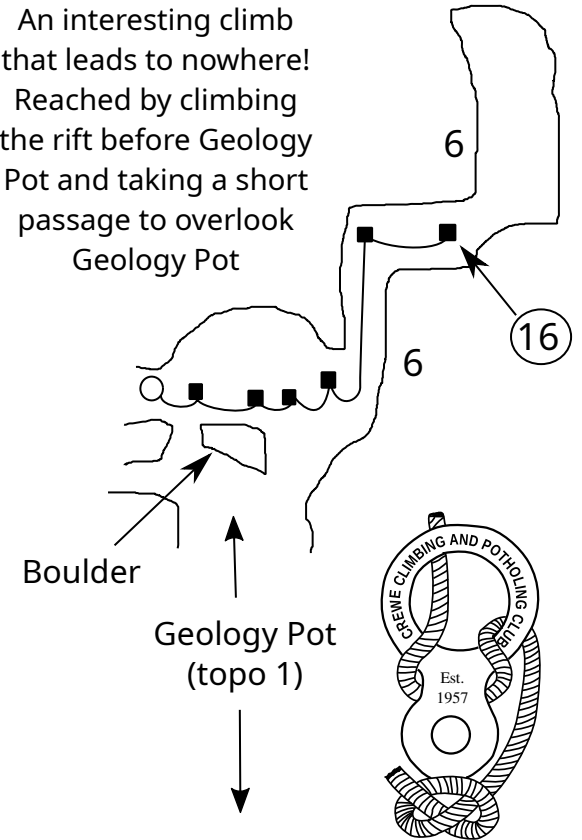
Pull Through from the Upper Series to the Crabwalk

One way of getting down from the Upper Series. Climbing down is possible closer to Garlands Pot



Carnival Aven

An interesting climb that leads to nowhere!
Reached by climbing the rift before Geology Pot and taking a short passage to overlook Geology Pot



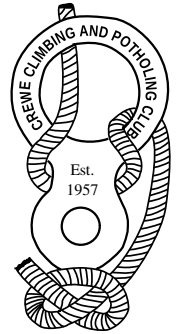
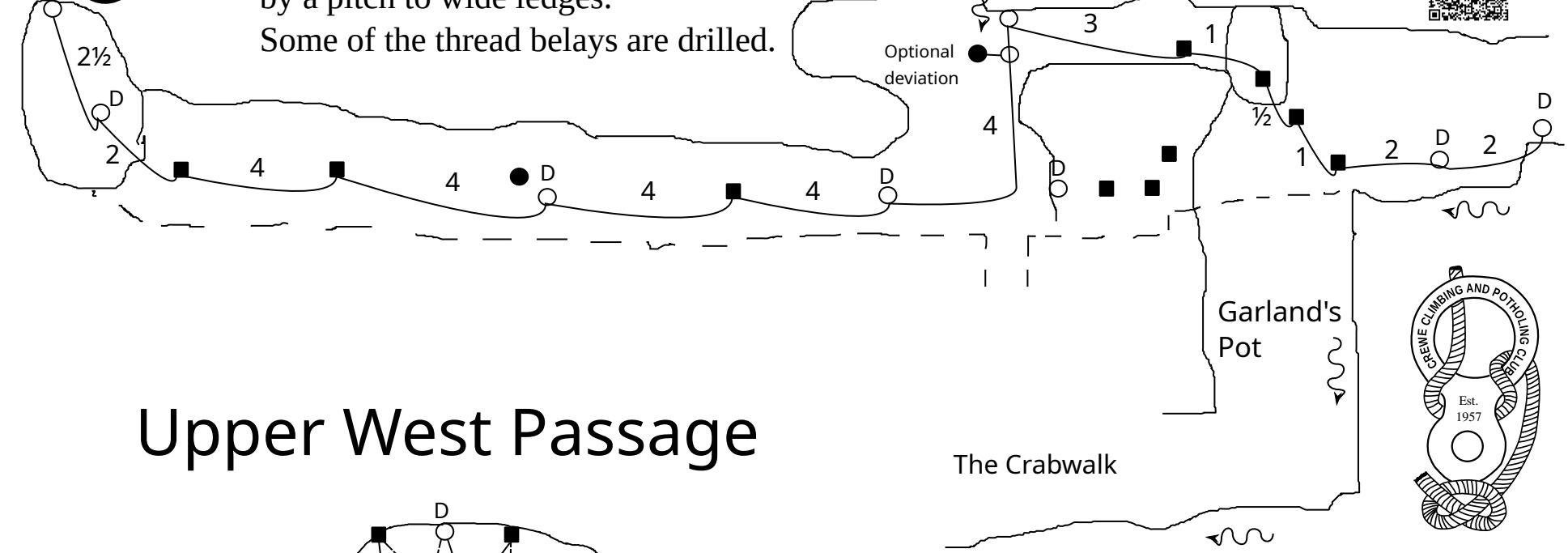
Fixed ropes in Boss Aven and Boss Chamber above the lowest pitch. Use them with caution. Lowest pitch must be free climbed by first caver to rig.

Giant's Hole topo 3. Castleton Garland's Pot to Chert Hall

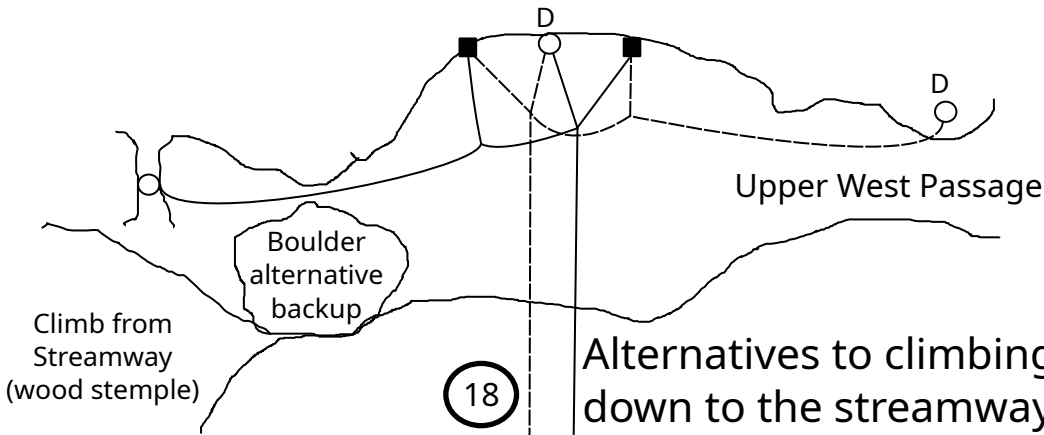
A high level route around the right hand side (facing downstream) of Garlands Pot.
A climb up to a 4m long tunnel, followed by a pitch to wide ledges.
Some of the thread belays are drilled.



Chert Hall (50)



Upper West Passage

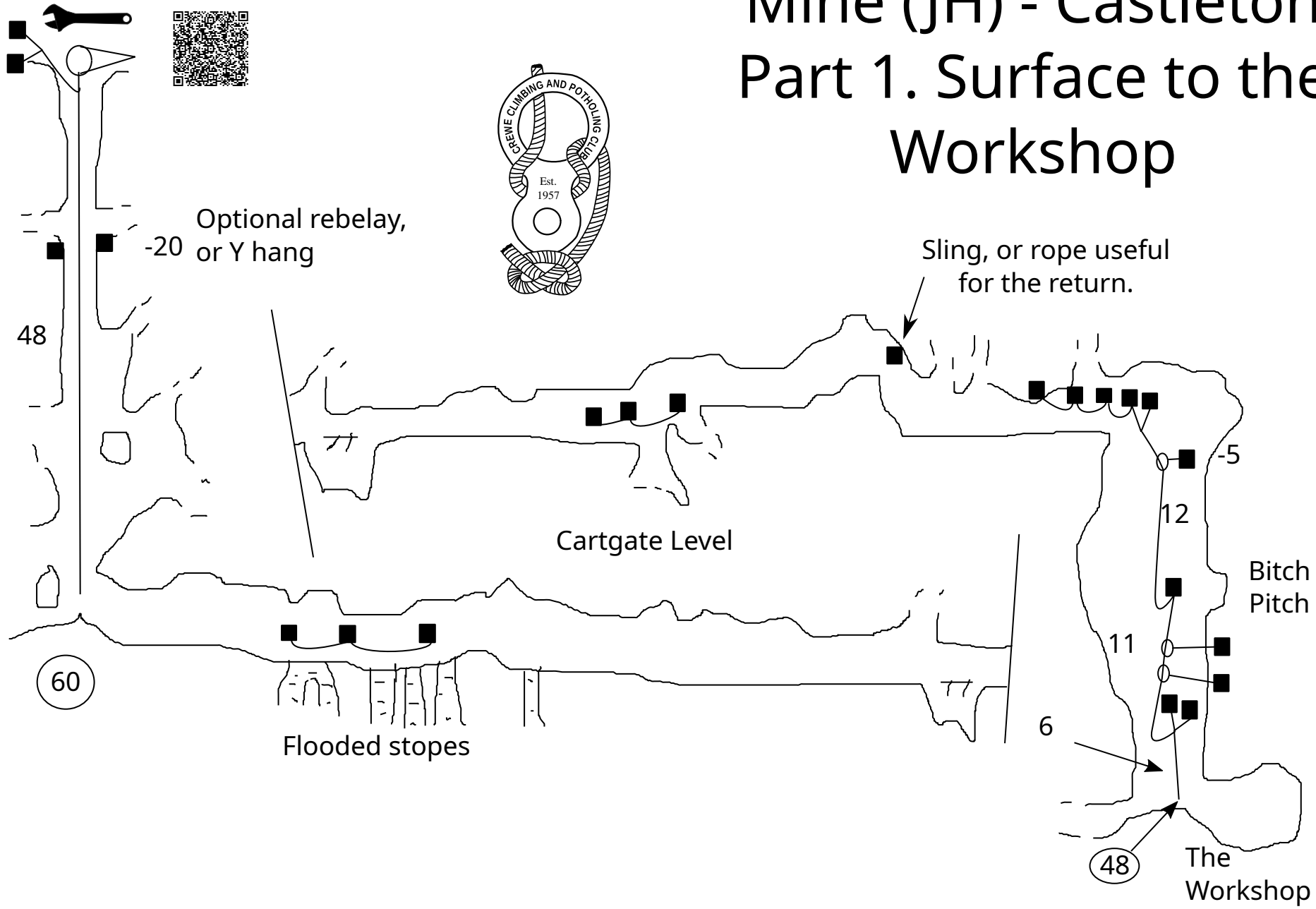


Alternatives to climbing back down to the streamway.

(18)

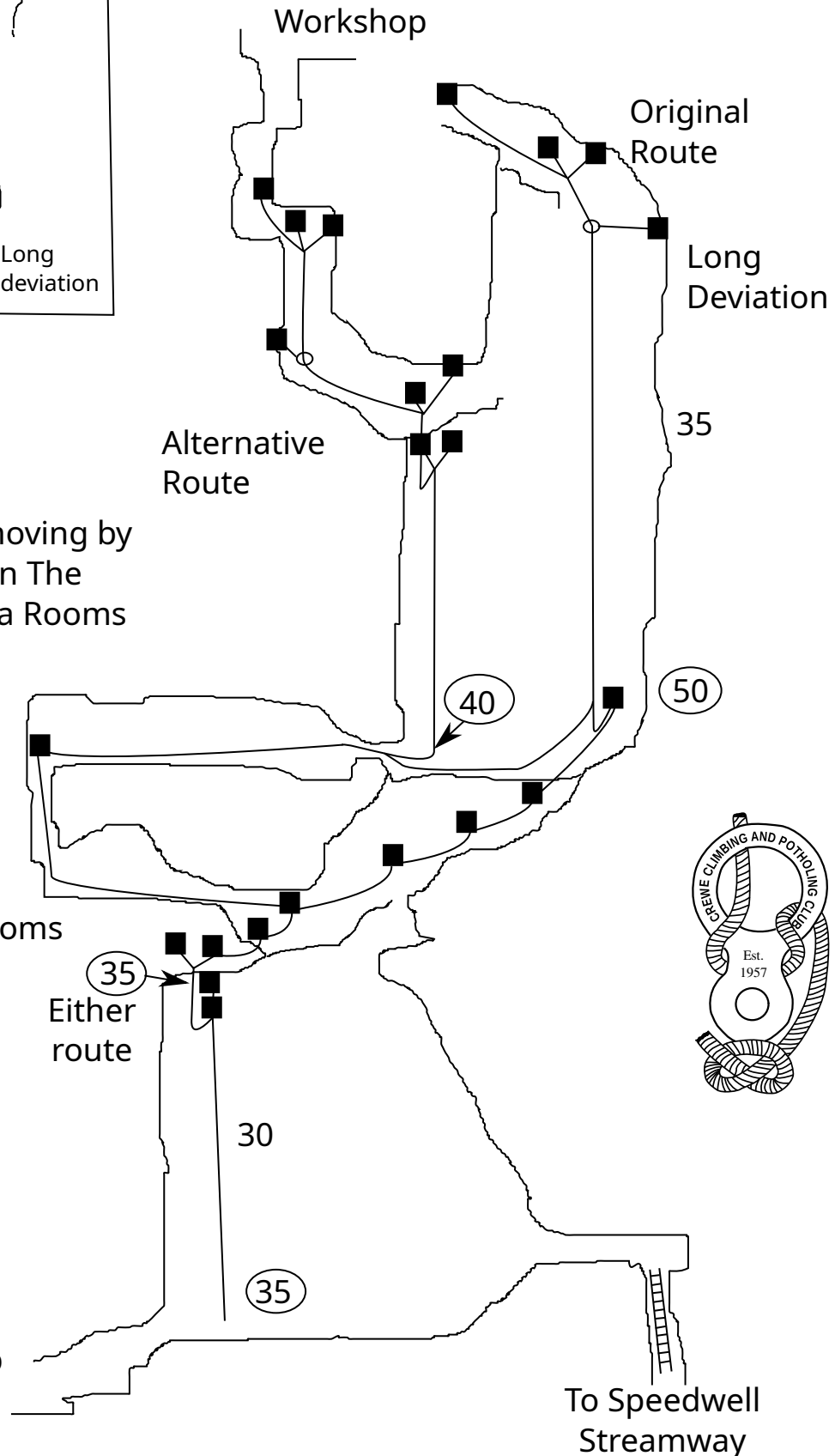
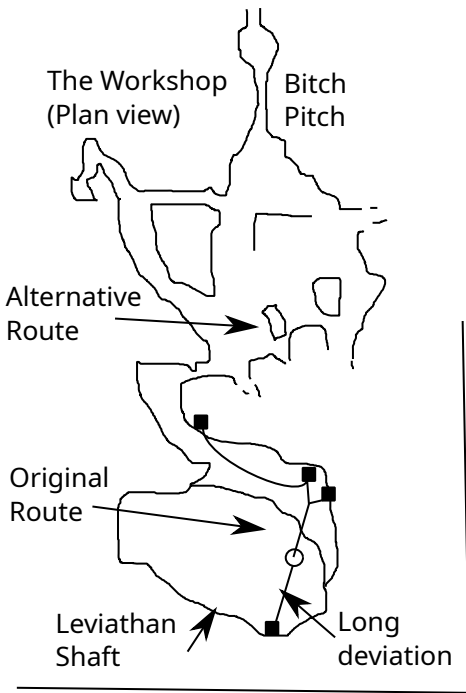
James Hall Over Engine Mine (JH) - Castleton Part 1. Surface to the Workshop

Capped and lidded entrance, with belay bar.
Back up eye bolts in the concrete cap

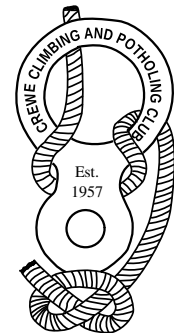


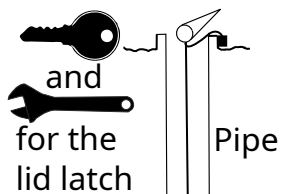
James Hall Over Engine Mine (JH) - Castleton

Part 2 - Leviathan



Take care when moving by mining artefacts in The Workshop and Tea Rooms

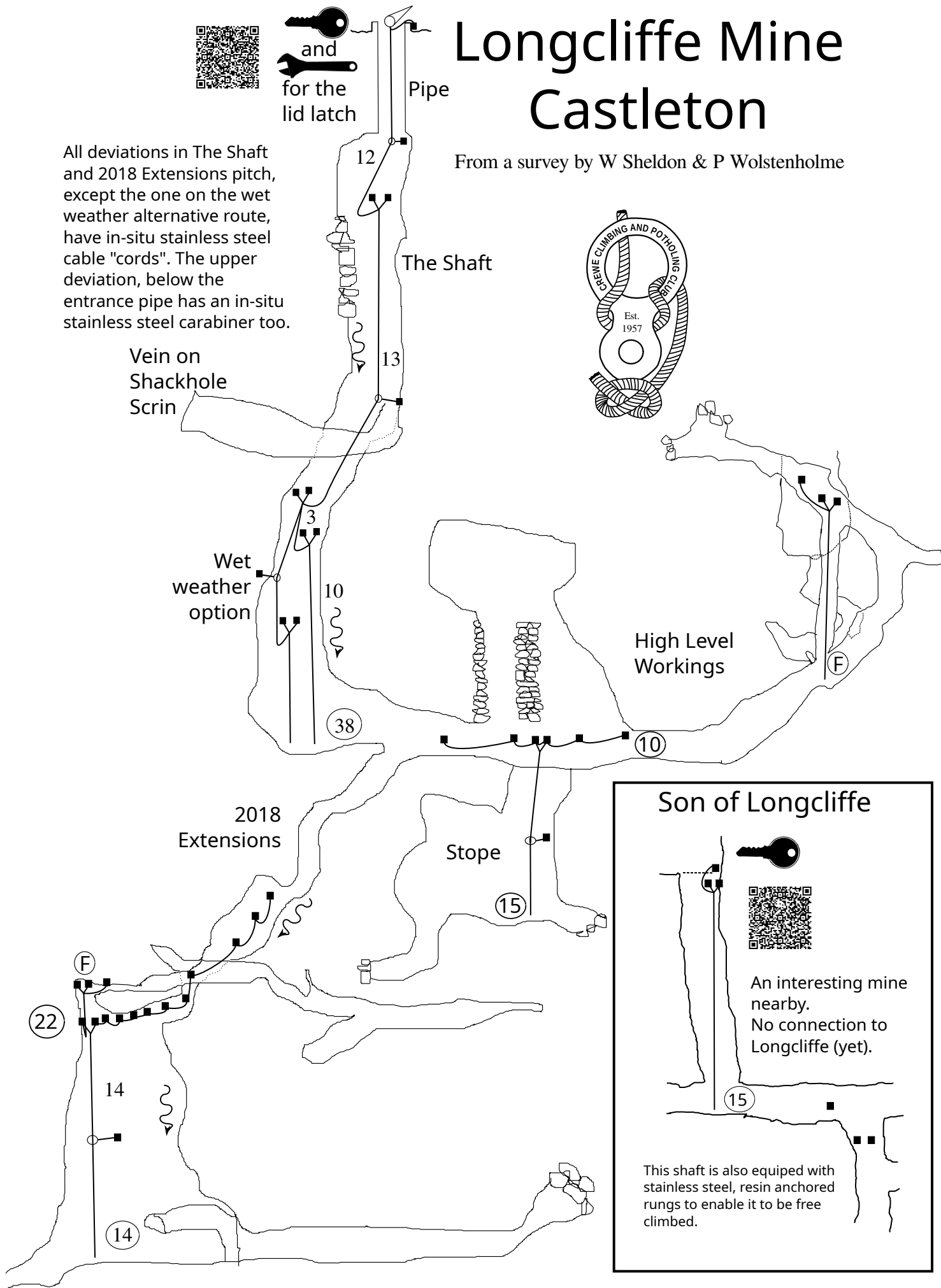
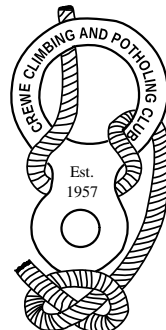





Longcliffe Mine Castleton

From a survey by W Sheldon & P Wolstenholme

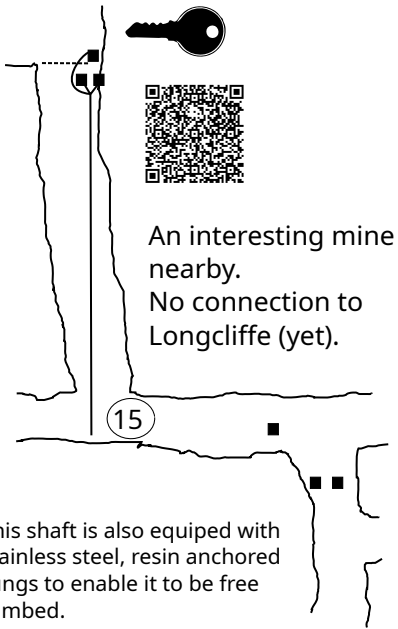
All deviations in The Shaft and 2018 Extensions pitch, except the one on the wet weather alternative route, have in-situ stainless steel cable "cords". The upper deviation, below the entrance pipe has an in-situ stainless steel carabiner too.



Son of Longcliffe

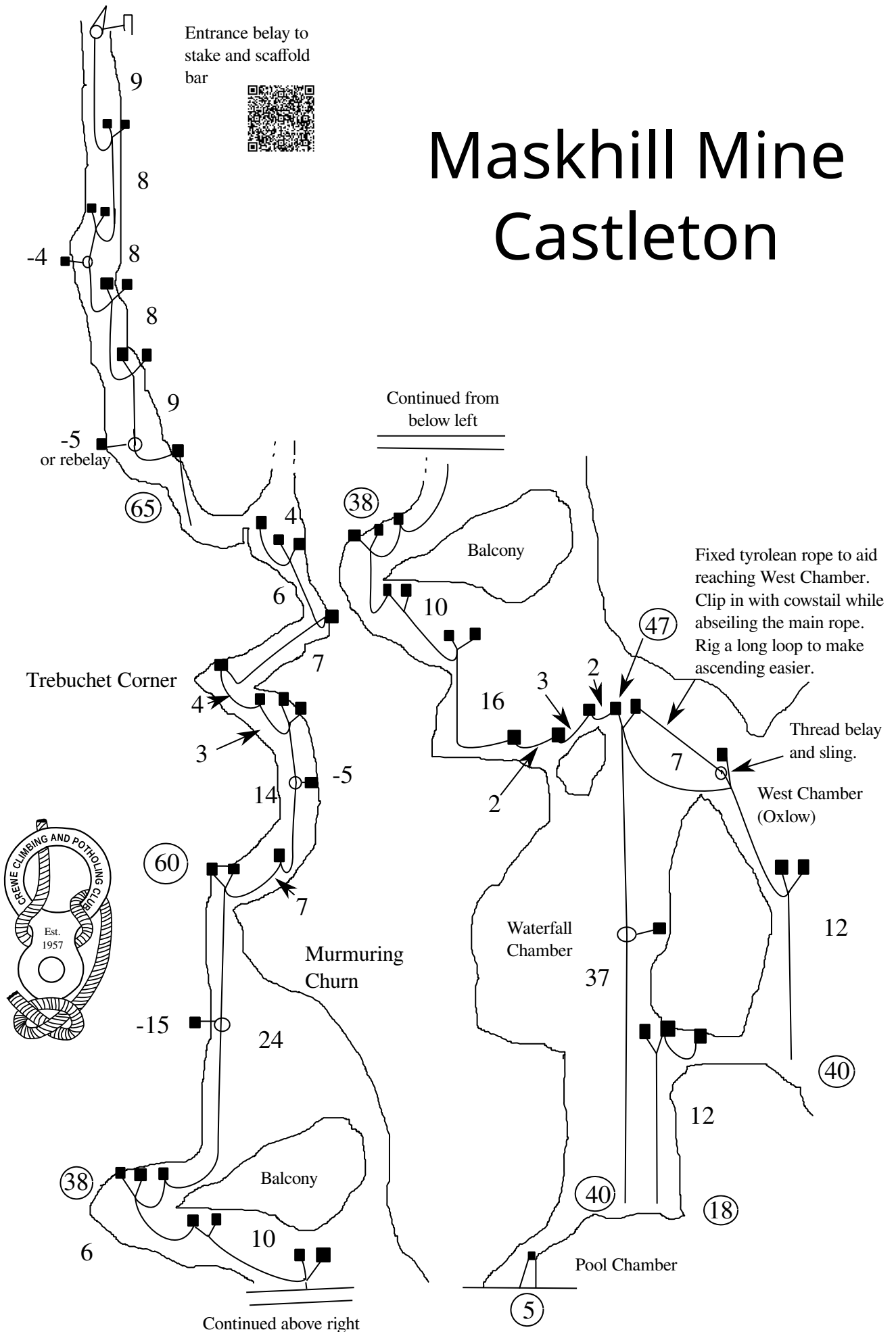


An interesting mine nearby.
No connection to Longcliffe (yet).

