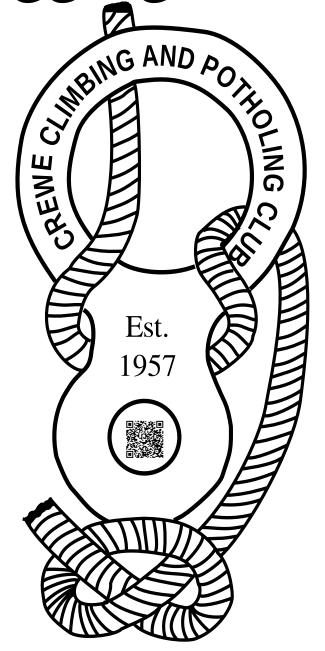
Peak District Rigging Guide



Edition 18.3
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.

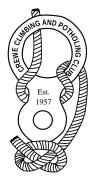
The provision of a rigging topo, or other rigging details does not mean that access to the cave is allowed, or safe. Check on the Derbyshire Caving Association's (DCA) Peak District Caving web site for the latest access information (https://www.peakdistrictcaving.info). Peak District Caving also gives 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.

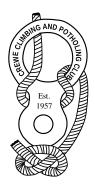
If you are unsure about SRT, or safe rigging methods then we recommend joining a reputable club, or attending a training course. These rigging guides are provided for the use of experienced cavers only. The provision of a guide does not mean that the route is safe and the caver must use her, or his own 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.



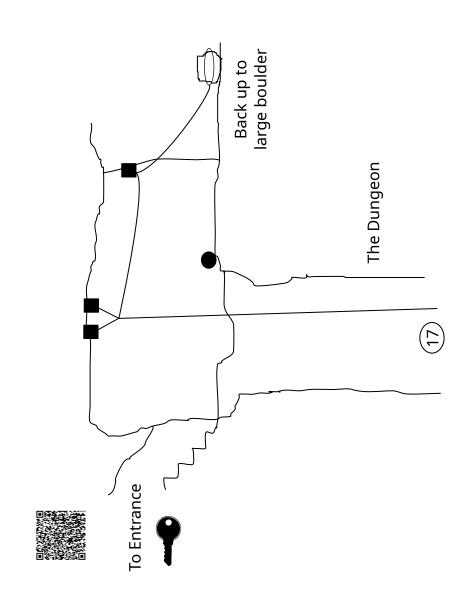
Key

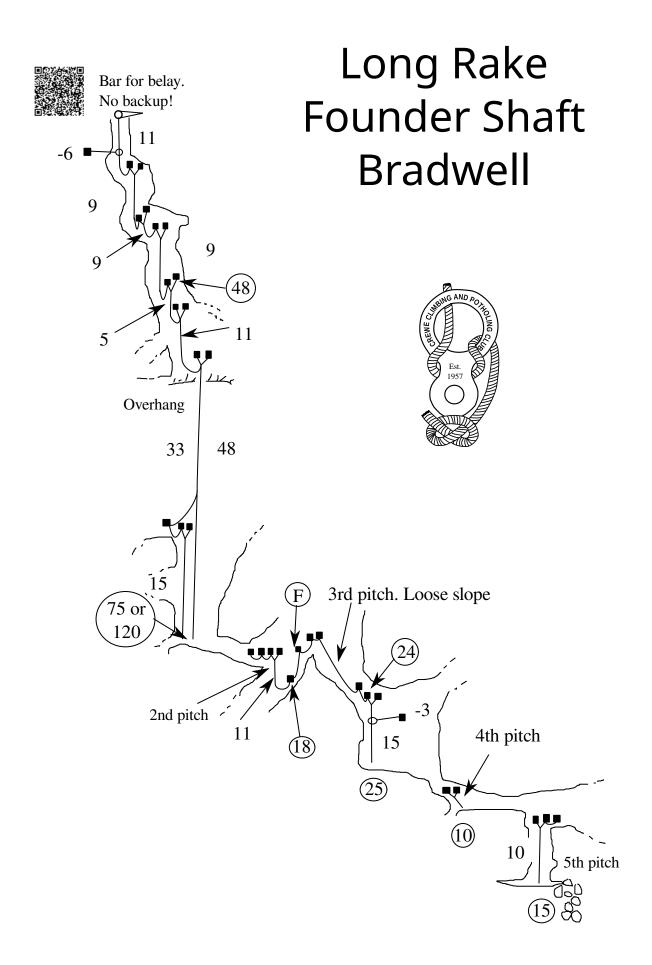
9 Pitch depth (metres) Descent distance to deviation (m) Rope length (m) Rope length for entire route (m) Thread belay. Natural, or drilled Scaffold bar belay 8mm spit, rawl bolt etc Stainless steel permanent anchor IC, Eco, BP, DMM, goujon, P38, Fixe etc. Spike, or flake Deviation Fixed ladder Pull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

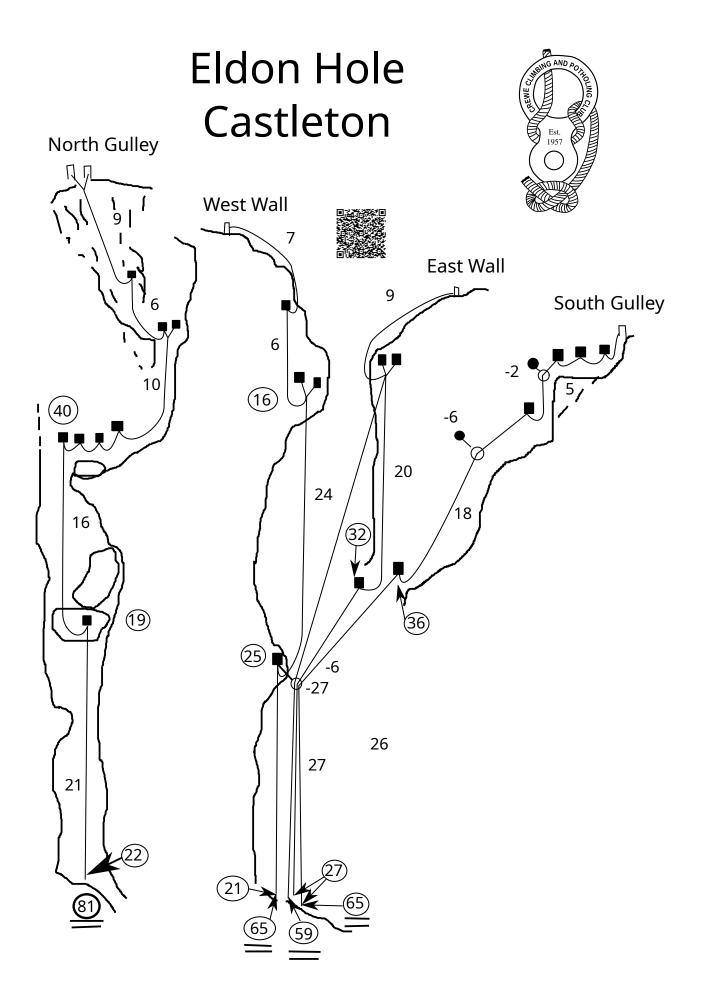
Flowing water (normal conditions)