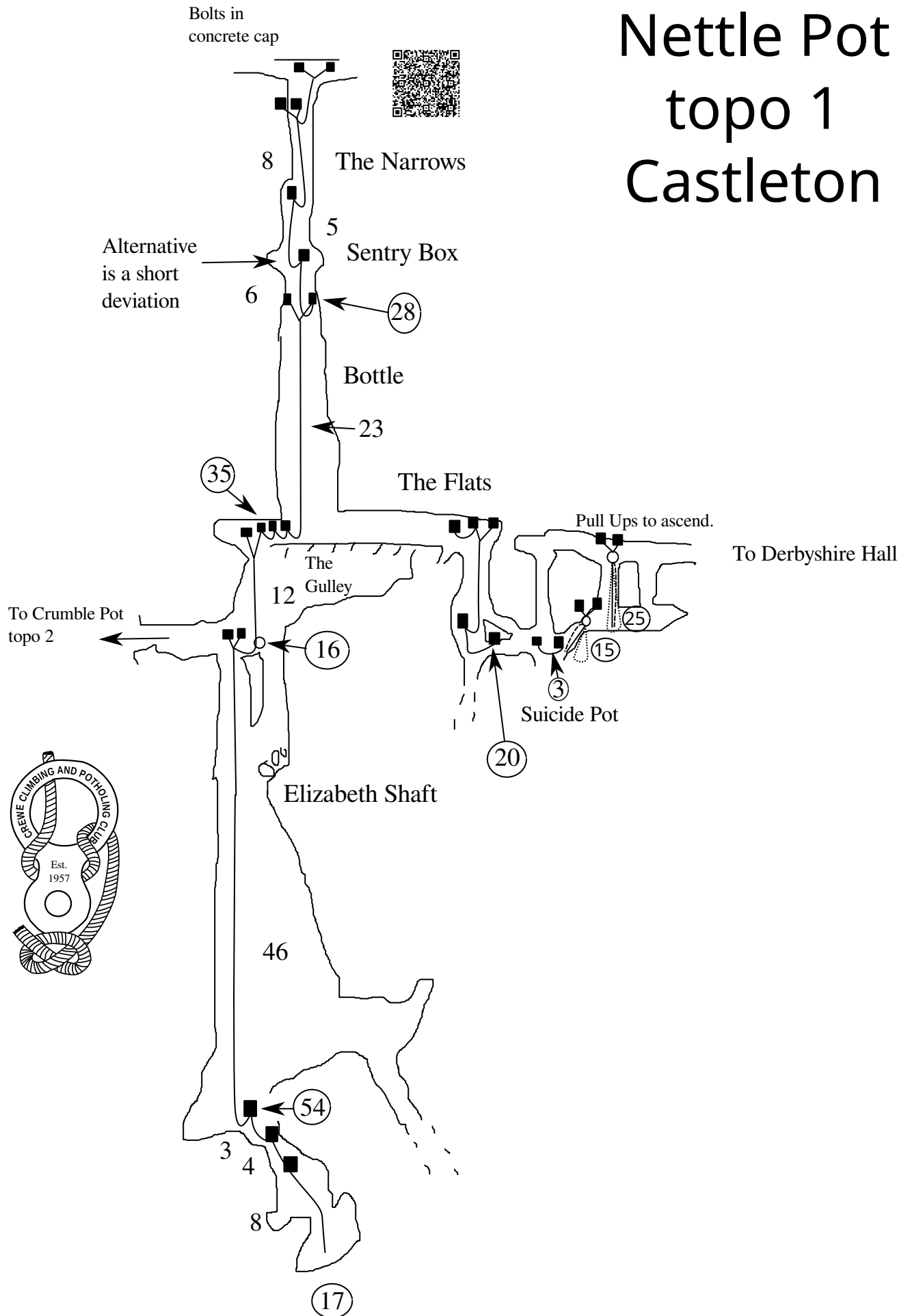


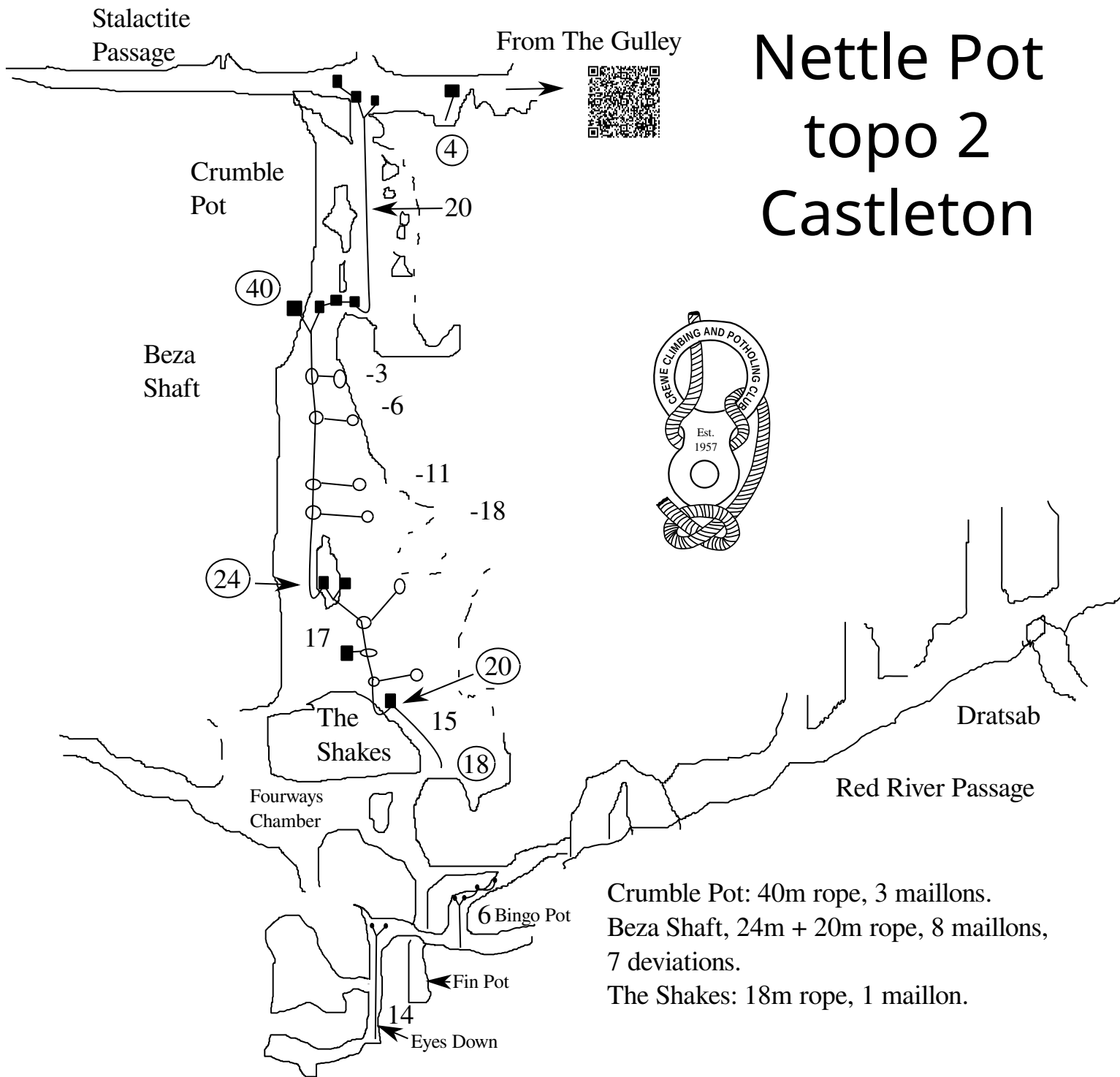
This shaft is also equipped with stainless steel, resin anchored rungs to enable it to be free climbed.

Maskhill Mine Castleton



Nettle Pot topo 1 Castleton



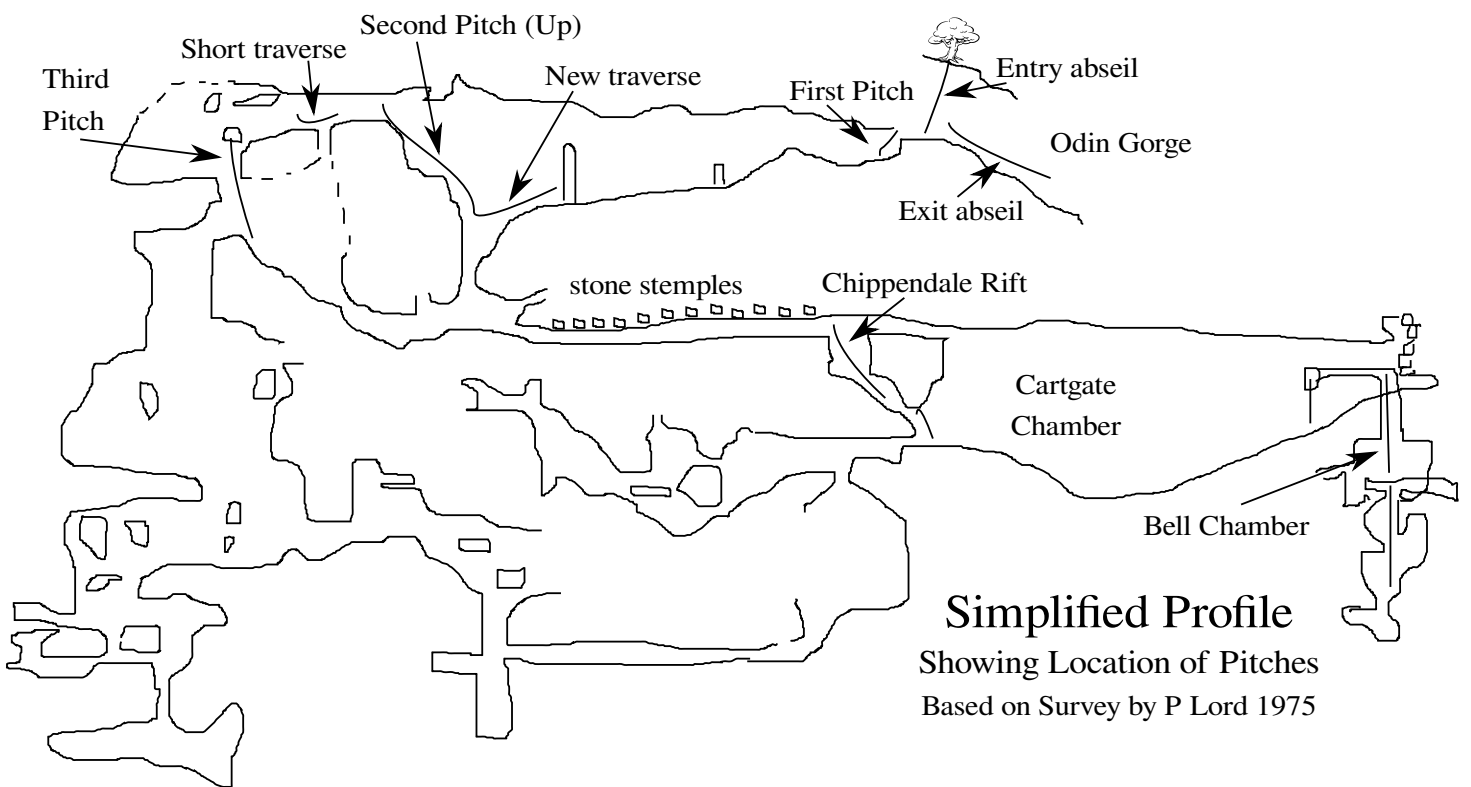
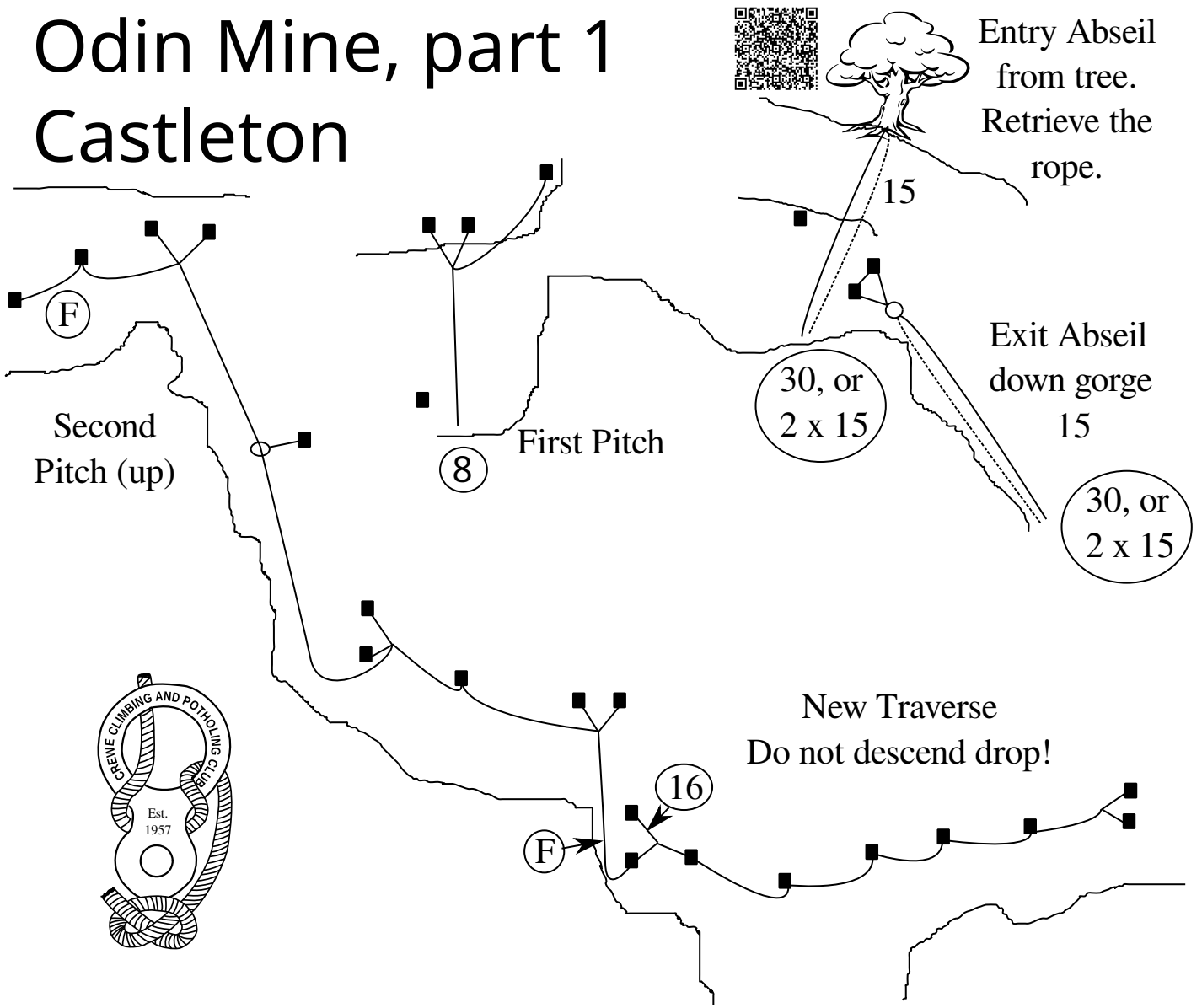


Nettle Pot topo 2 Castleton

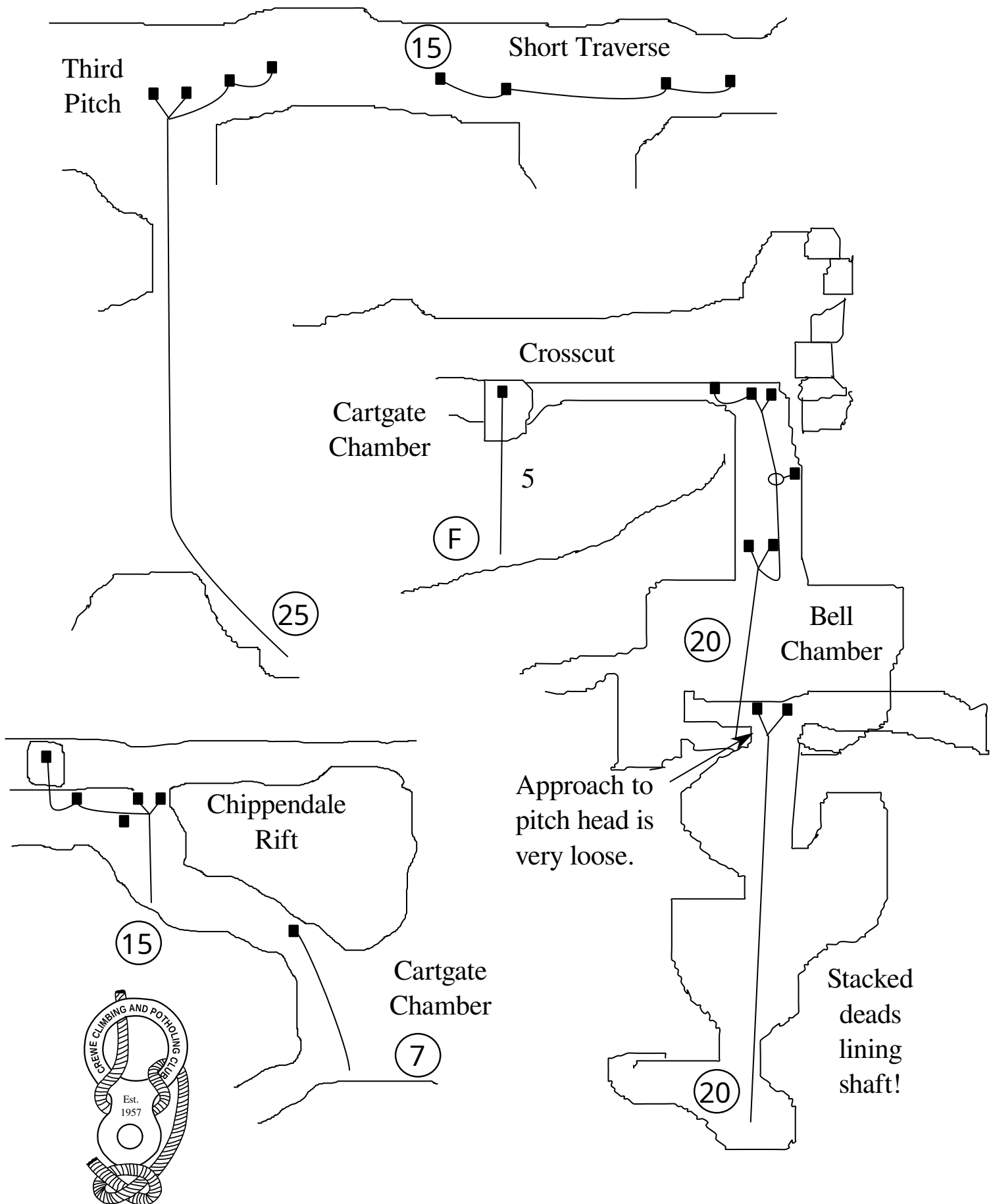
Crumble Pot: 40m rope, 3 maillons.
 Beza Shaft, 24m + 20m rope, 8 maillons,
 7 deviations.
 The Shakes: 18m rope, 1 maillon.

Hell: At the foot of The Shakes, continue down in to Fourways Chamber. A low crawl from here leads to Fin Pot, a 9m free climbable pitch, which can be equipped with a rope belayed from a large boulder. Carrying on over the top of Fin Pot leads to Easy Pickings, Red River Passage and Dratsab. A passage to the right before Easy Pickings leads, via an awkward traverse around a corner to Bingo Pot. A tight section then leads to Eyes Down. These pitches are equipped with 8mm thru bolts. Any ladders, spit anchors and pitons should be treated with suspicion. Details of rigging from R Eavis.