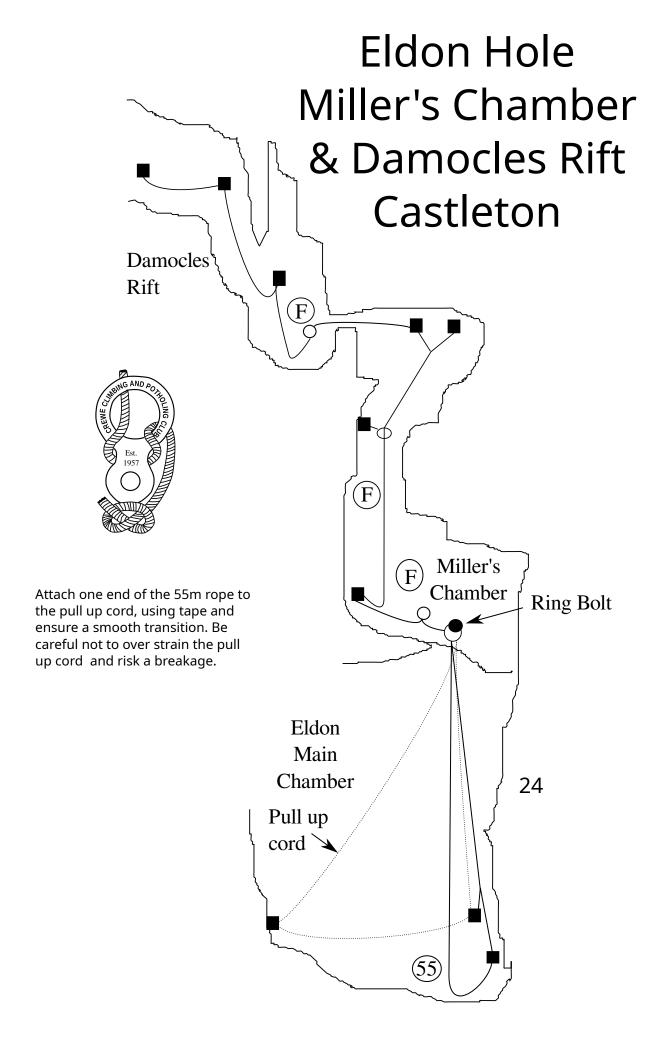


Bagshawe Cavern Bradwell





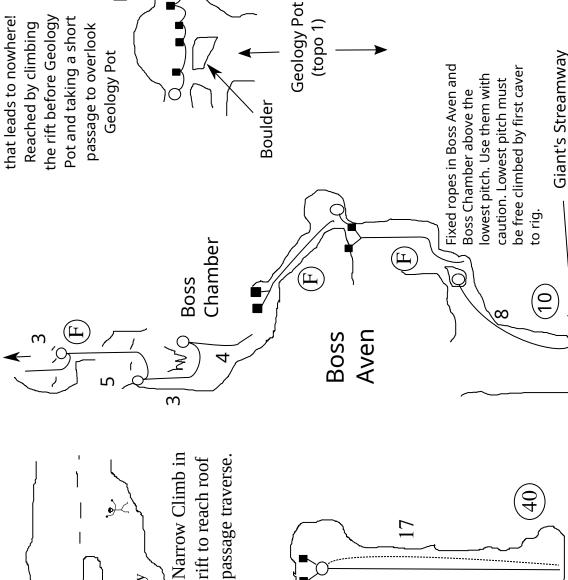




. To Geology Caution. Fixed rope on suspect anchors! (16)Corkscrew Aven To East Canal \$ Plug Hole Bad Step Traverse Spout Hall Cascade Giant's Hole topo 1. Main Route \otimes 1 1/2 Eating House & Bad Step Traverse Optional hang & deviation To Crab Walk, Maggin's Rift, Castleton Optional. Reduces for use in wet weather risk of rope theft. Alternative Y hang arm. Cascade leading to Far Curtain \sim 2 6 Garland's Pot used to rig Garland's There are threads and normal route is wet, anchors that can be Pot on the right hand side if the or crowded. 12 Useful with novice parties Thread belays upstream. (V) Geology Pot (21) \Box 0 From Plug Hole -

Carnival Aven the rift before Geology Pot and taking a short :hat leads to nowhere! Reached by climbing passage to overlook An interesting climb Giant's Hole topo 2. Other Pitches Castleton E Rig to let larger cavers explore the Upper Streamway Basecamp Chamber Last person can pull down to derig.

9



From Entrance

One way of getting down from from the Upper the Upper Series. Climbing **Pull Through** Series to the Crabwalk

down is possible closer to

Garlands Pot

Streamway

Basecamp Chamber

Upper

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

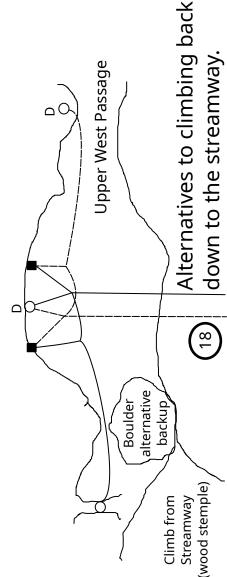
 \Box A high level route around the right hand side (facing downstream) of Garlands Pot. Optional \Box A climb up to a 4m long tunnel, followed Some of the thread belays are drilled. by a pitch to wide ledges. \Box 20 21/2 Chert Hall

□ 0{

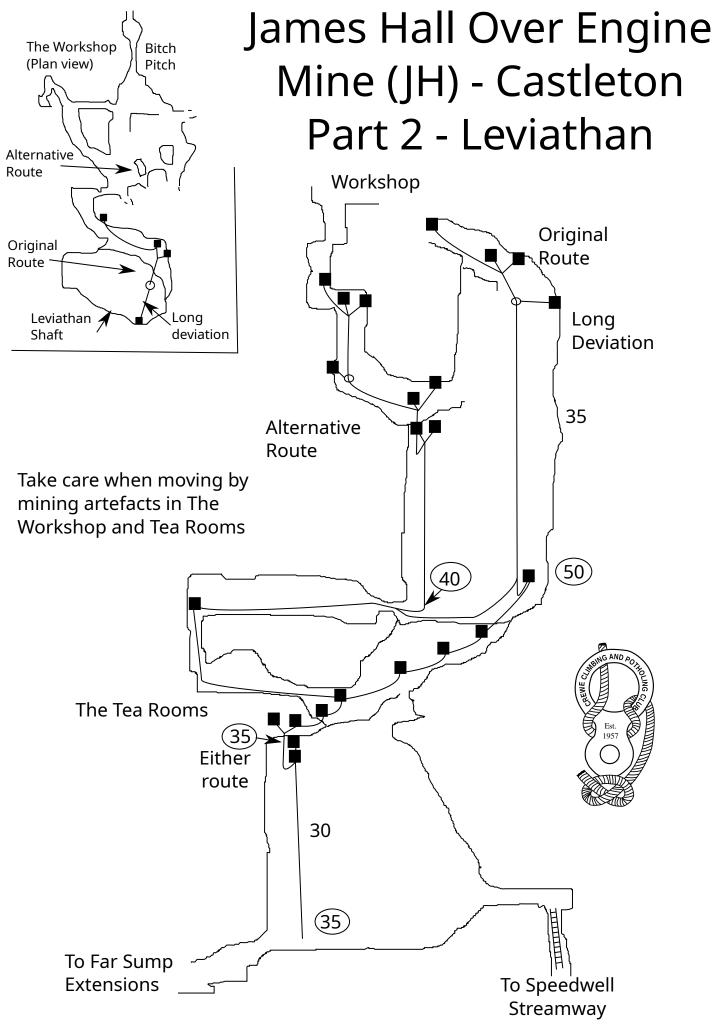