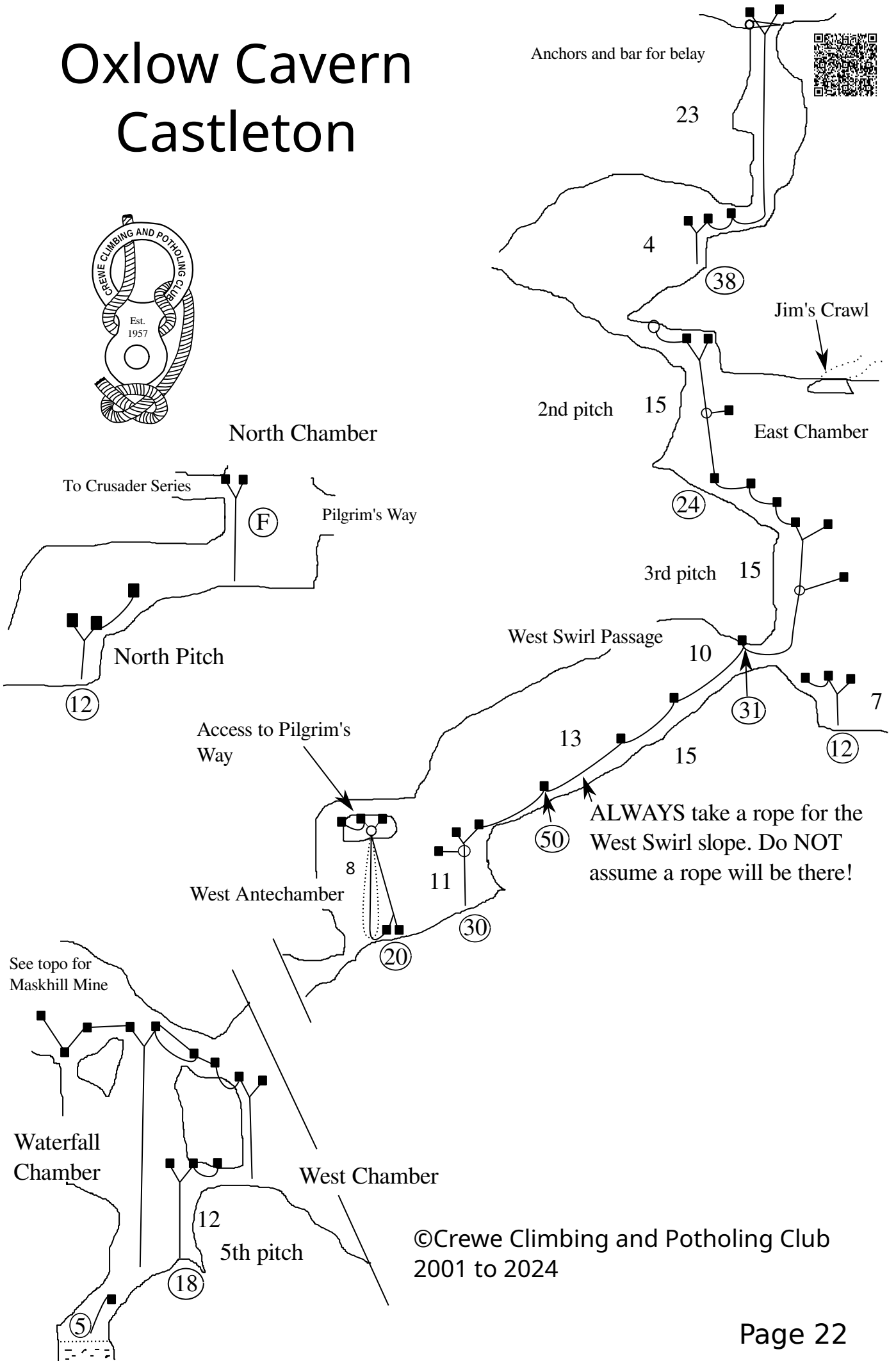
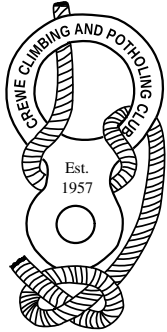
Odin Mine, part 1 Castleton



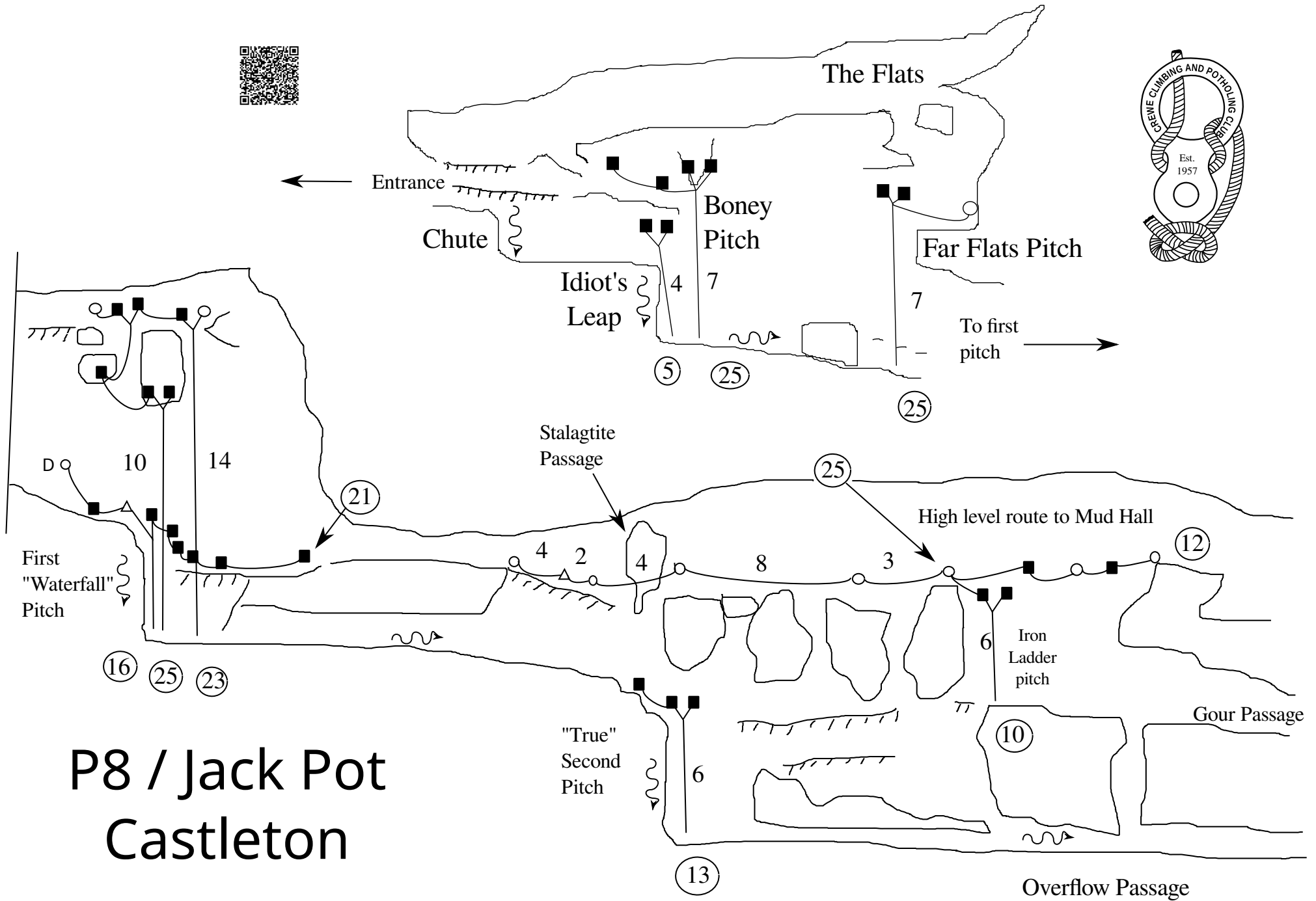
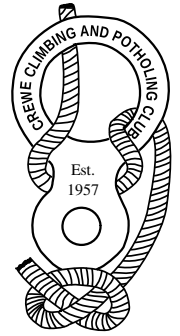
Odin Mine, part 2. Castleton



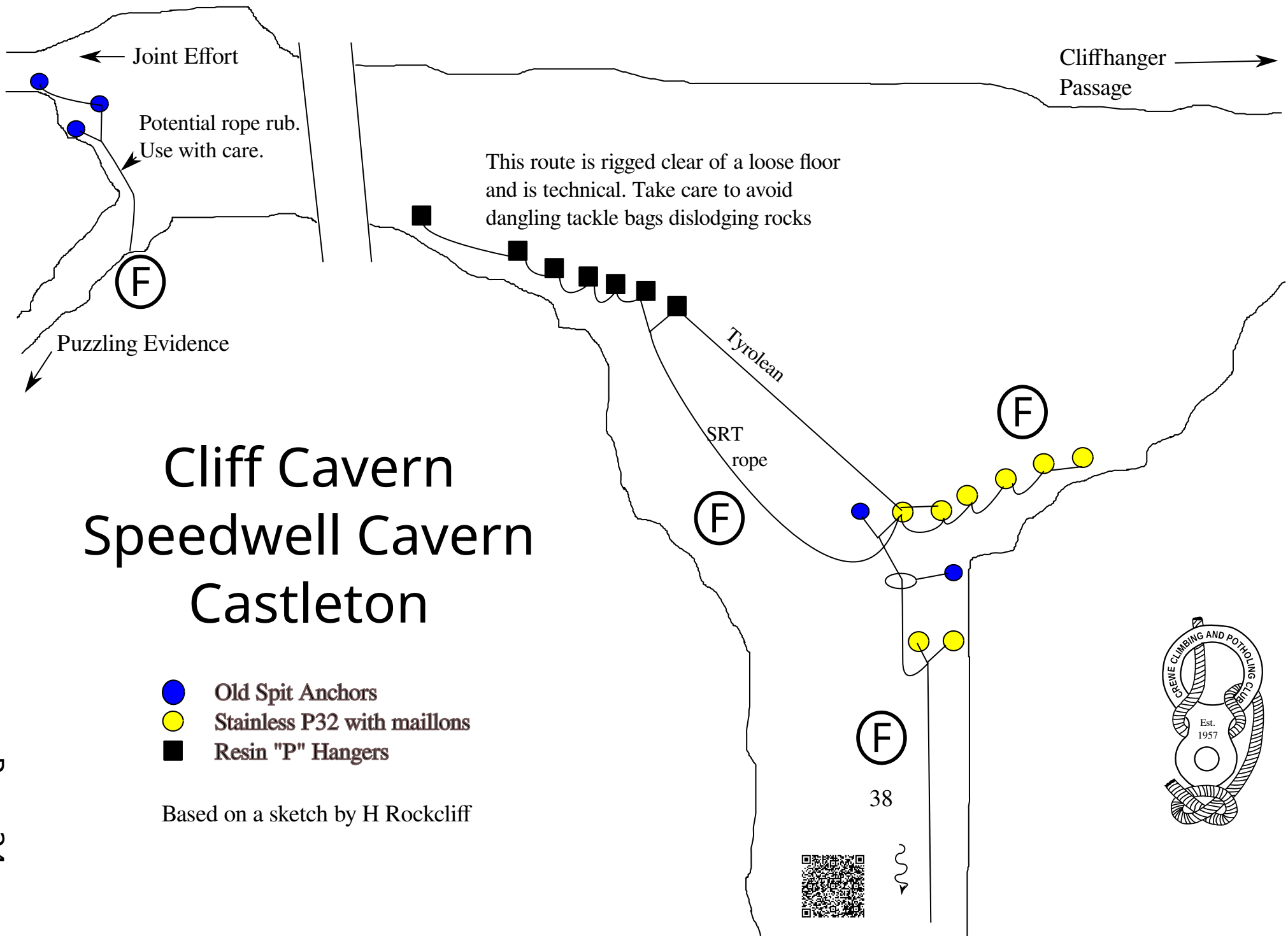
Oxlow Cavern Castleton



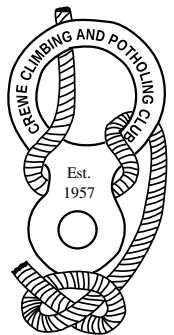
©Crewe Climbing and Potholing Club
2001 to 2024



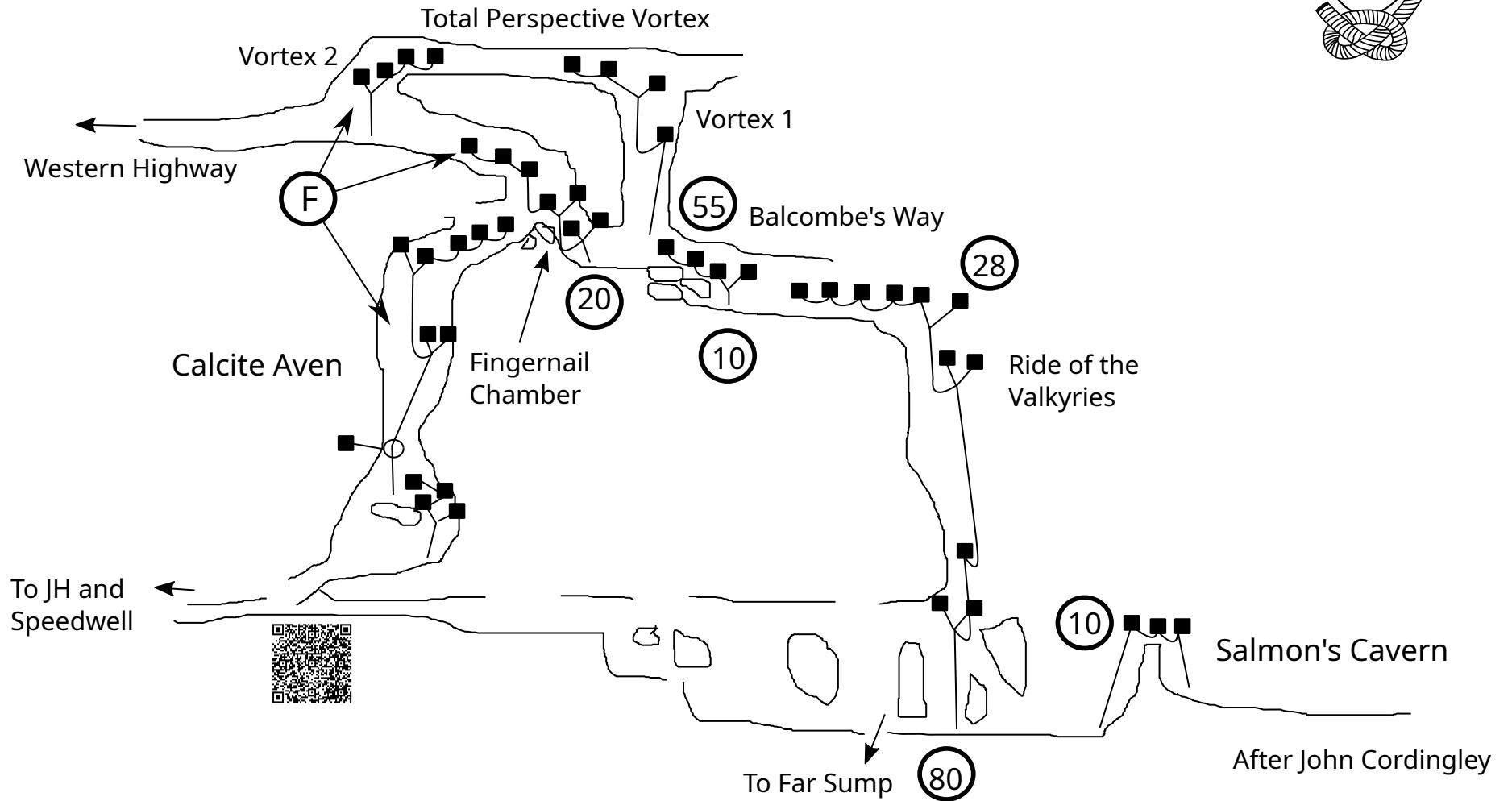
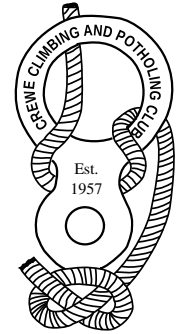
P8 / Jack Pot Castleton



Cliff Cavern Speedwell Cavern Castleton



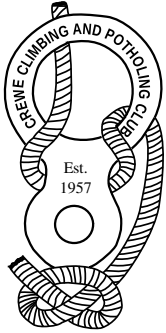
Far Sump Extensions Peak Cavern / Speedwell Castleton



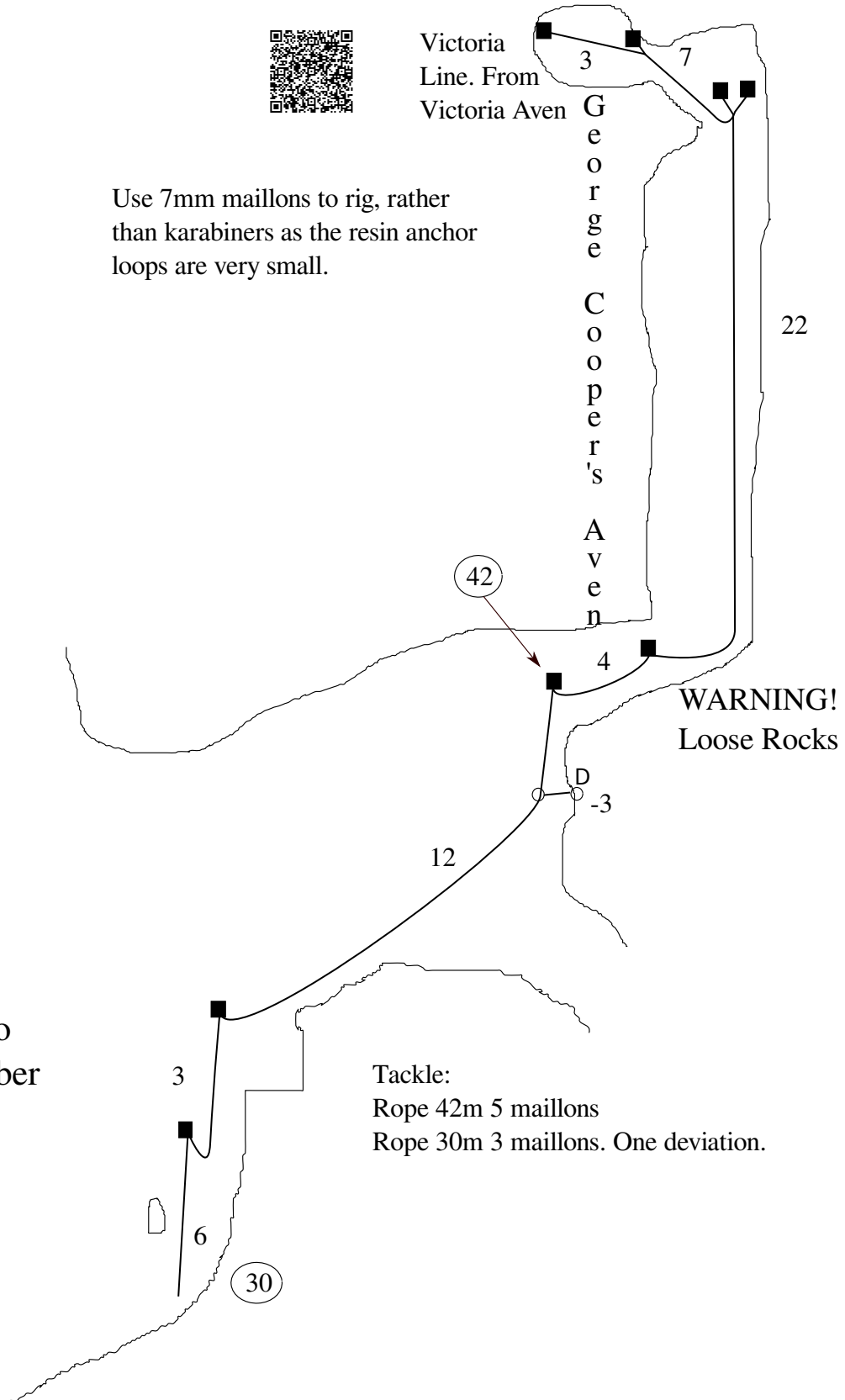
George Cooper's Aven Peak Cavern Castleton



Victoria
Line. From
Victoria Aven

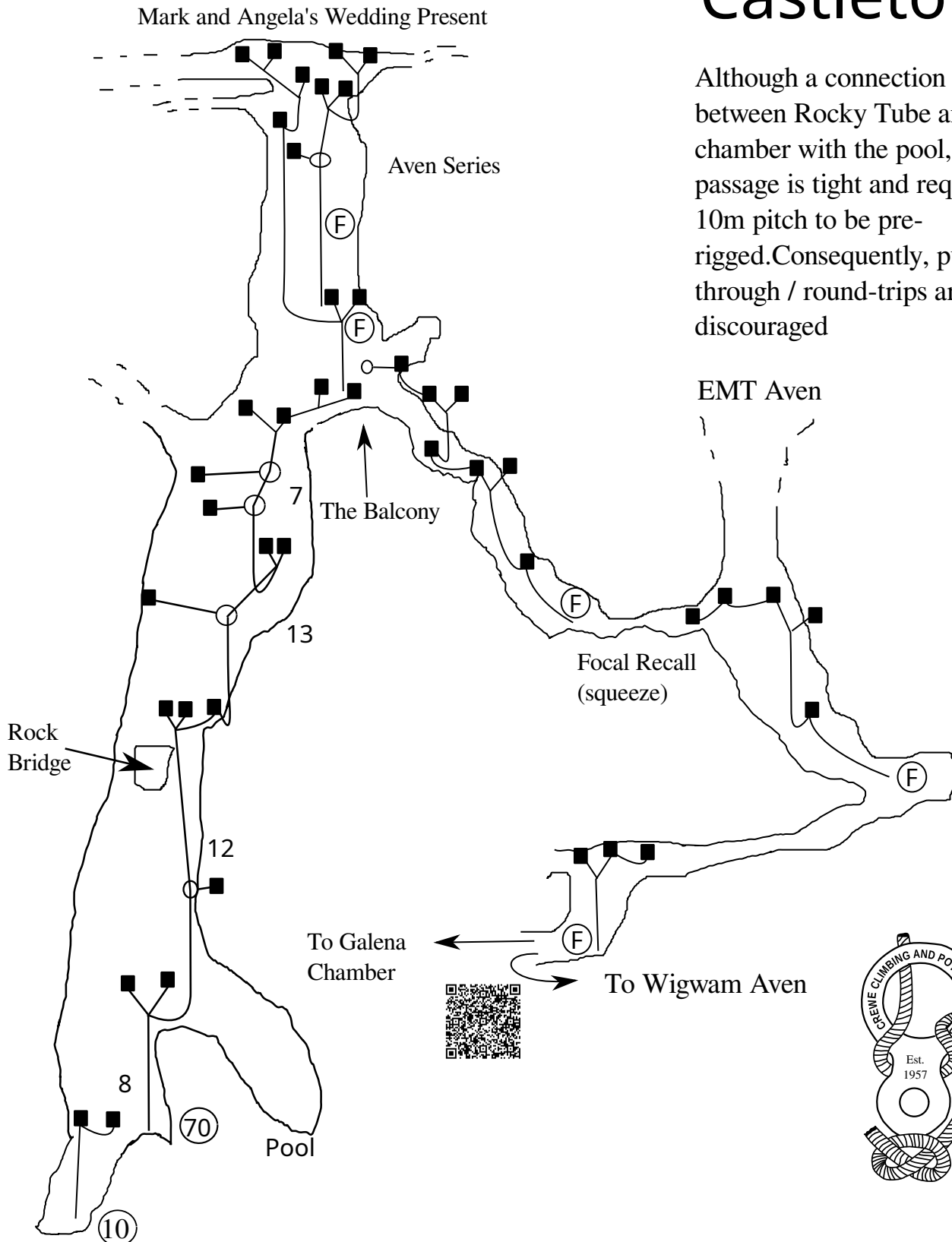


Use 7mm maillons to rig, rather than karabiners as the resin anchor loops are very small.



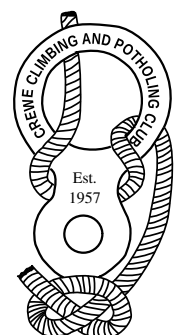
Tackle:
Rope 42m 5 maillons
Rope 30m 3 maillons. One deviation.

NCC Shafts Peak Cavern Castleton



Although a connection exists between Rocky Tube and the chamber with the pool, the passage is tight and requires a 10m pitch to be pre-rigged. Consequently, pull-through / round-trips are discouraged

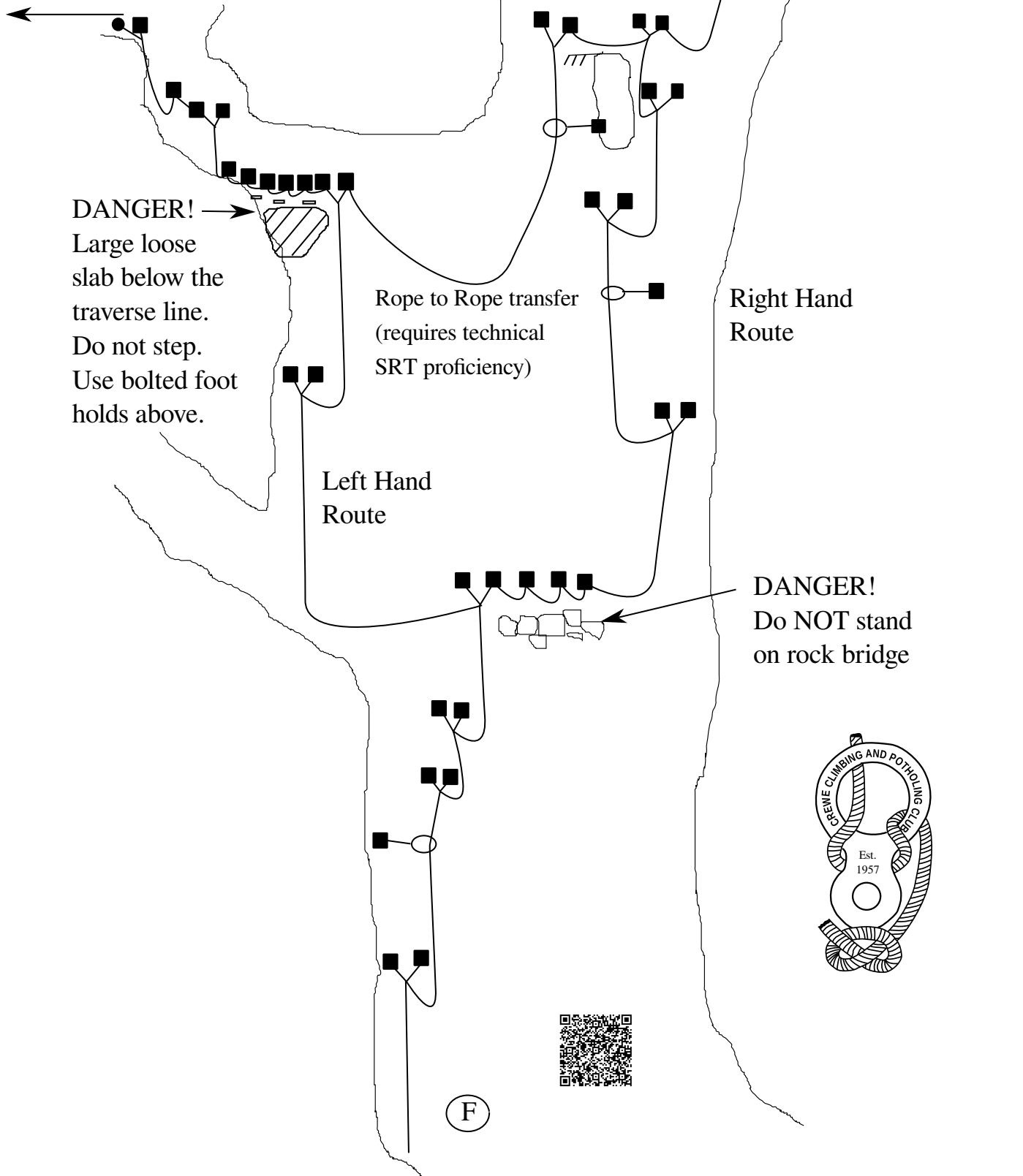
Based on survey by W Sheldon



Victoria Aven Peak Cavern Castleton

To Victoria Cavern →

Elephants Head Chamber.
To Victoria Line and
George Cooper's Aven.



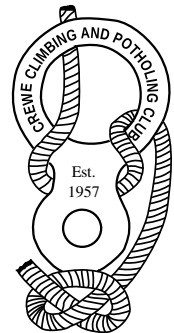
DANGER! →
Large loose
slab below the
traverse line.
Do not step.
Use bolted foot
holds above.

Rope to Rope transfer
(requires technical
SRT proficiency)

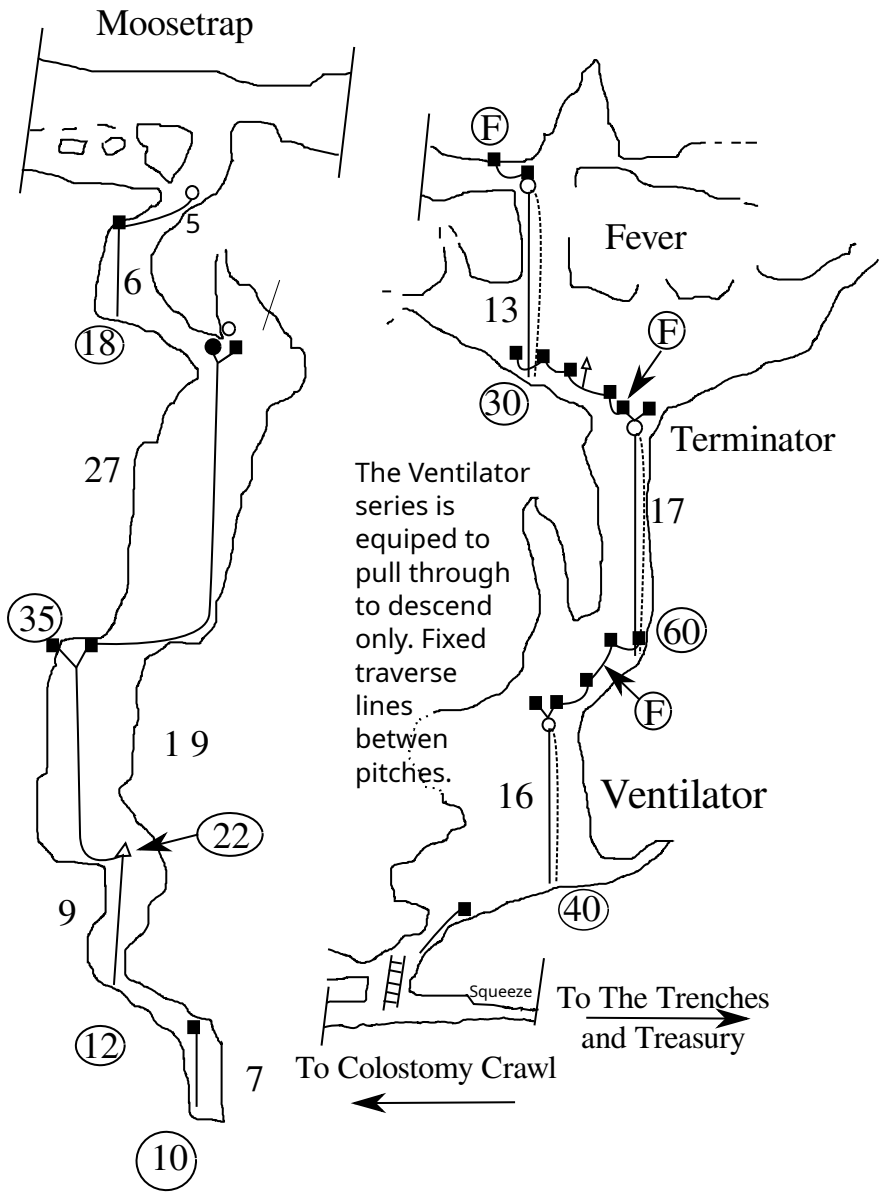
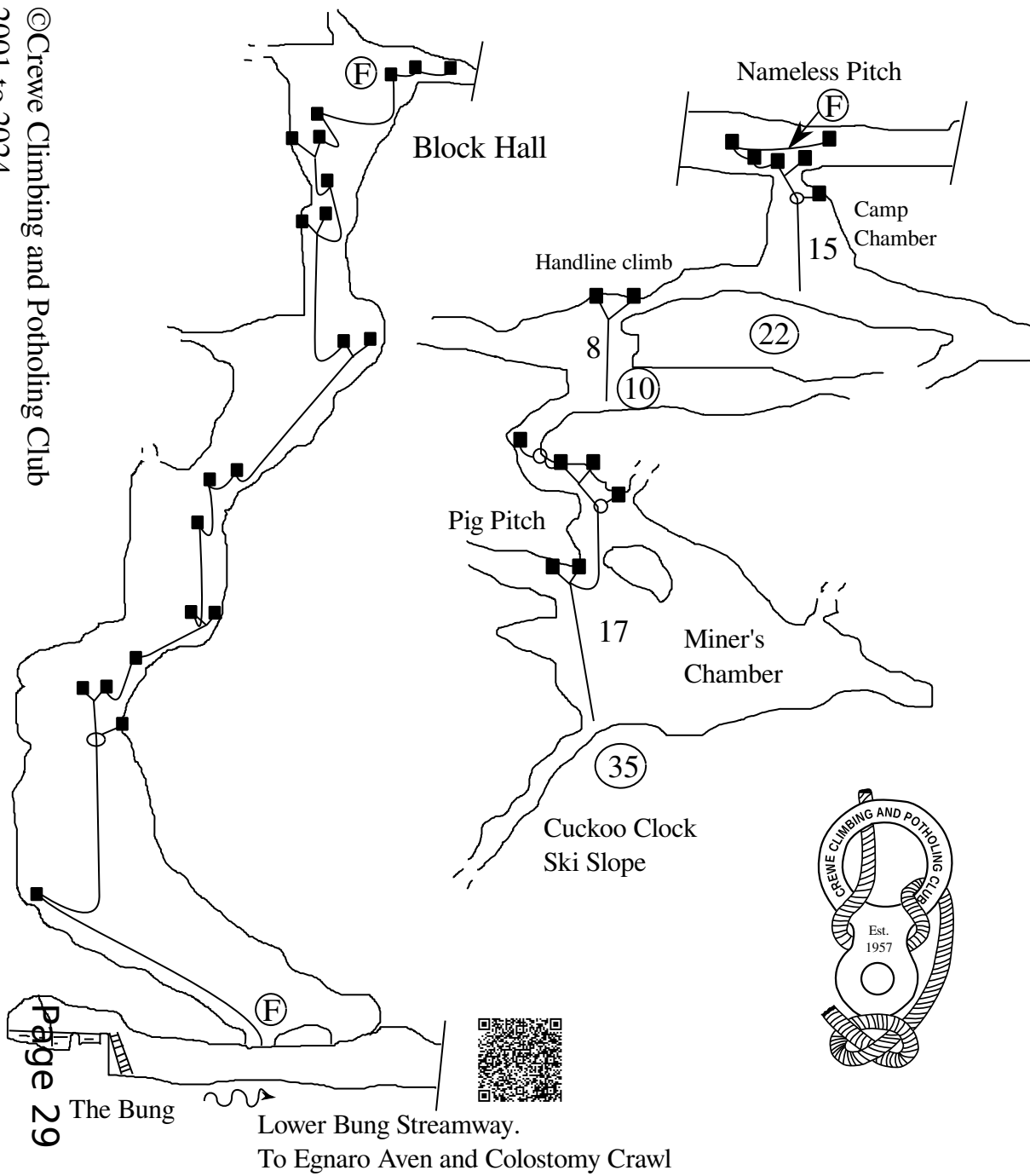
Right Hand
Route

Left Hand
Route

DANGER!
Do NOT stand
on rock bridge



(F)



White River Series Peak Cavern / Speedwell Castleton

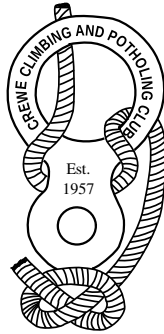
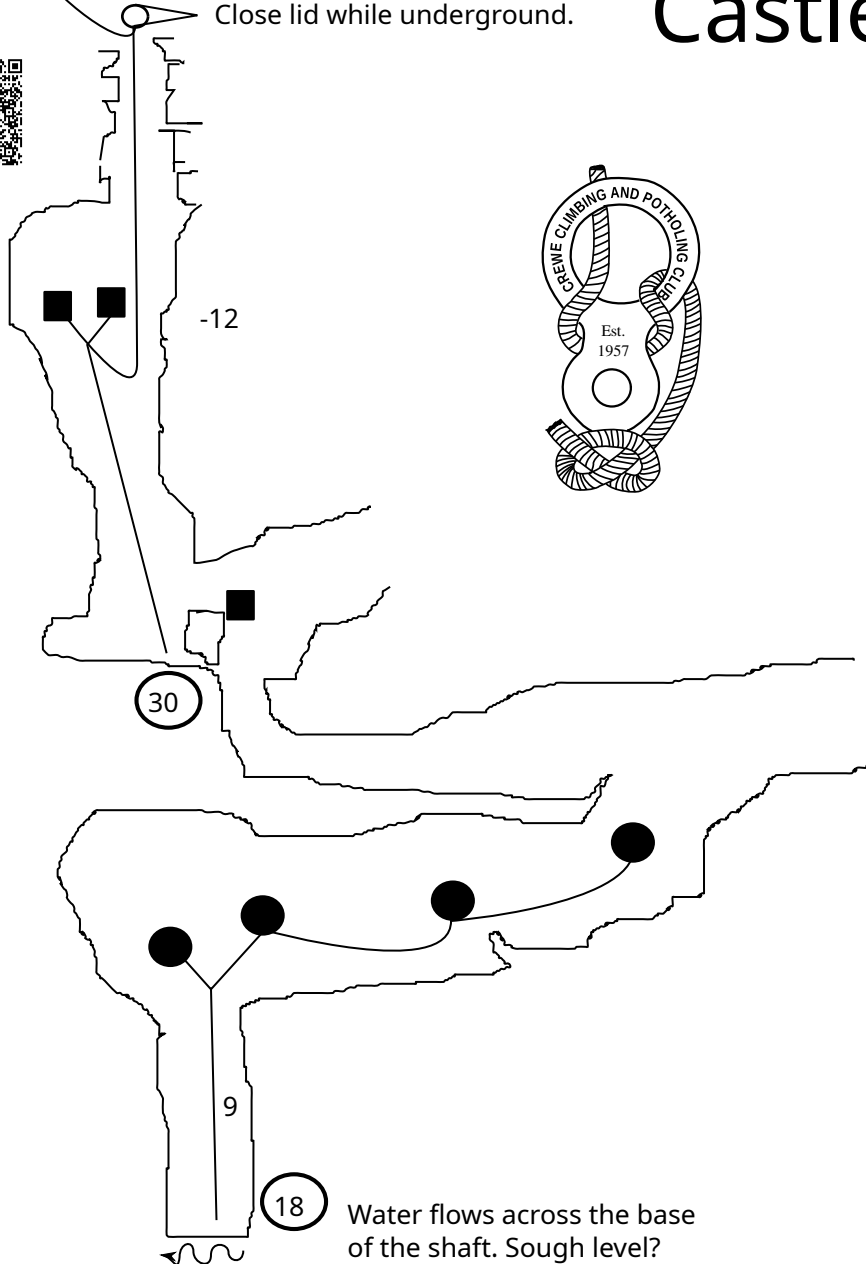
Pindale End Mine Castleton



Upper Shaft



Close lid while underground.



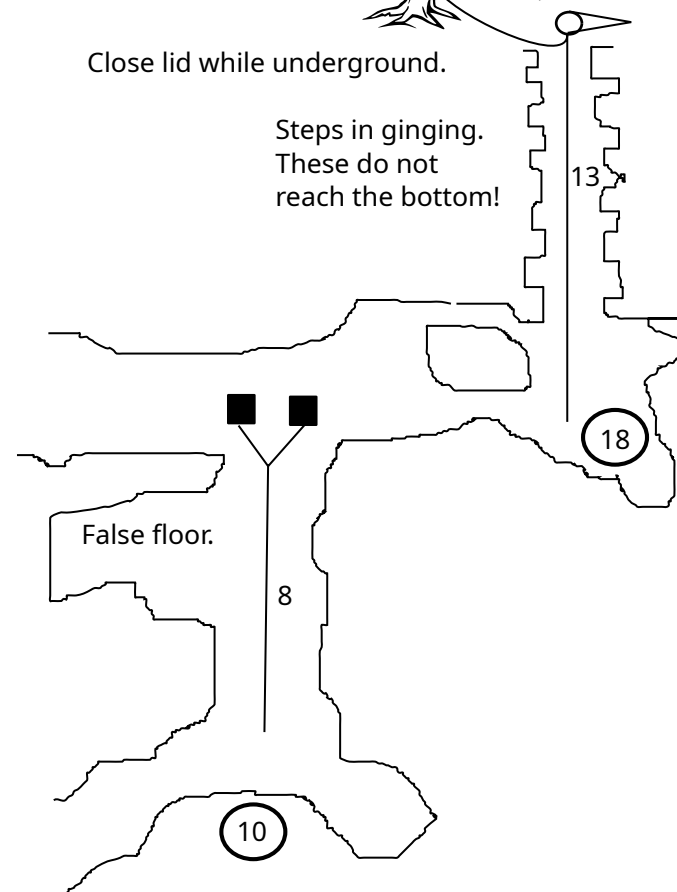
Lower Shaft



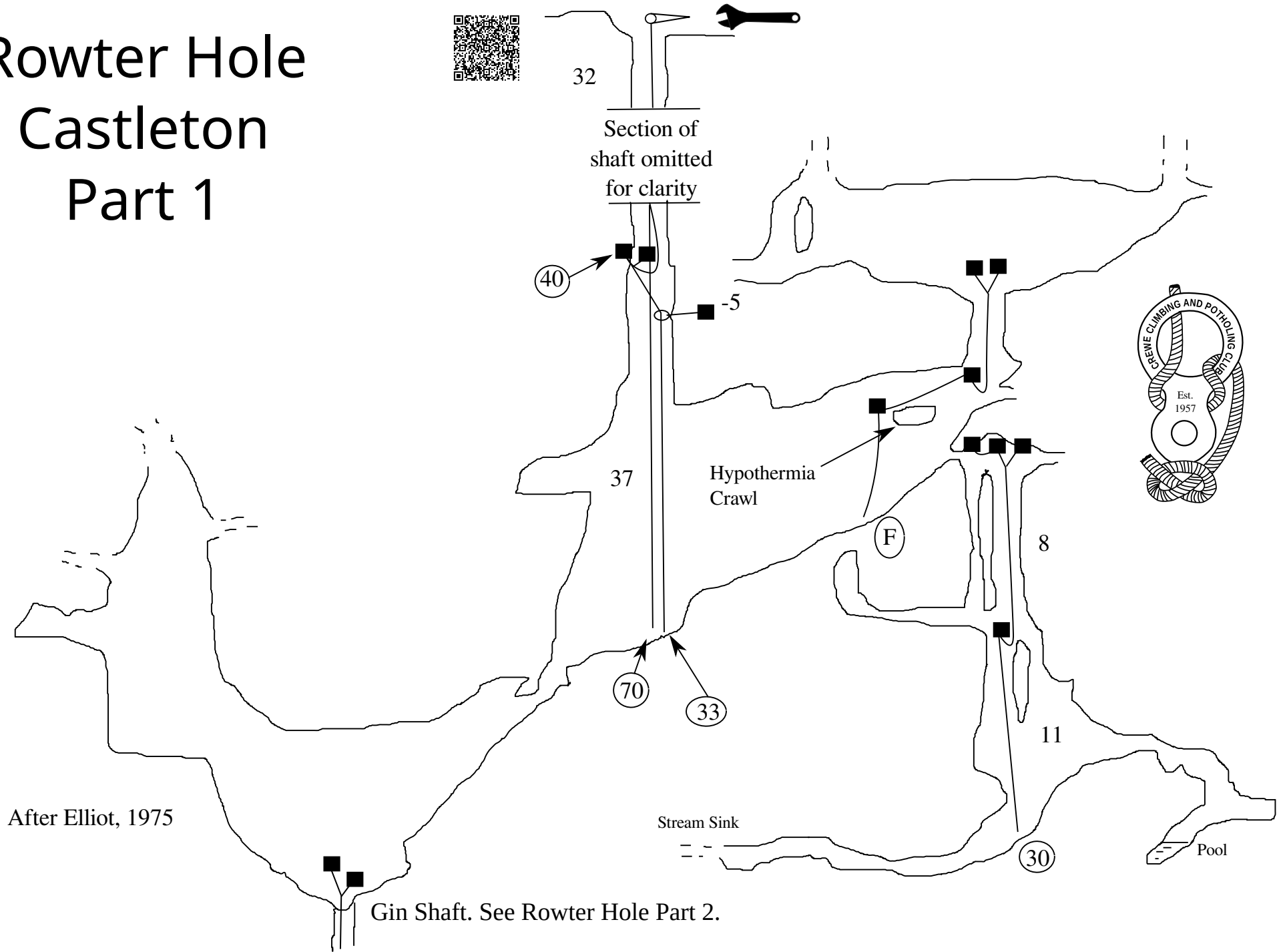
Close lid while underground.



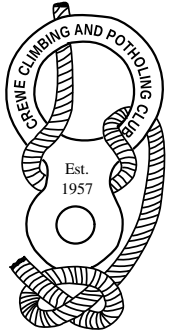
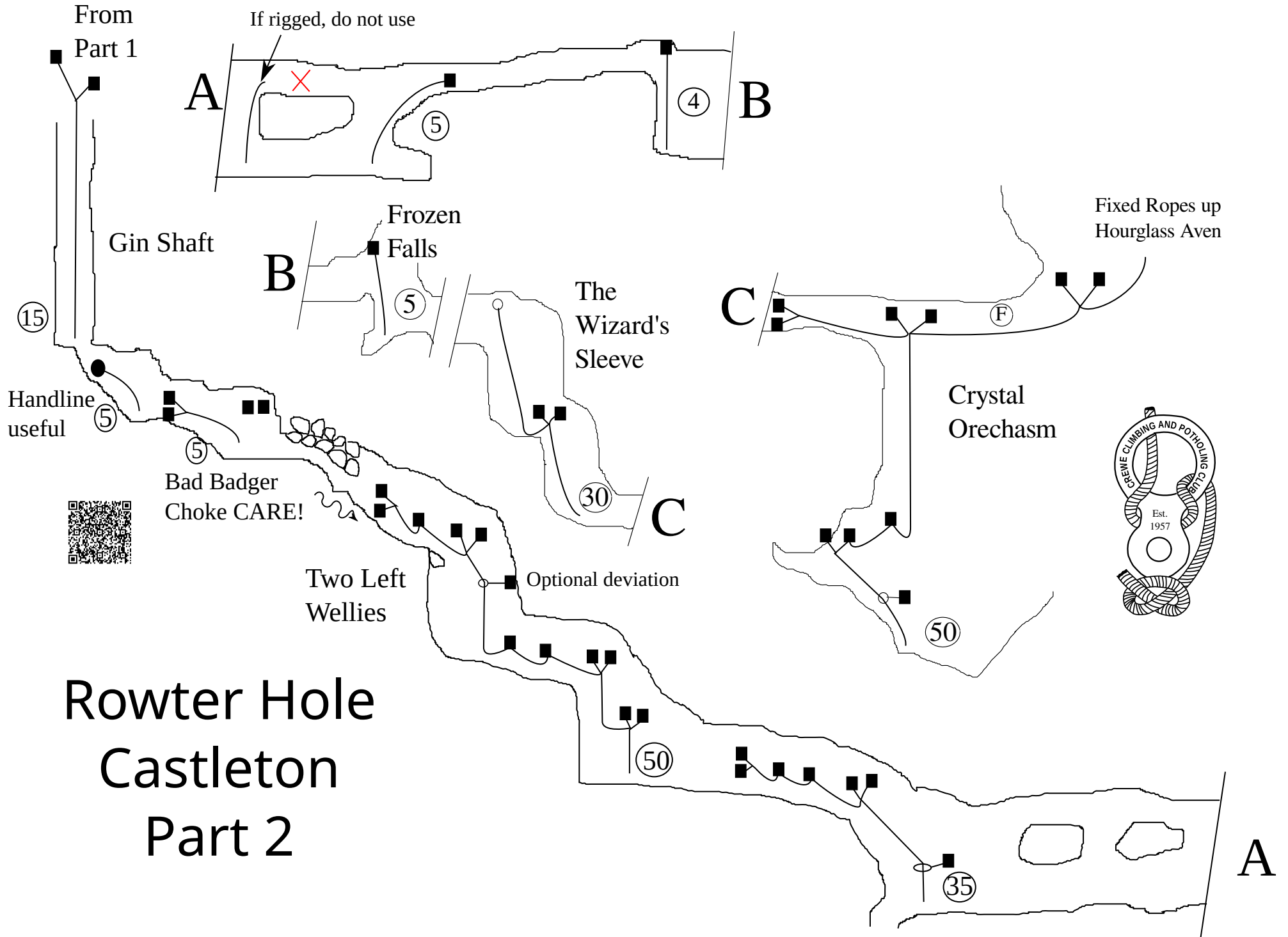
Steps in ginging.
These do not reach the bottom!



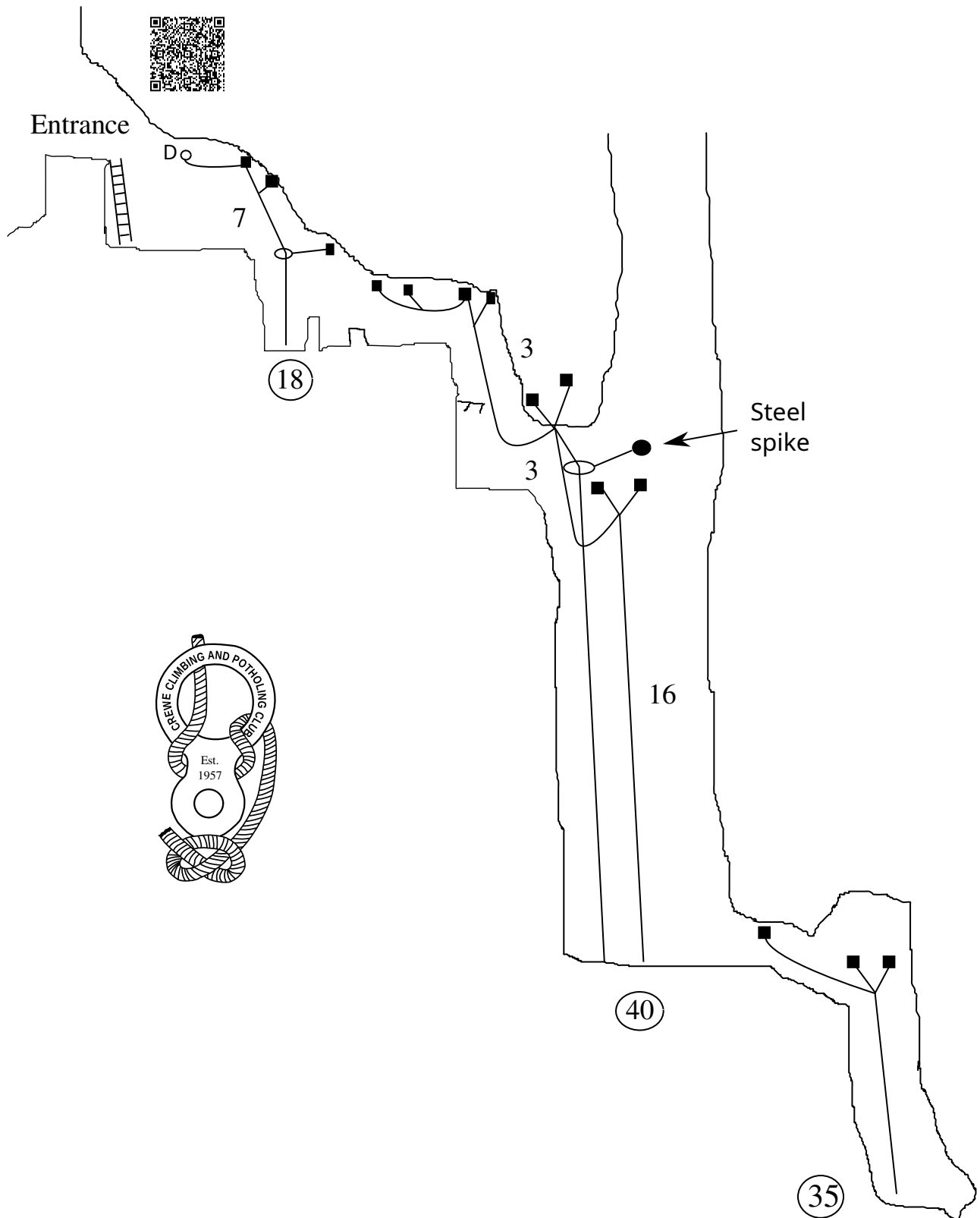
Rowter Hole Castleton Part 1



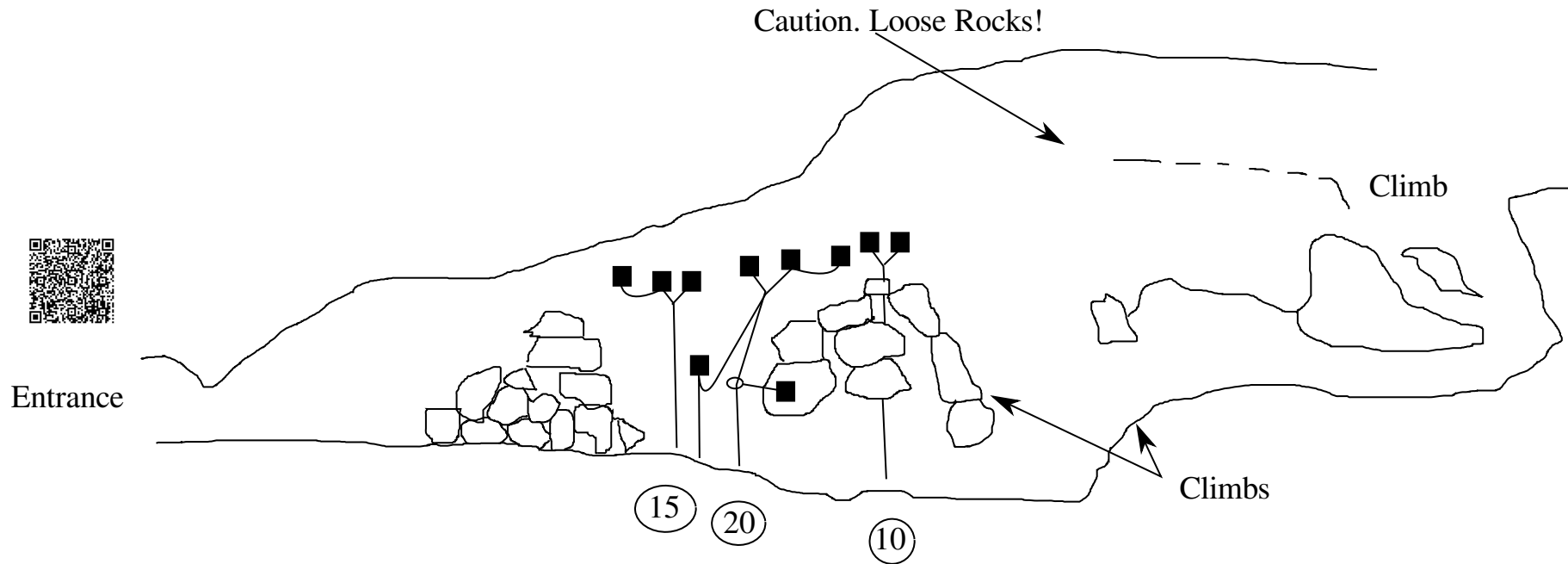
Rowter Hole Castleton Part 2



Snelslow Swallet Castleton



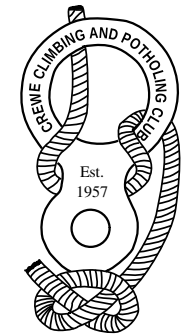
Suicide Cave Castleton



First Pitch: 15 m rope, 3 maillons.

Second pitch: 20 m rope. 4 maillons. Sling and krab for deviation.

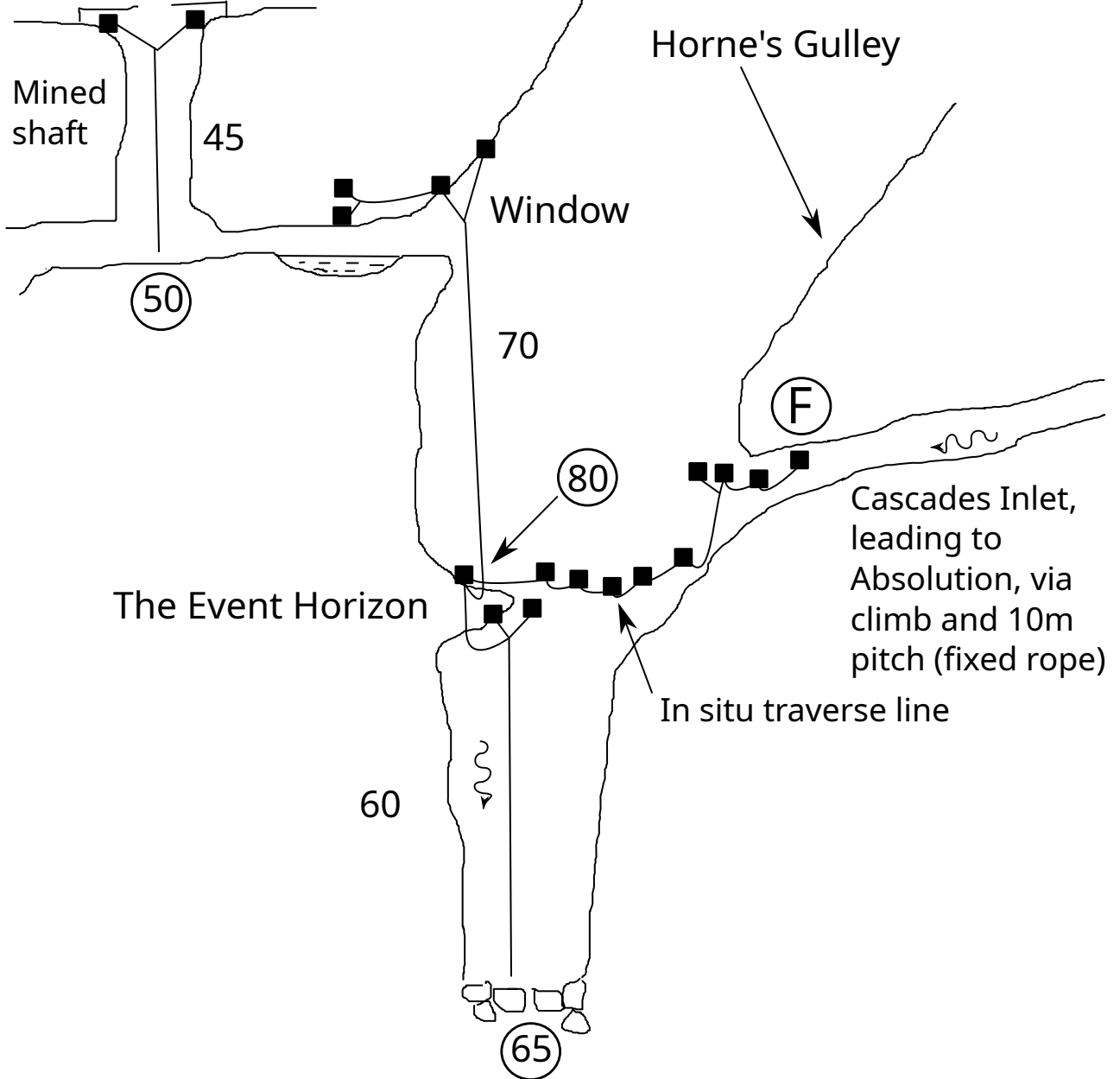
Third pitch: 10 m rope, 2 maillons.



Titan Castleton



Cap and lid on entrance

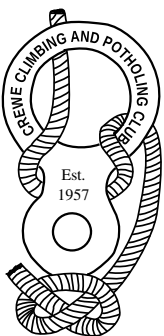


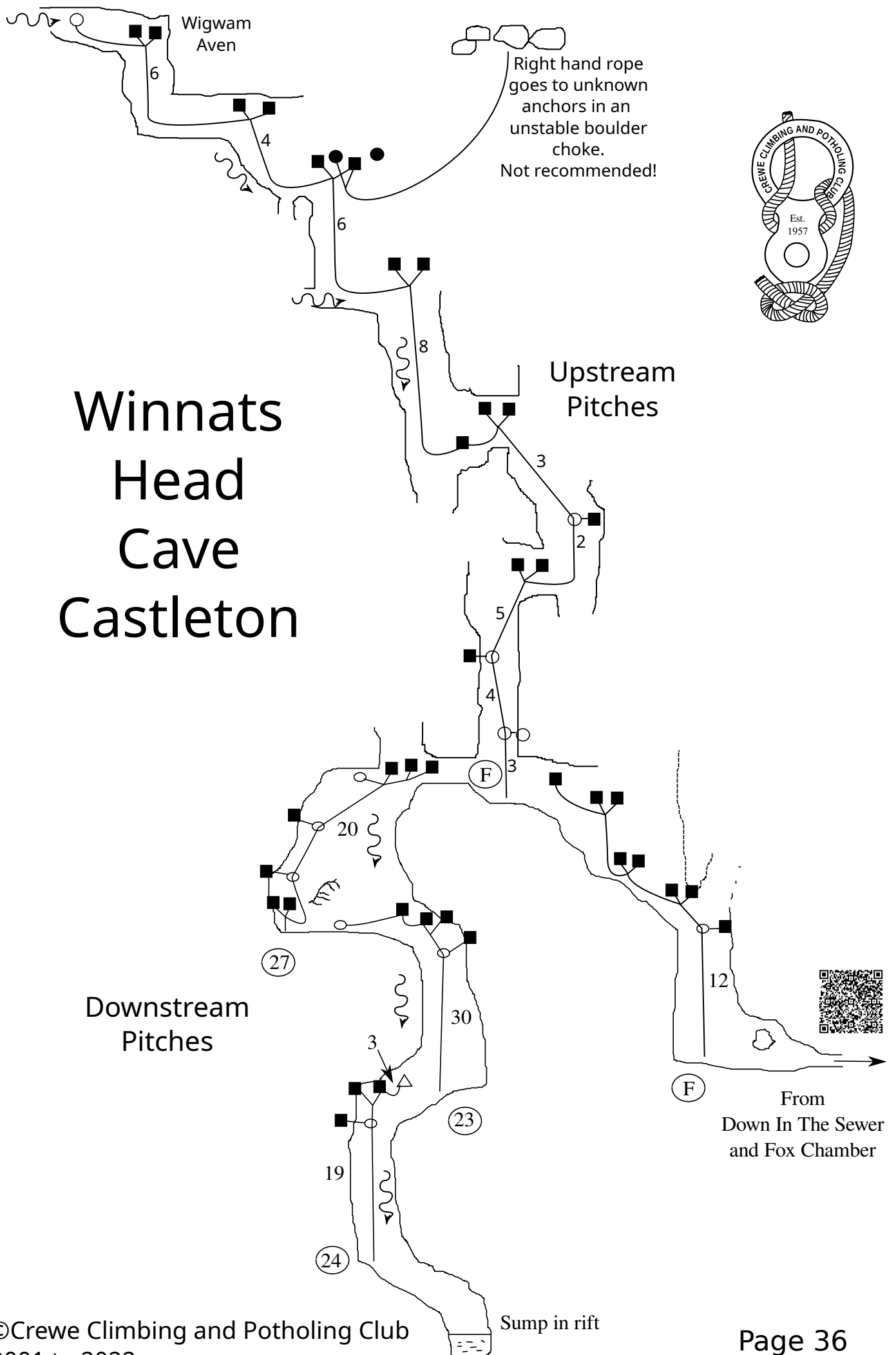
The Event Horizon

In situ traverse line

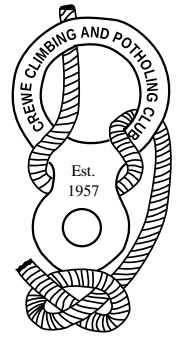
Cascades Inlet,
leading to
Absolution, via
climb and 10m
pitch (fixed rope)

Boulder choke, leading down to
Blarney's Breakdown and Far Sump
Extensions, JH and Peak Cavern.





Winnats Head Cave Castleton



Right hand rope goes to unknown anchors in an unstable boulder choke. Not recommended!

Upstream Pitches

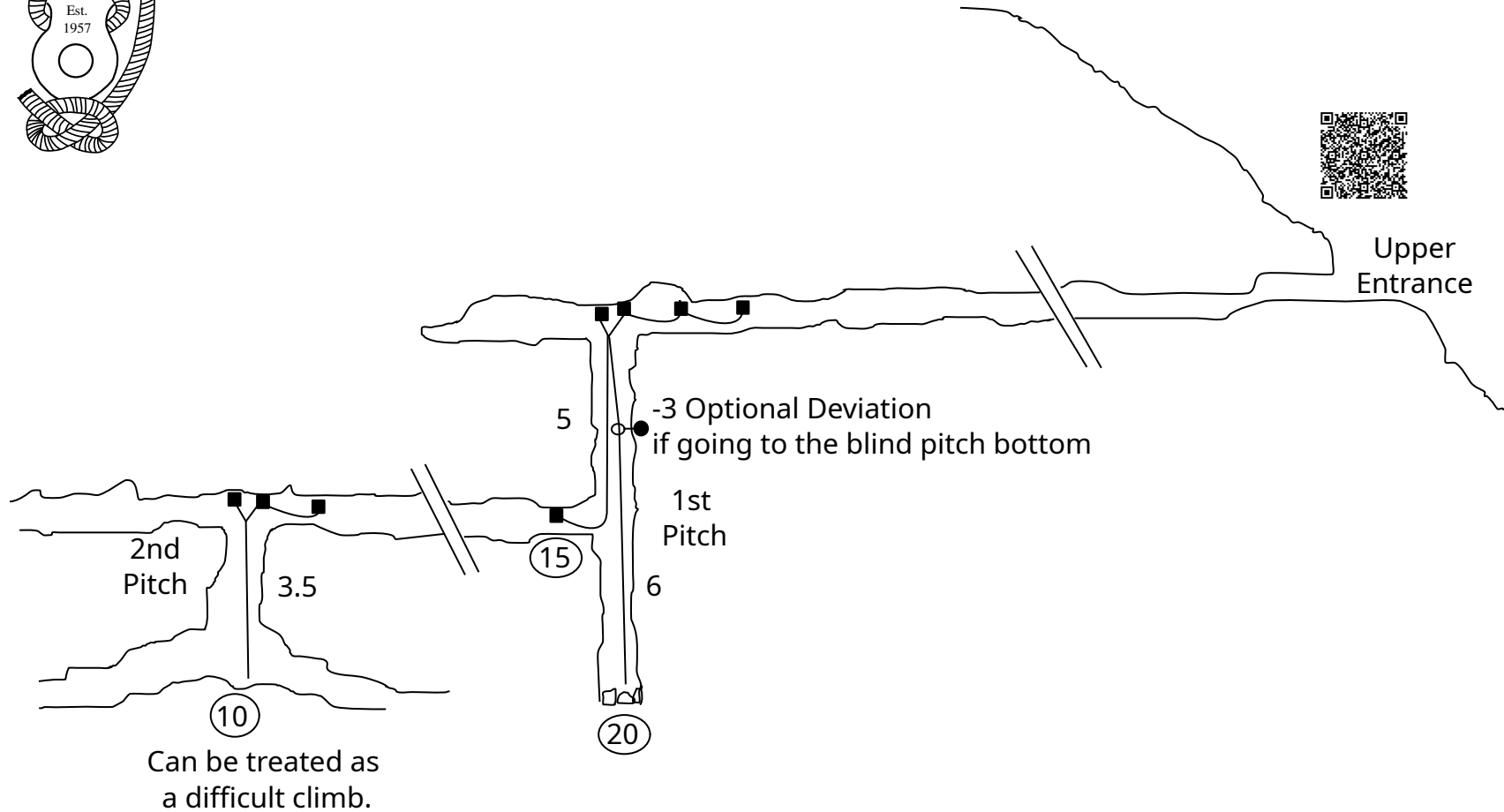
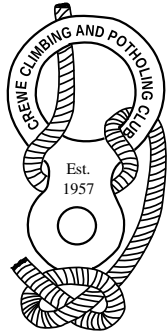
Downstream Pitches



From
Down In The Sewer
and Fox Chamber

Sump in rift

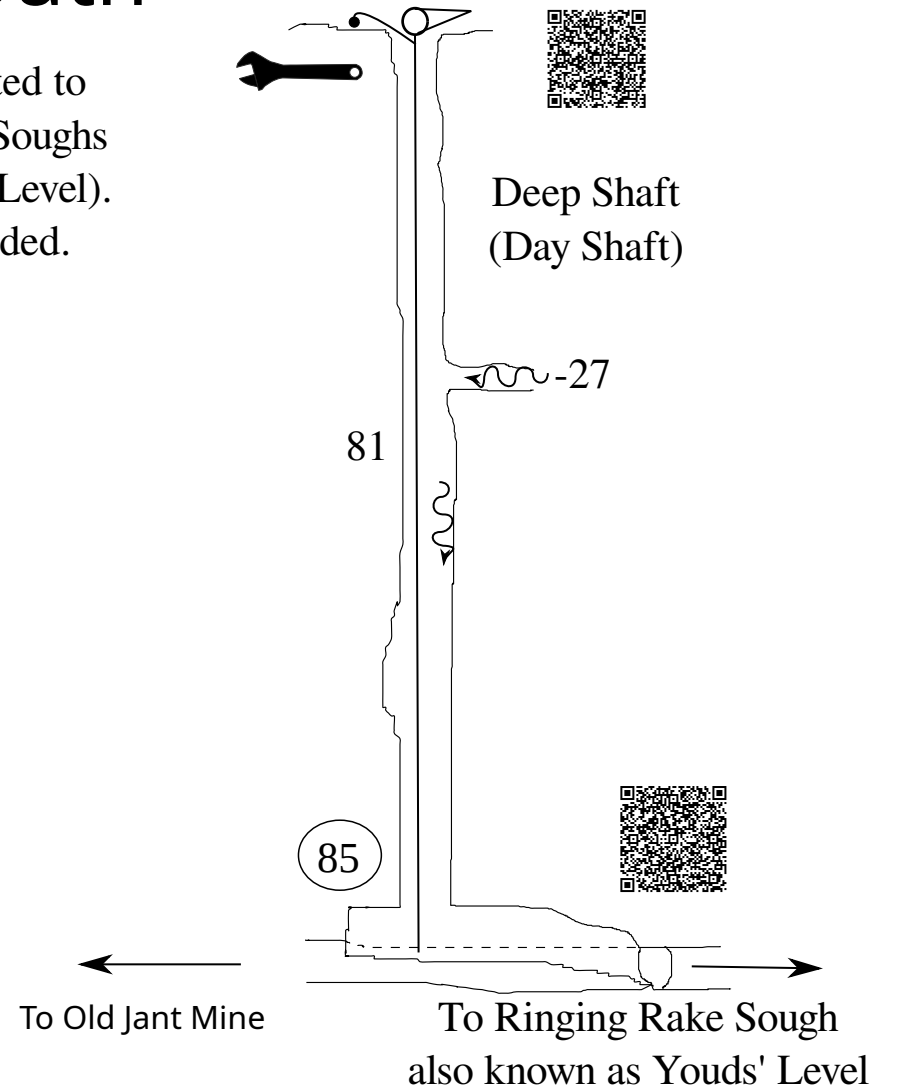
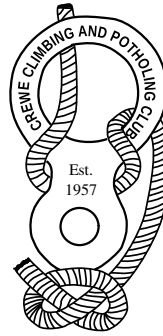
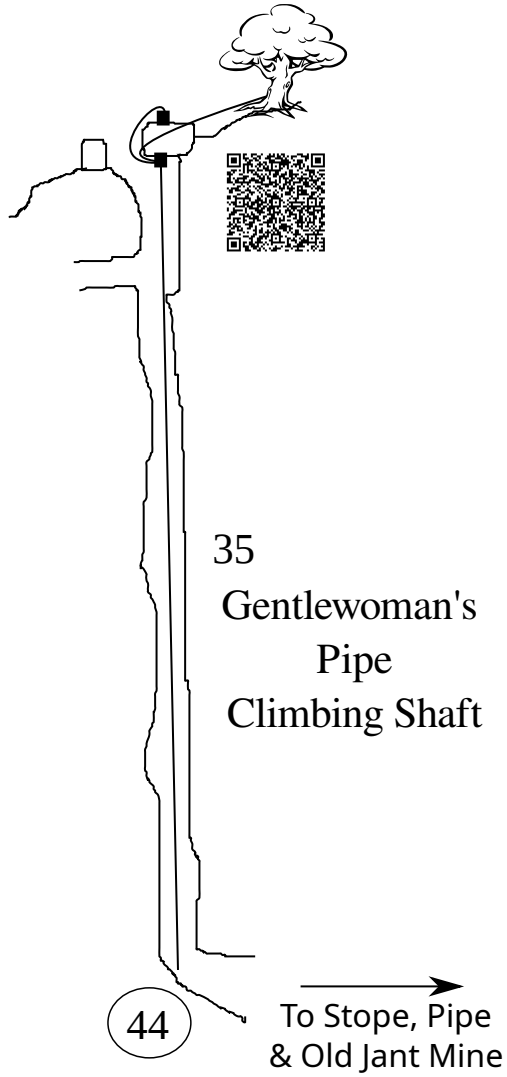
Clatterway Levels - Bonsall Derwent South



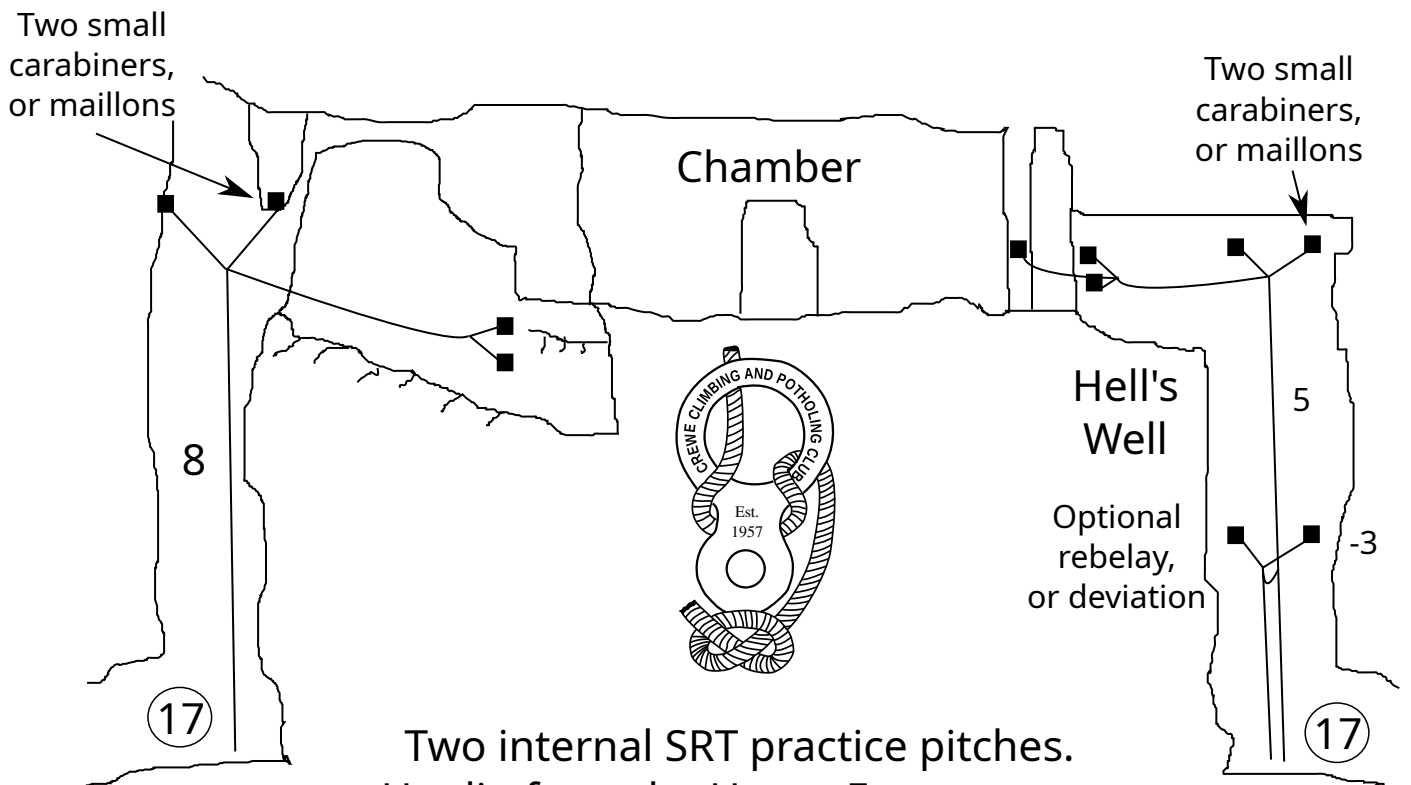
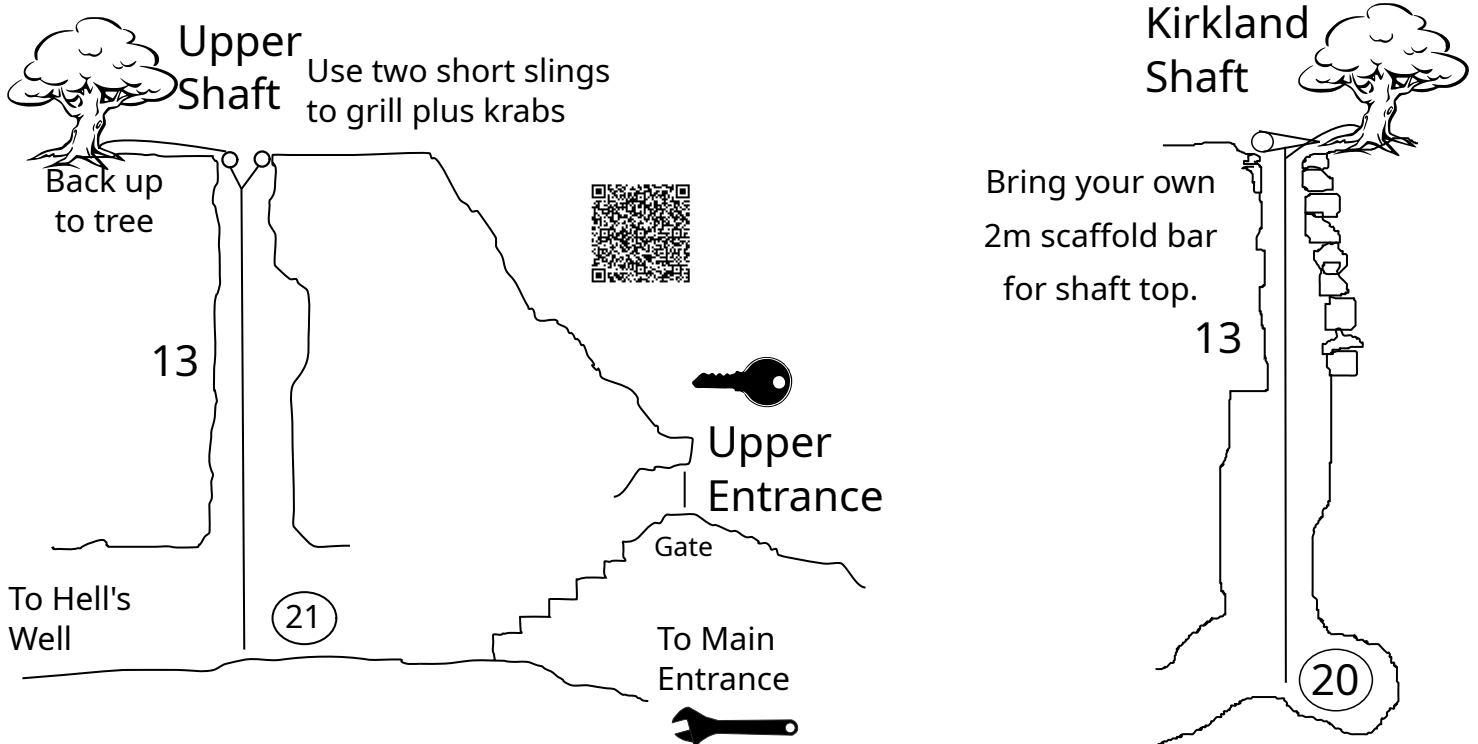
From a sketch by Steve Knox 2001.
See <https://www.ccpc.org.uk/newsletters/CCPCNewsletter73.pdf>

Deep Shaft - Also known as Day Shaft Gentlewoman's Pipe Climbing Shaft Derwent South

Many shafts once connected to Masson and Ringing Rake Soughs (formerly known as Youds' Level). These can still be descended.



Devonshire Cavern Derwent South



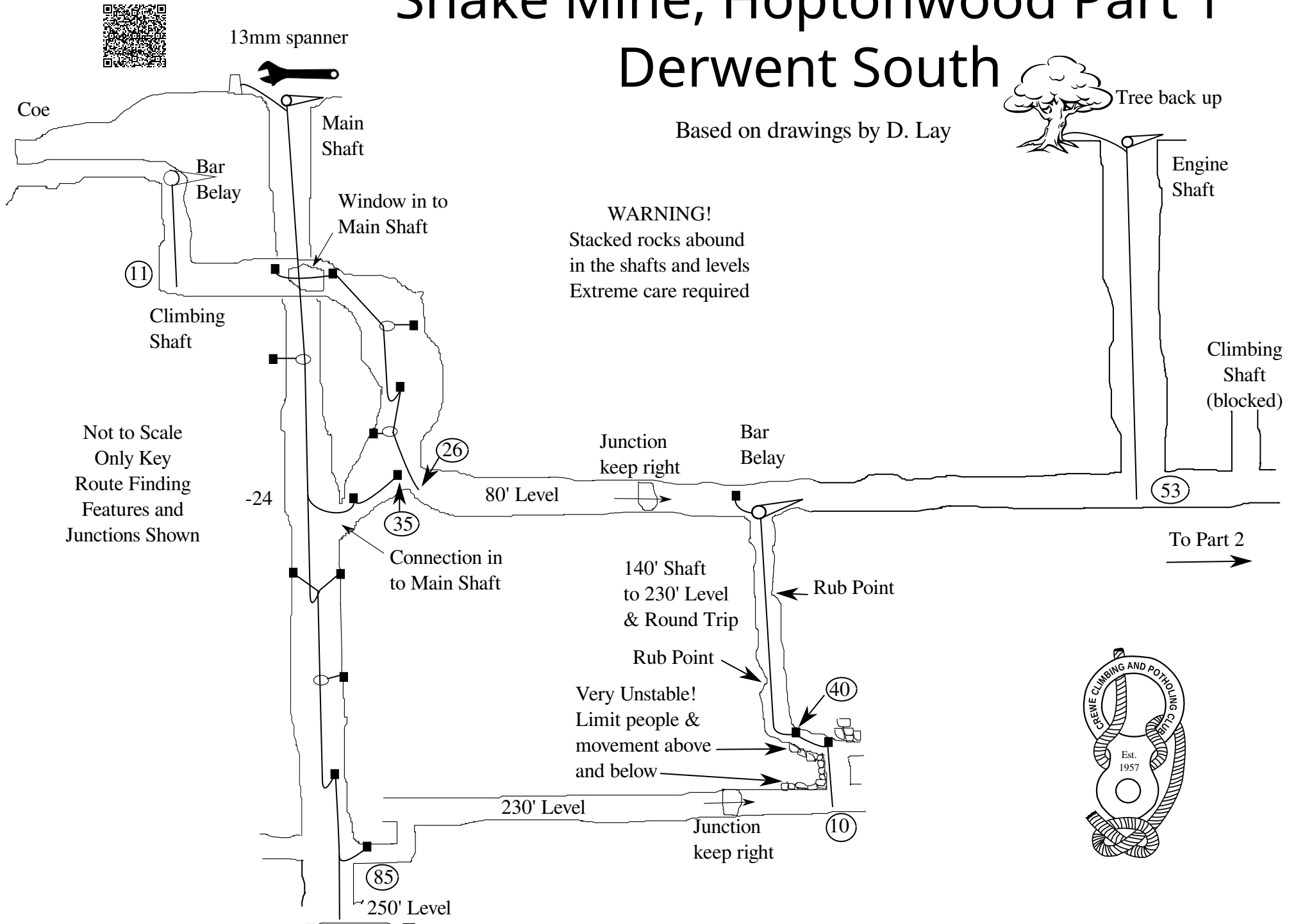
Two internal SRT practice pitches.
Up dip from the Upper Entrance, to
left and right hand side of a chamber.

Snake Mine, Hoptonwood Part 1 Derwent South

Based on drawings by D. Lay



WARNING!
Stacked rocks abound
in the shafts and levels
Extreme care required

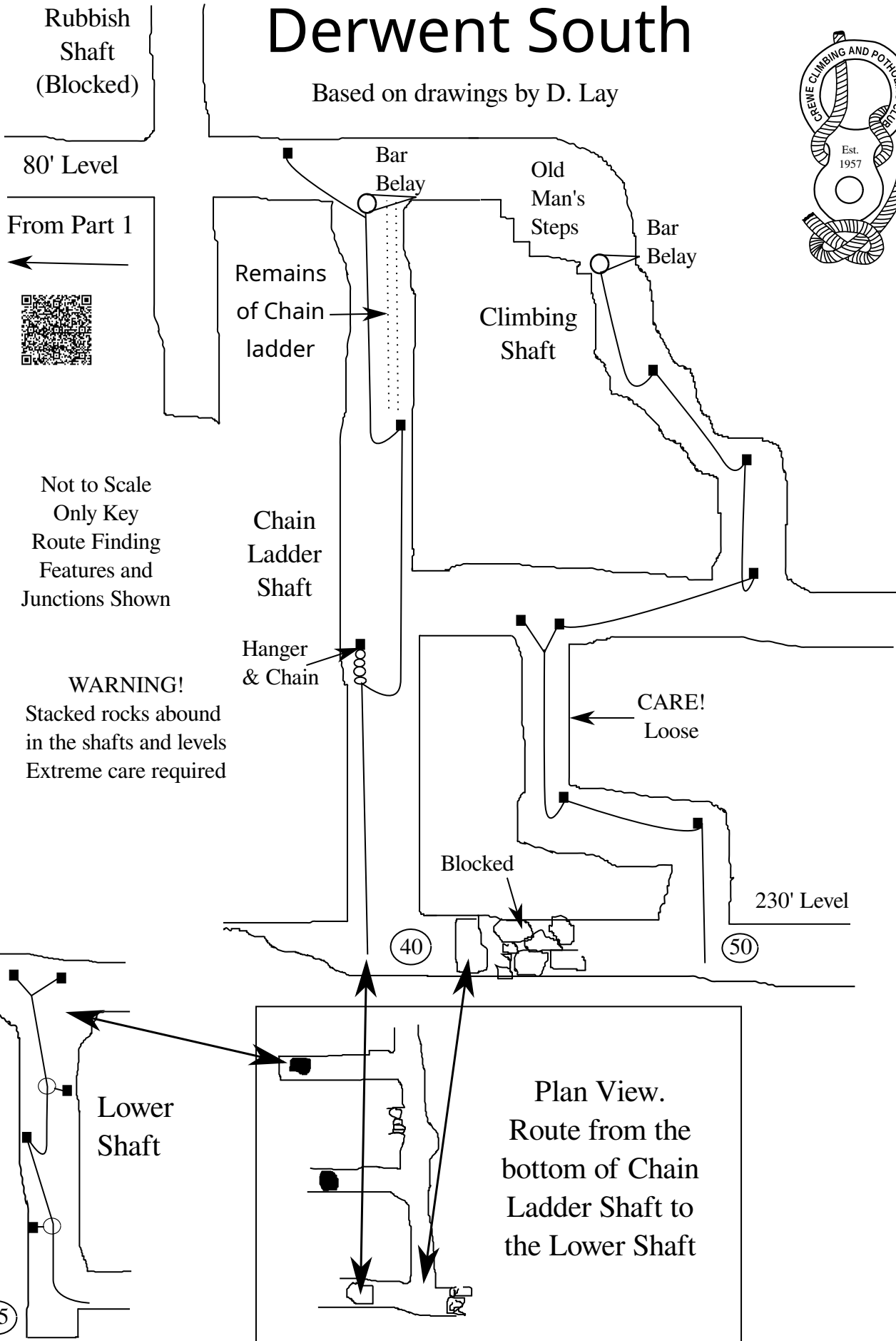
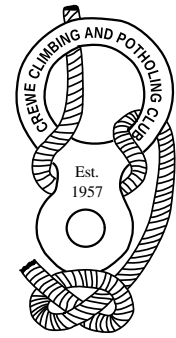


Not to Scale
Only Key
Route Finding
Features and
Junctions Shown

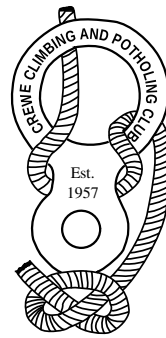
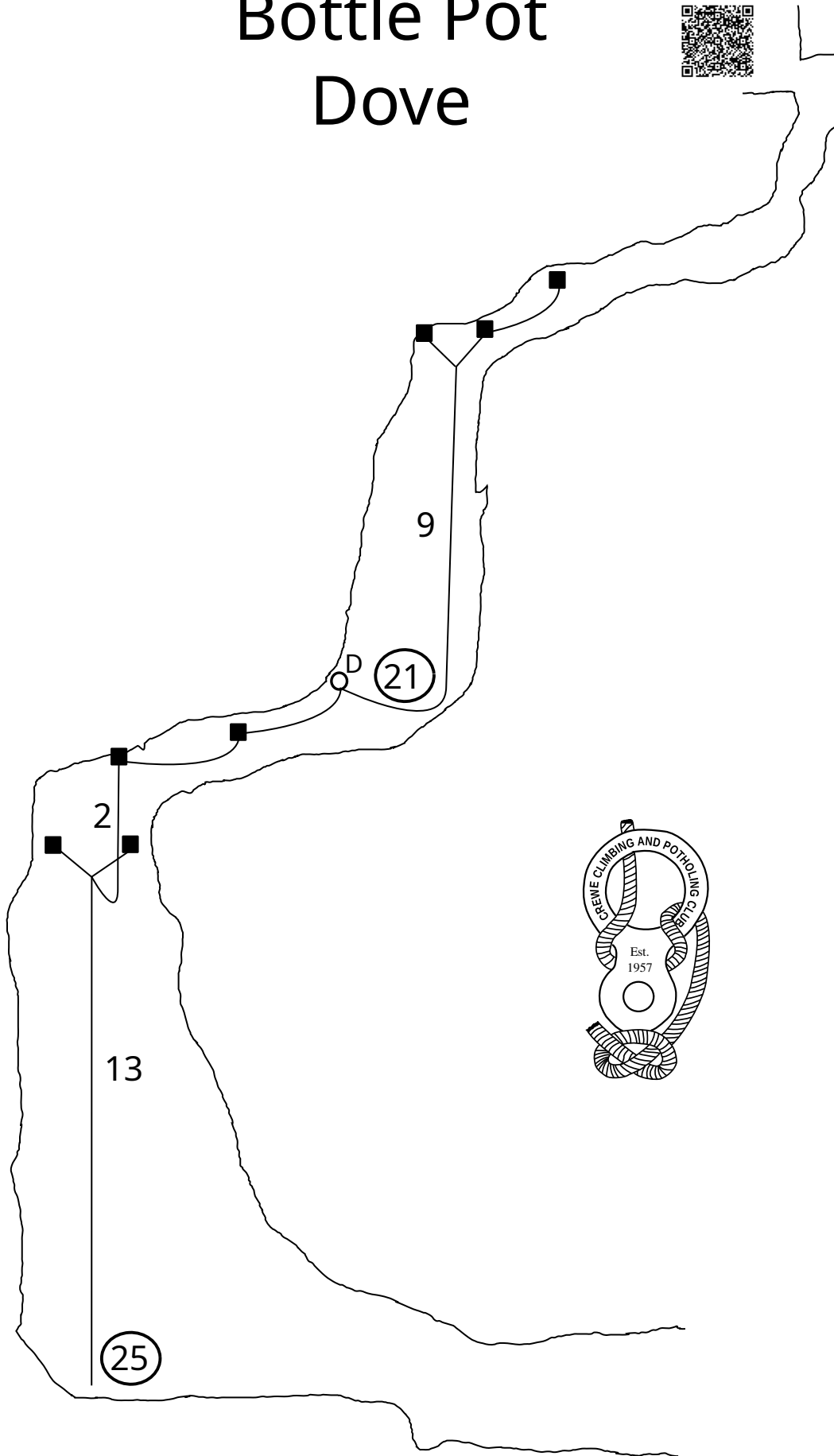
Snake Mine, Hoptonwood Part 2

Derwent South

Based on drawings by D. Lay



Bottle Pot Dove

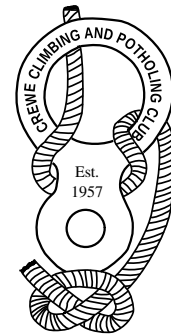
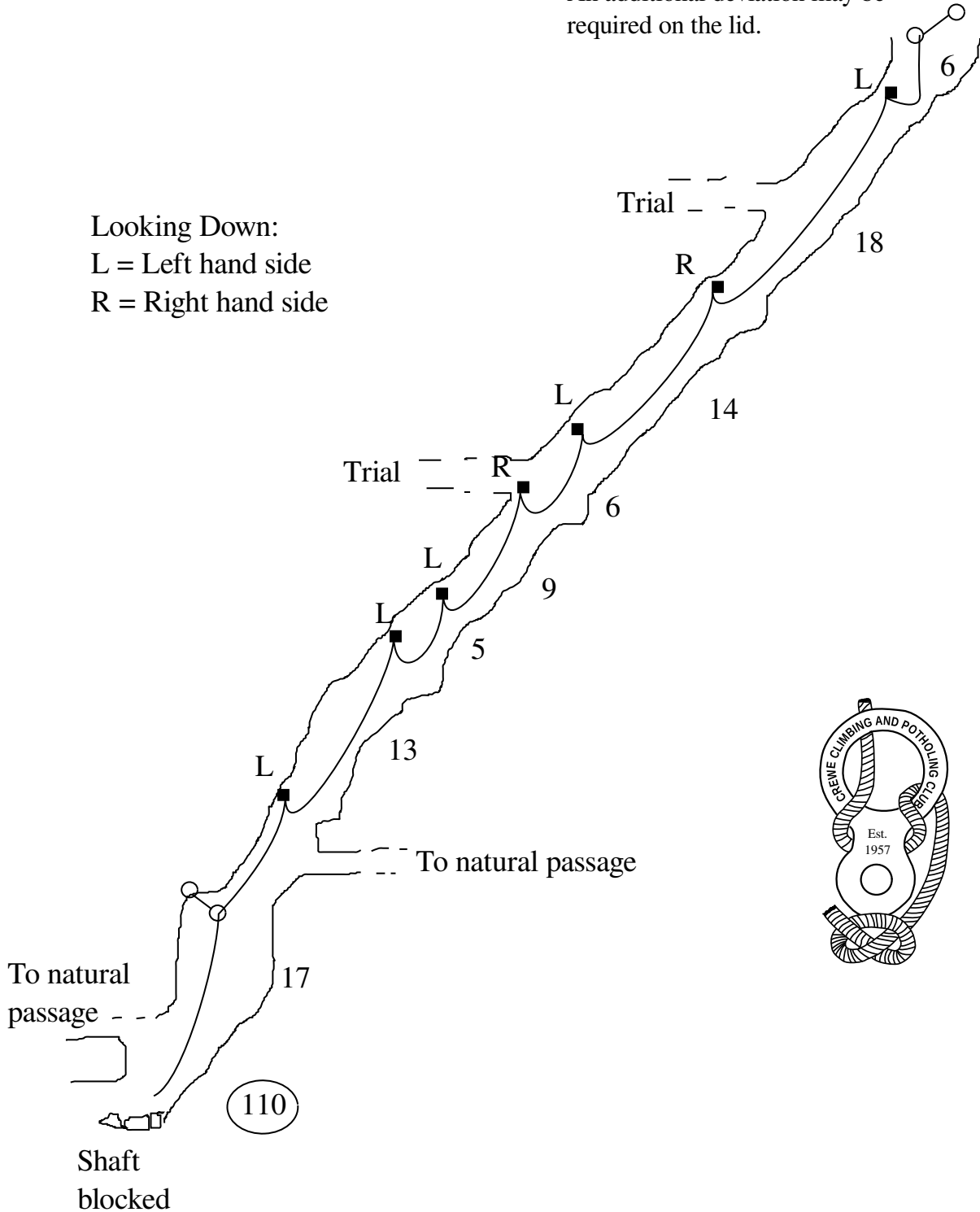


Robin's Shaft Mine Dove

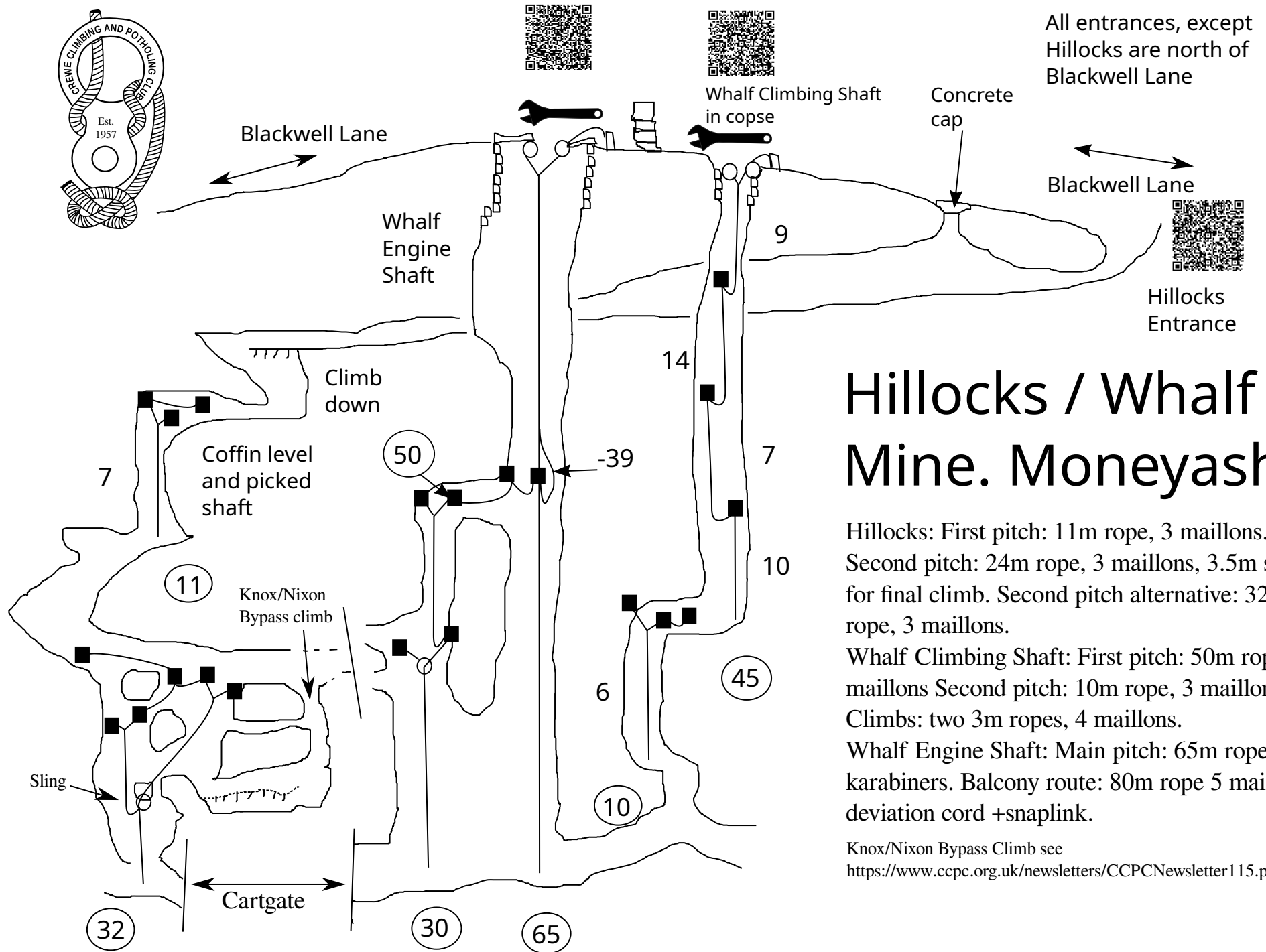


Beams and rings for entrance belay.
An additional deviation may be required on the lid.

Looking Down:
L = Left hand side
R = Right hand side



Extra ropes for handlines in the natural passages will be found useful.



All entrances, except Hillocks are north of Blackwell Lane

Hillocks / Whalf Mine. Moneyash

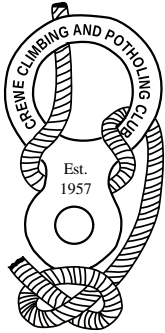
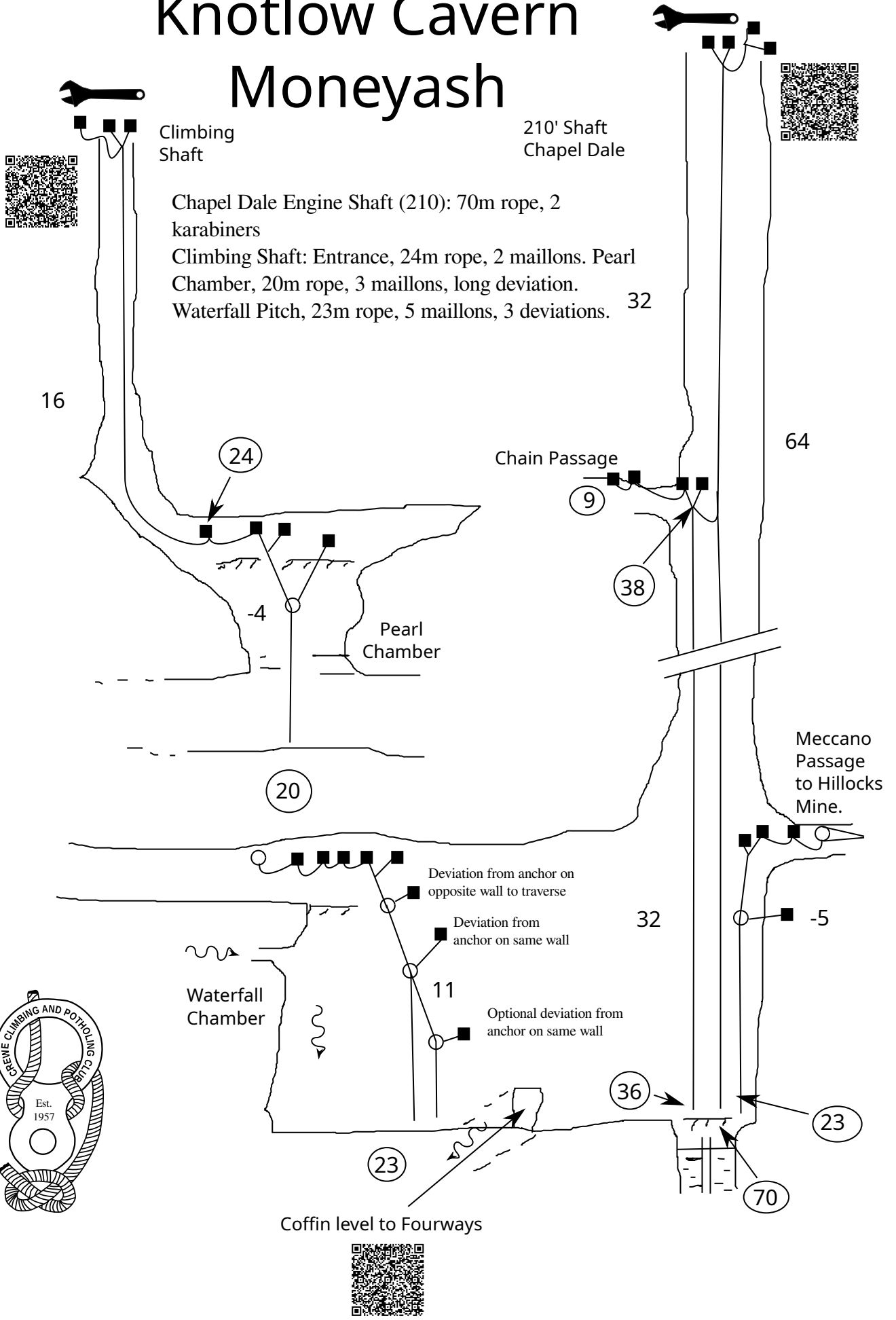
Hillocks: First pitch: 11m rope, 3 maillons.
 Second pitch: 24m rope, 3 maillons, 3.5m sling for final climb. Second pitch alternative: 32m rope, 3 maillons.

Whalf Climbing Shaft: First pitch: 50m rope, 7 maillons
 Second pitch: 10m rope, 3 maillons
 Climbs: two 3m ropes, 4 maillons.

Whalf Engine Shaft: Main pitch: 65m rope, 3 karabiners.
 Balcony route: 80m rope 5 maillons, deviation cord +snaplink.

Knox/Nixon Bypass Climb see <https://www.ccpc.org.uk/newsletters/CCPCNewsletter115.pdf>

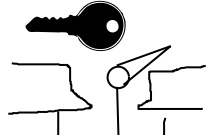
Knotlow Cavern Moneyash



Lathkill Head Cave Garden Path Lathkill Dale



Ginged section



16

Or rebelay

13

Concrete Steps

35

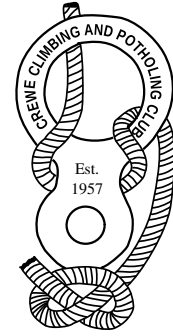
13

Alternative

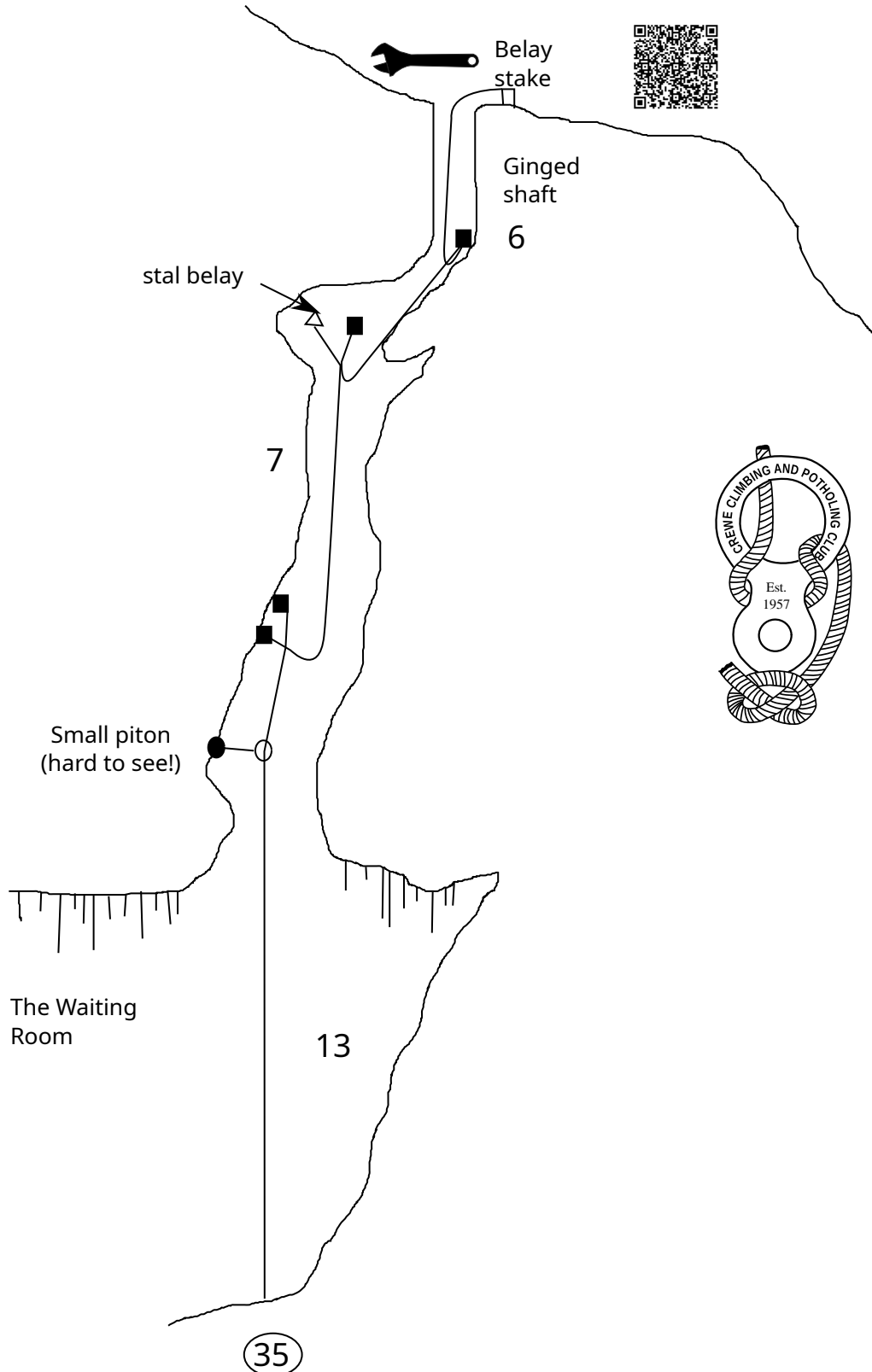
Deviation helps keep clear of the roof straws.

10

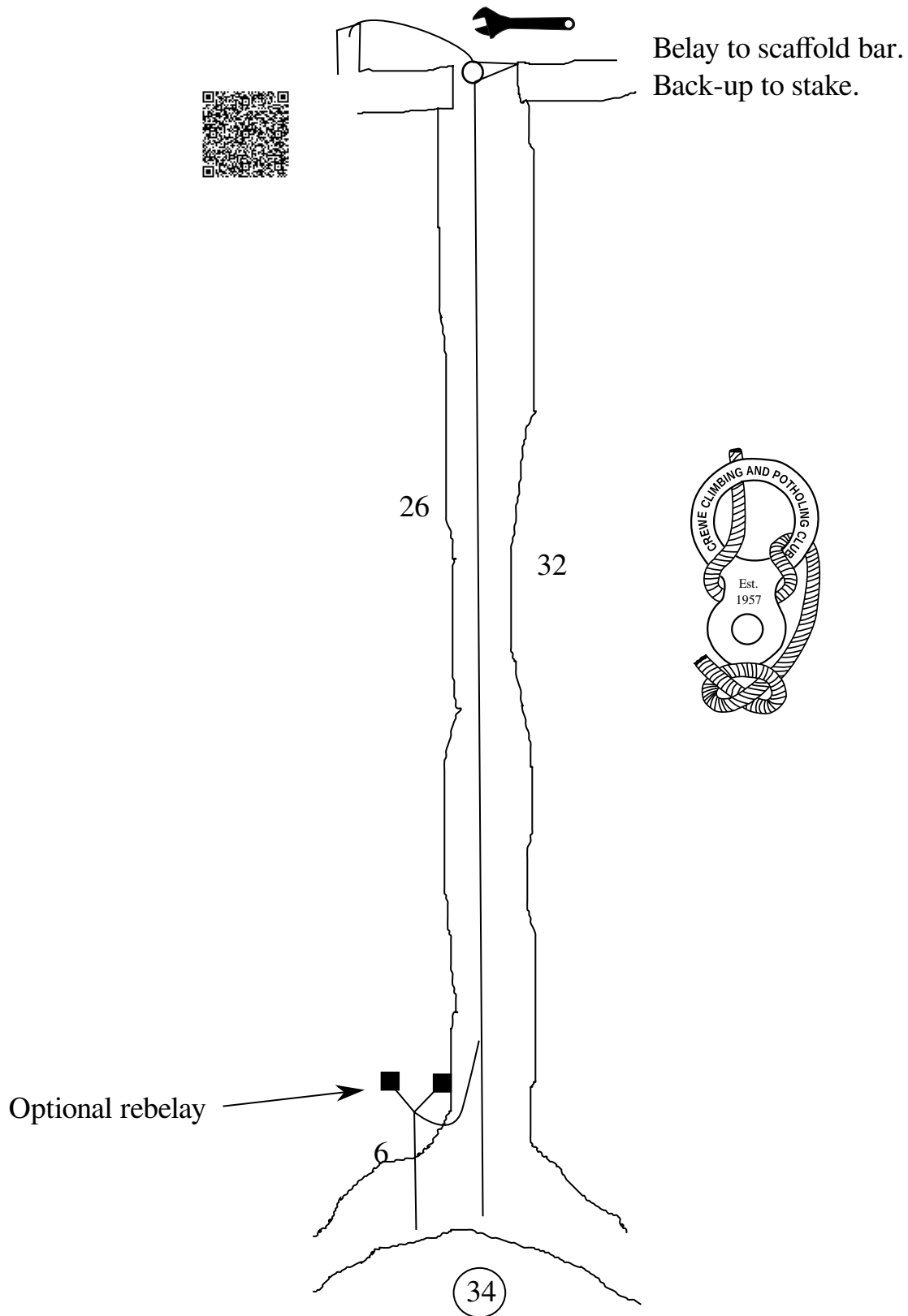
30



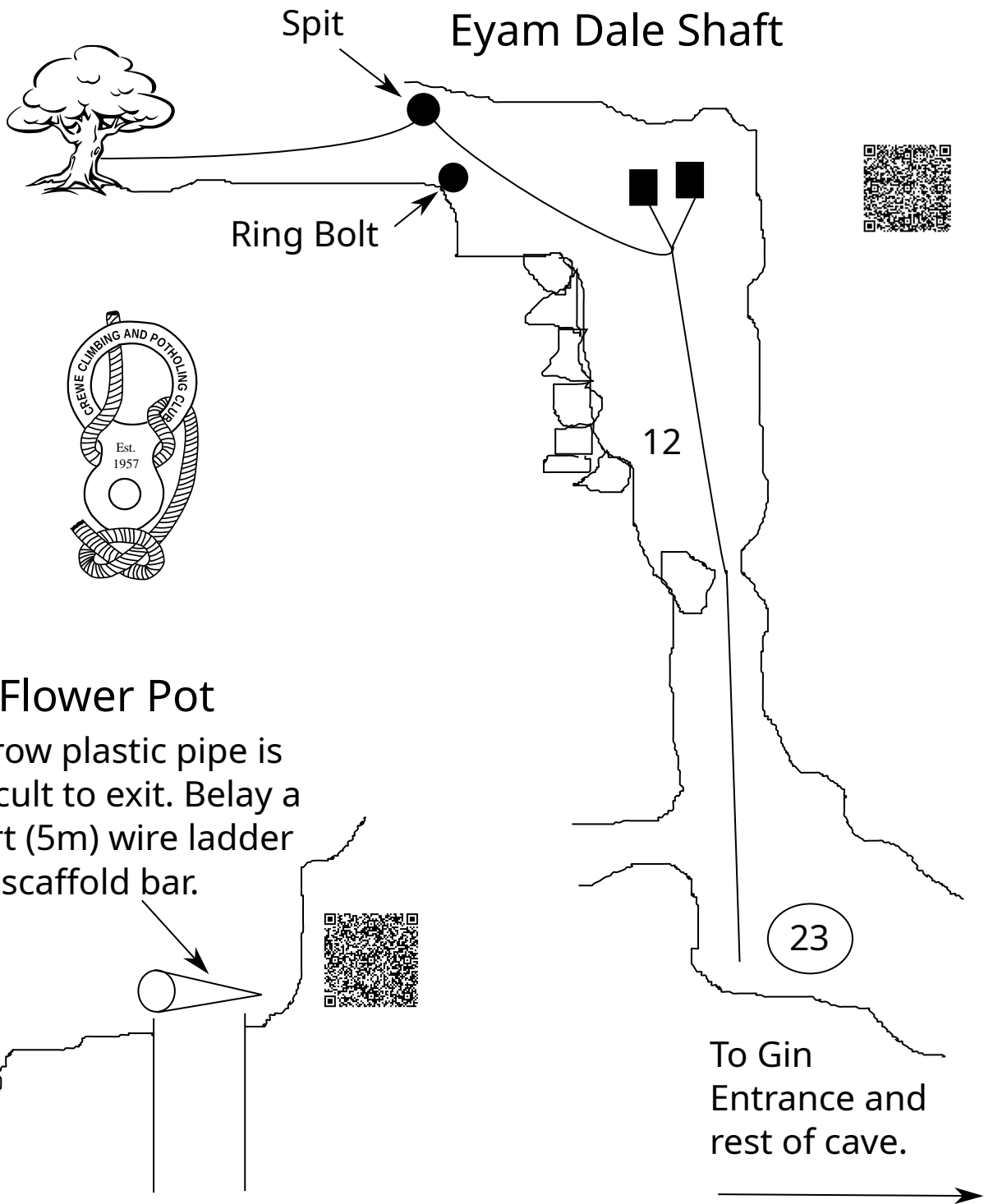
Lathkill Head Cave Top Entrance Lathkill Dale



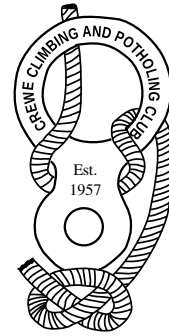
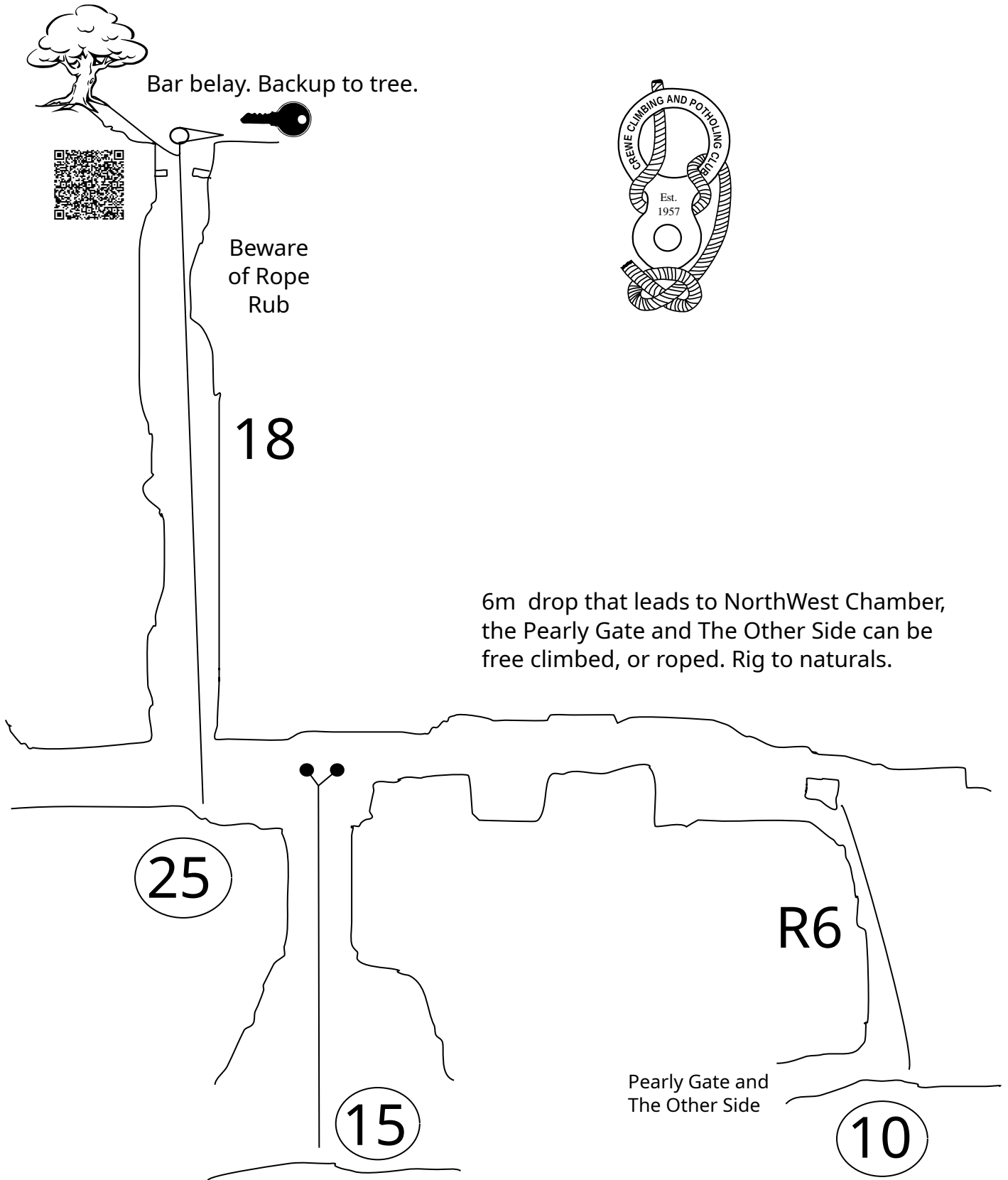
Water Icicle Close Cavern Lathkill Dale



Carlswark Cavern Stoney Middleton



Eyam Dale House Cave Stoney Middleton

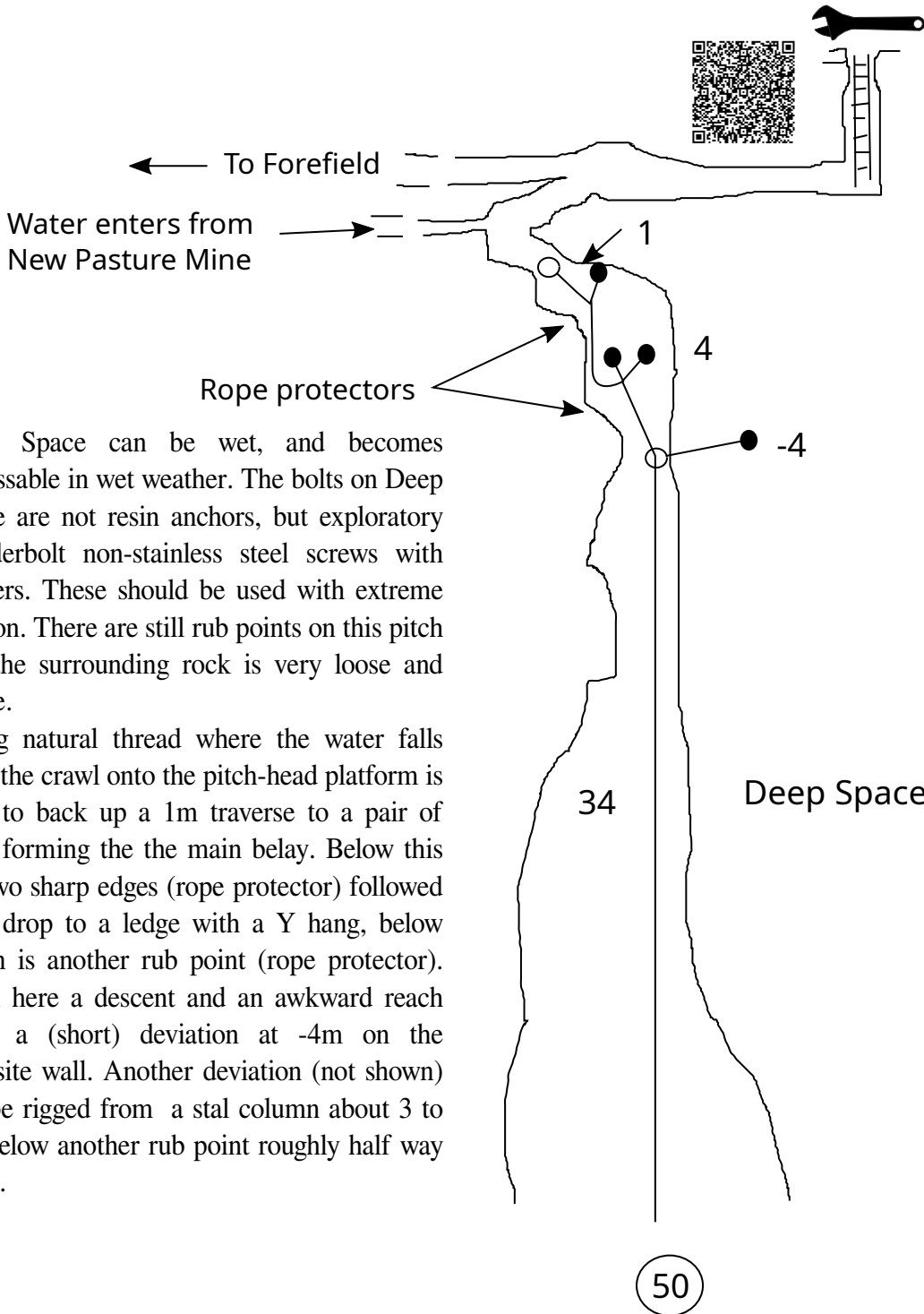


6m drop that leads to NorthWest Chamber, the Pearly Gate and The Other Side can be free climbed, or roped. Rig to naturals.

Hungerhill Swallet

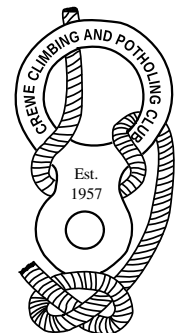
Stoney Middleton

50m rope, 4 maillons, 2 deviation slings (1 short) + 2 krabs, 2 rope protectors.

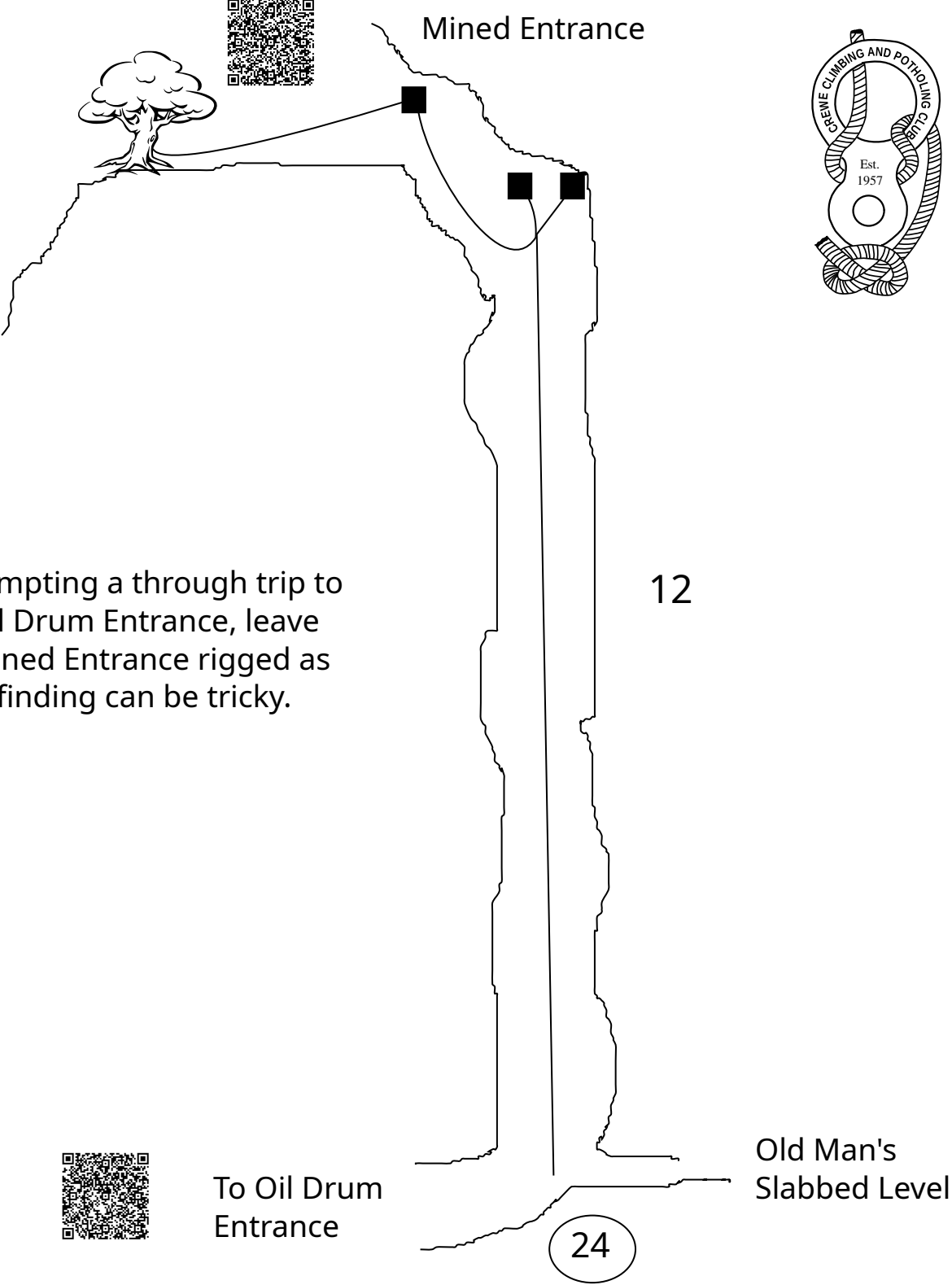


Deep Space can be wet, and becomes impassable in wet weather. The bolts on Deep Space are not resin anchors, but exploratory thunderbolt non-stainless steel screws with hangers. These should be used with extreme caution. There are still rub points on this pitch and the surrounding rock is very loose and brittle.

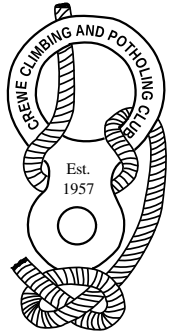
A big natural thread where the water falls from the crawl onto the pitch-head platform is used to back up a 1m traverse to a pair of bolts forming the the main belay. Below this are two sharp edges (rope protector) followed by a drop to a ledge with a Y hang, below which is another rub point (rope protector). From here a descent and an awkward reach gains a (short) deviation at -4m on the opposite wall. Another deviation (not shown) can be rigged from a stal column about 3 to 4m below another rub point roughly half way down.



Lay-by Pot Stoney Middleton

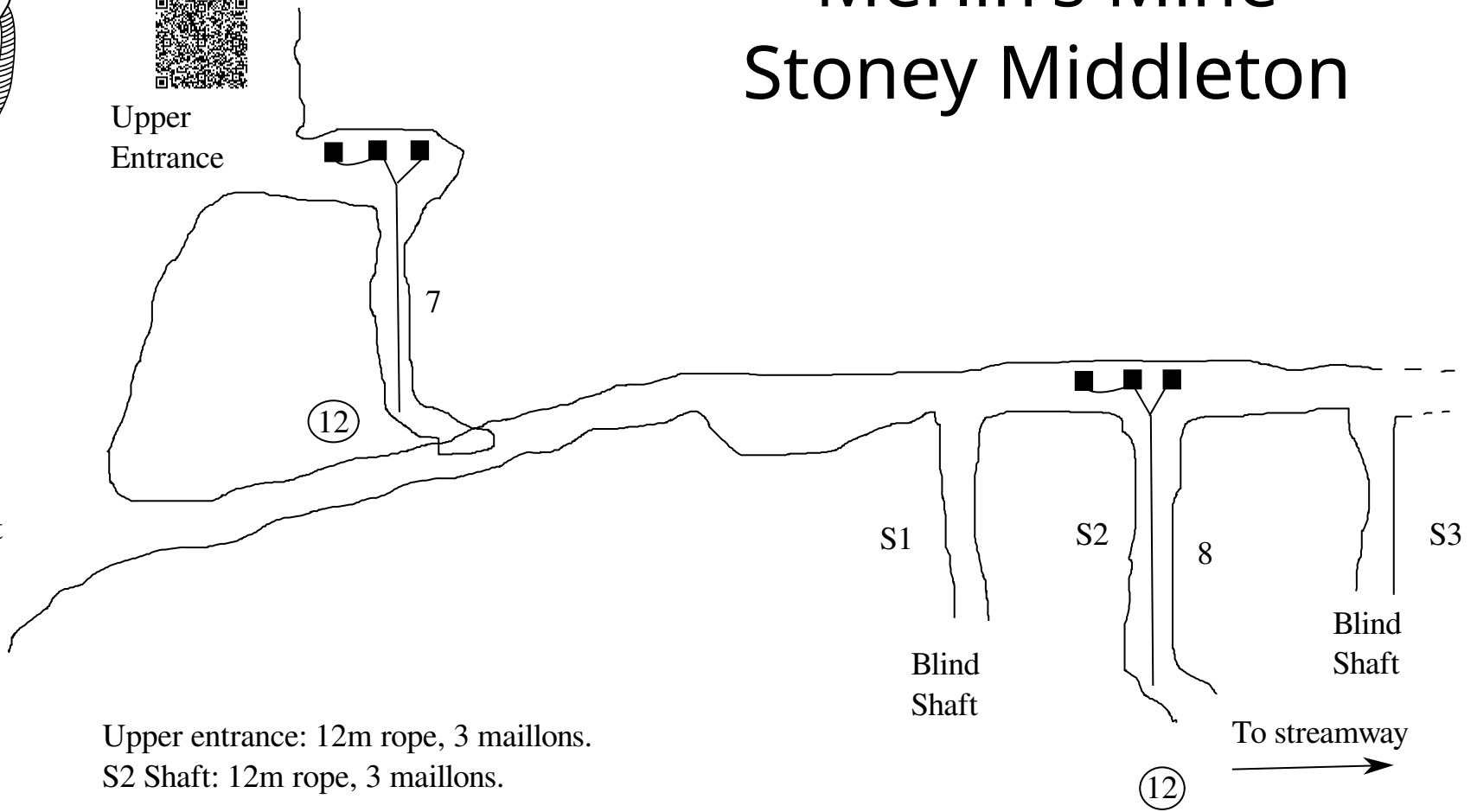


Merlin's Mine Stoney Middleton



Upper
Entrance

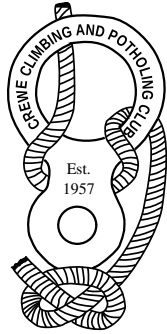
Lower Adit
Entrance



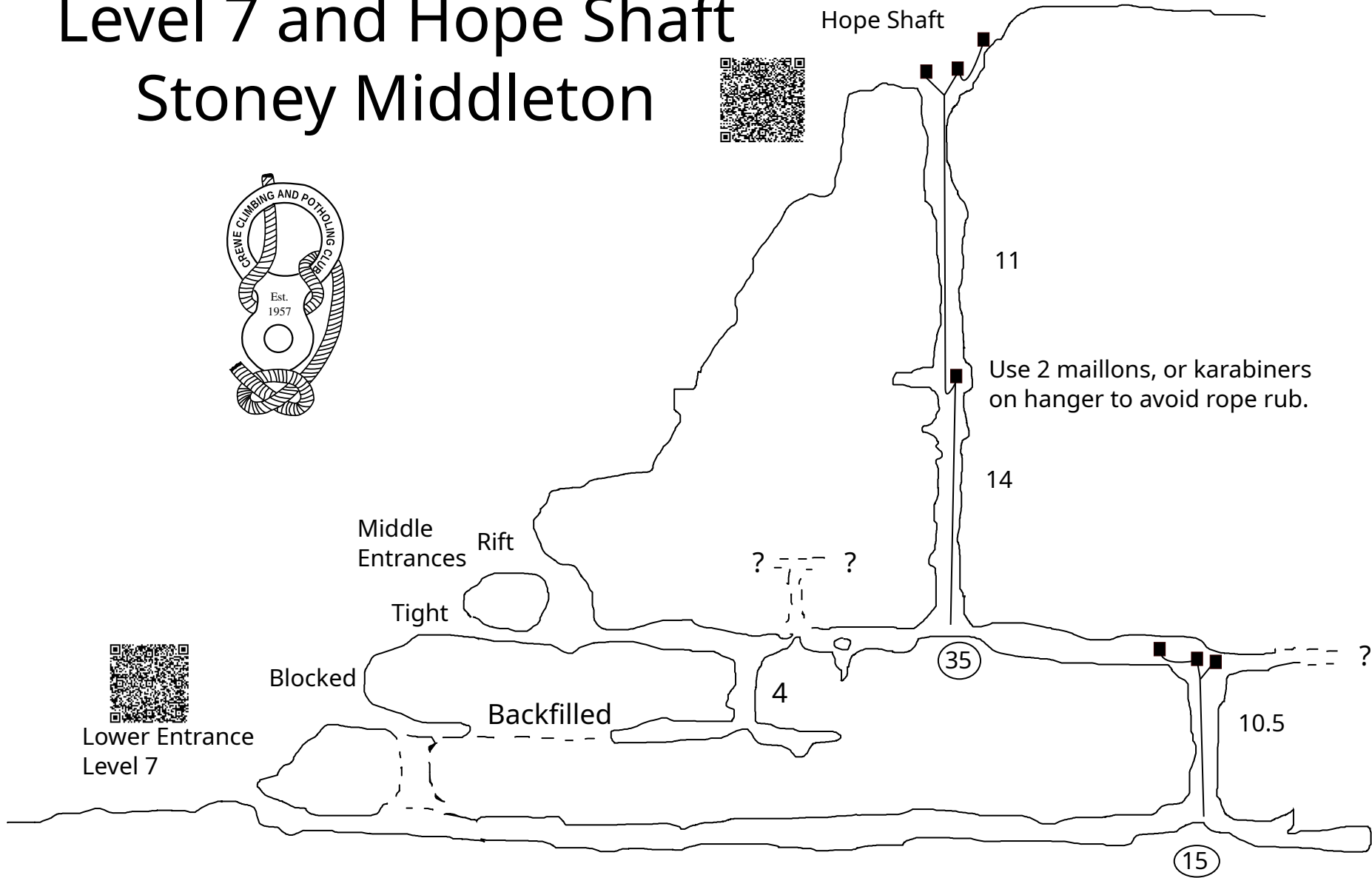
Upper entrance: 12m rope, 3 maillons.

S2 Shaft: 12m rope, 3 maillons.

Middleton Dale Mine Level 7 and Hope Shaft Stoney Middleton

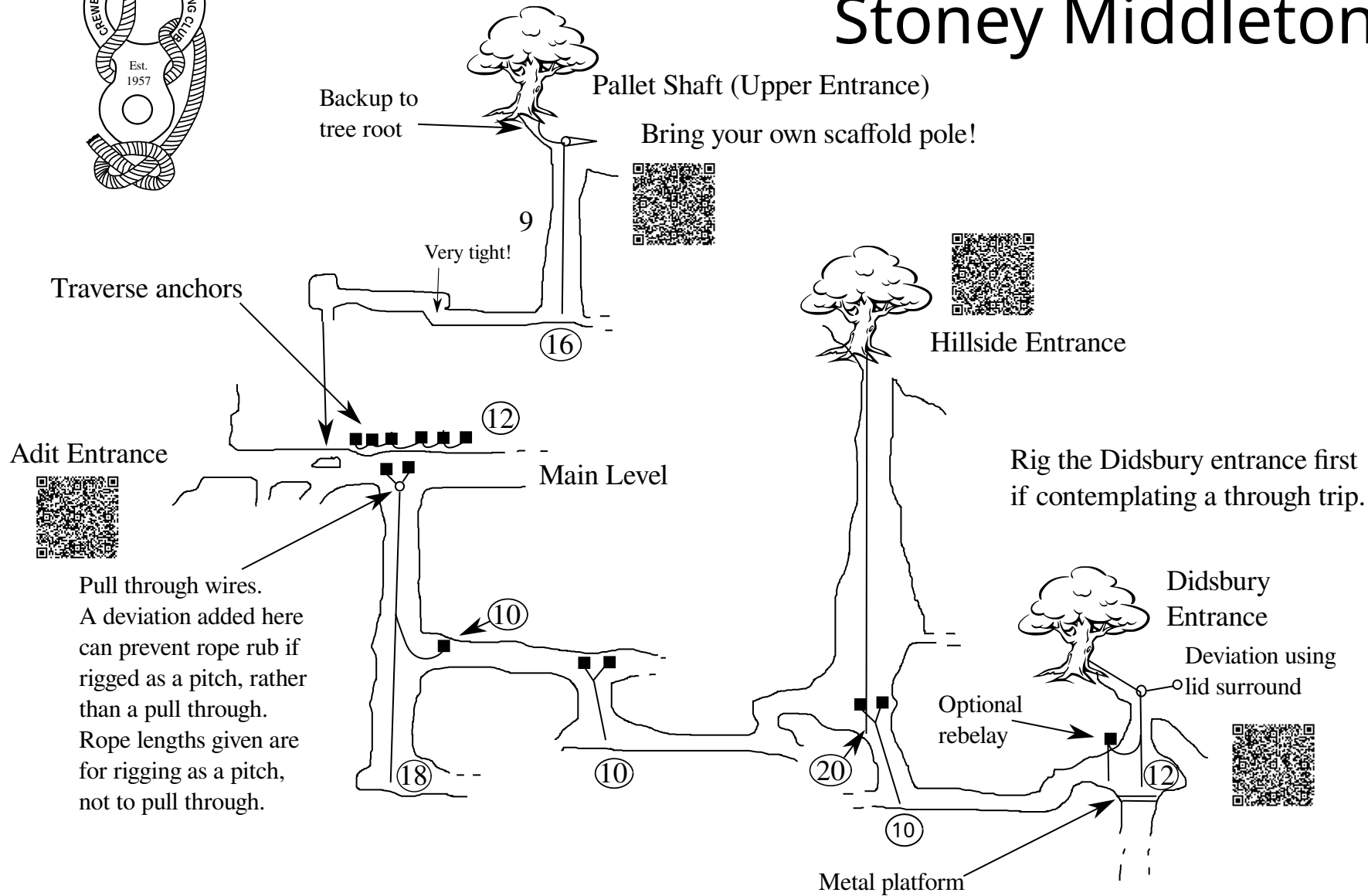
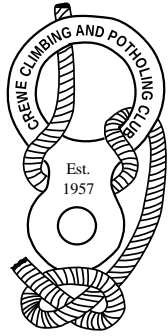


Lower Entrance
Level 7



Equipment: Hope Shaft, 35m rope, 5 maillons. Pitch 2, 15m rope, 3 maillons.

Nickergrove Mine Stoney Middleton



Pull through wires.
A deviation added here
can prevent rope rub if
rigged as a pitch, rather
than a pull through.
Rope lengths given are
for rigging as a pitch,
not to pull through.

Putwell Hill Mine Wye



The Ravine Entrance is situated on the right-hand side of the shallow ravine which runs uphill from the obvious mining remains above the track. A flat out crawl under the wall quickly enlarges to crawling height, and leads to the first pitch, a 7m. shaft (loose), with further workings beyond. The pitch lands at a junction, where an awkward climb down, between boulders, leads to the head of the second pitch, an unstable slope, in a huge rift, ending with a 6m. free hang to reach the lower workings. Rig the slope and pitch together. Back above the boulders, a gritty crawl leads to a separate slope down into another huge rift in the opposite direction, which eventually leads to the base of the capped shaft entrance (daylight visible, but no exit possible).

Equipment:

First pitch: 15 m. rope (to allow back up to boulder),
plus 8 mm bolt and hanger (two other hangers in place)

Second pitch: 35 m. rope (to rig from boulders),
plus six 8 mm bolts and hangers