Garland's Pot ≥

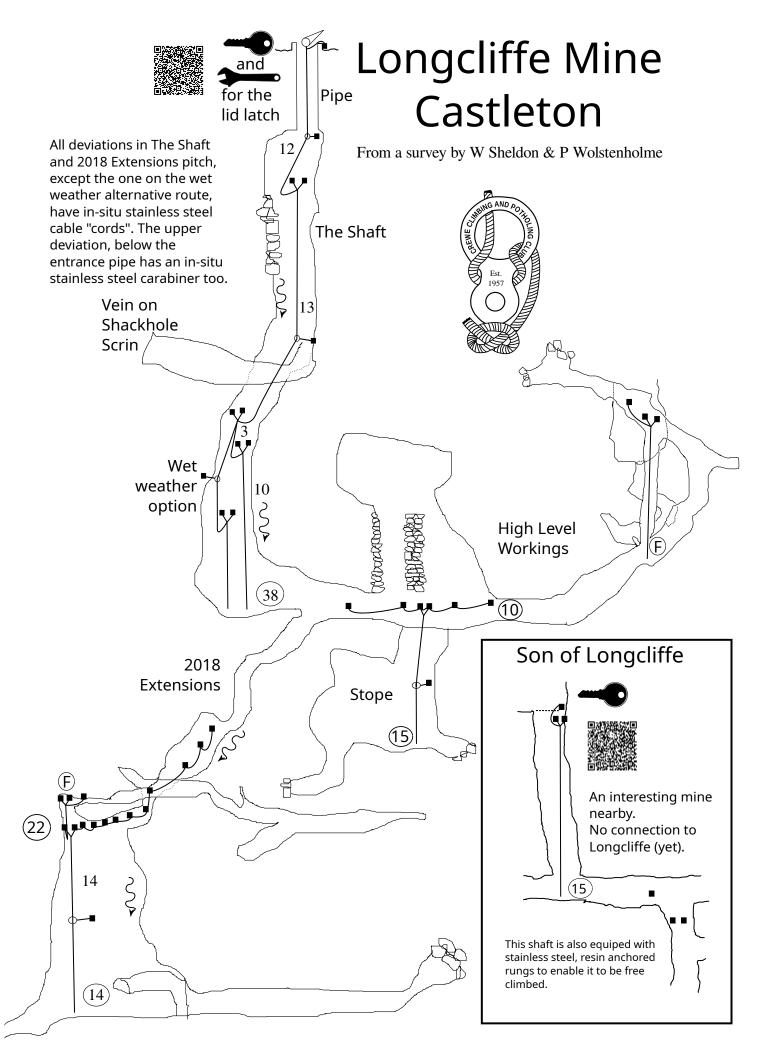
Jpper West Passage

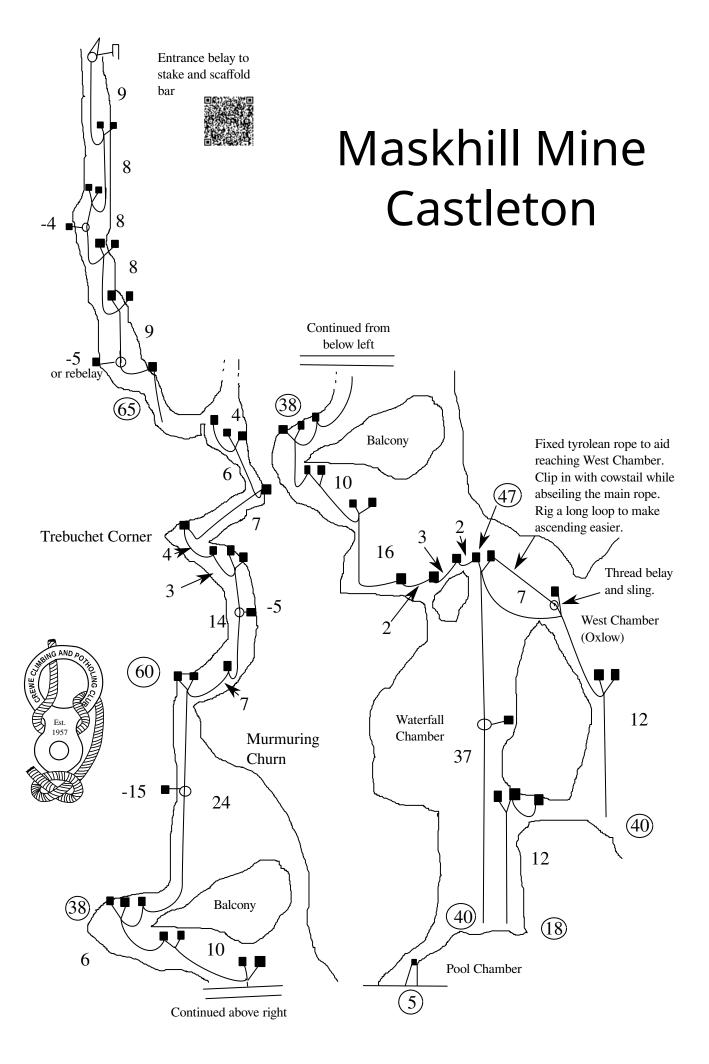
The Crabwalk

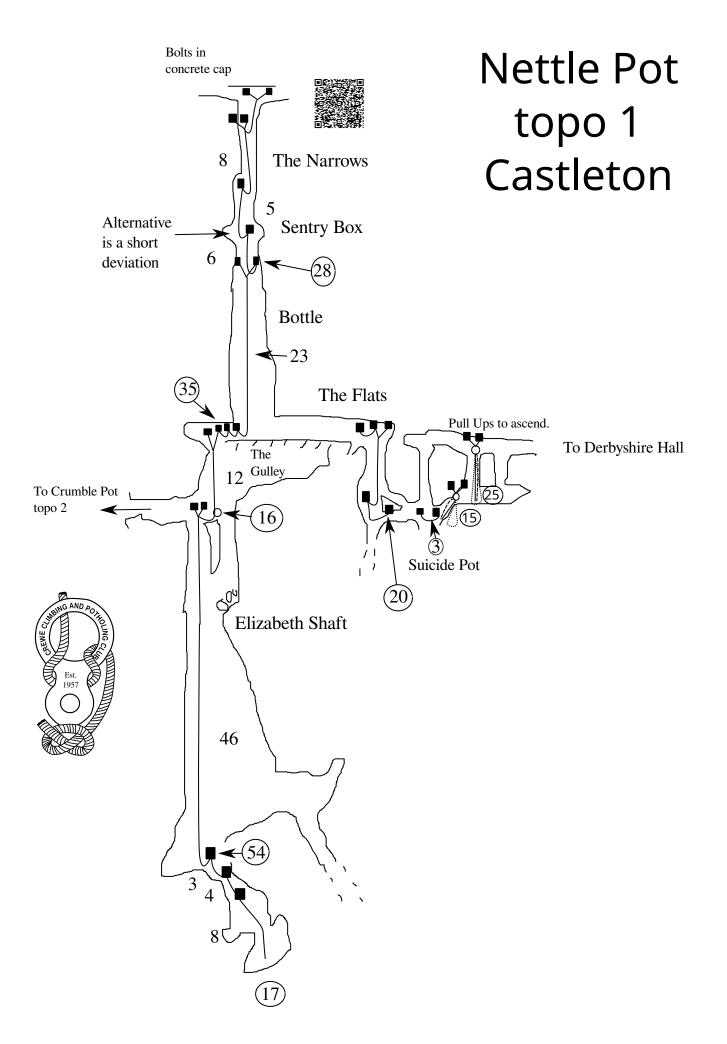


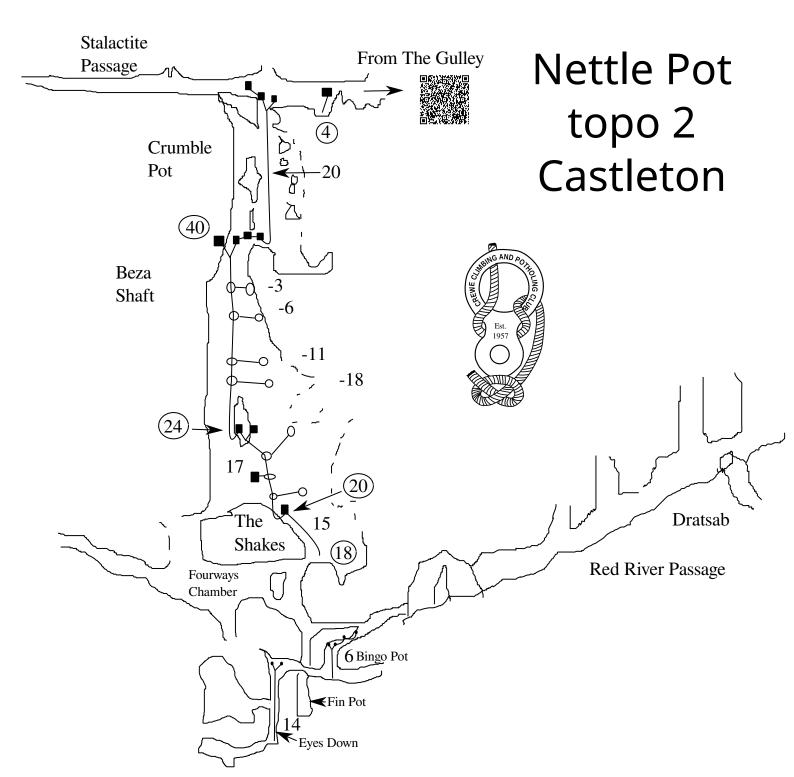
James Hall Over Engine Part 1. Surface to the Mine (JH) - Castleton Bitch Pitch Workshop Workshop Sling, or rope useful / for the return. 48 9 **Cartgate Level** Capped and lidded entrance, with belay bar. Back up eye bolts in the concrete cap Flooded stopes Optional rebelay, -20 or Y hang 9 48



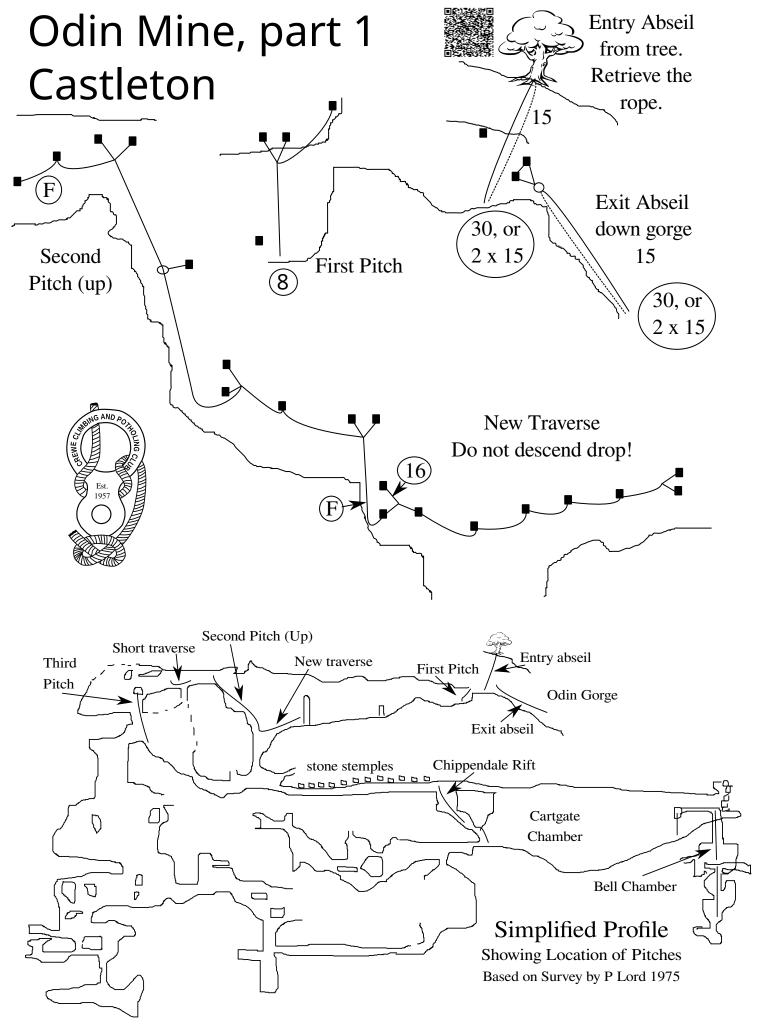




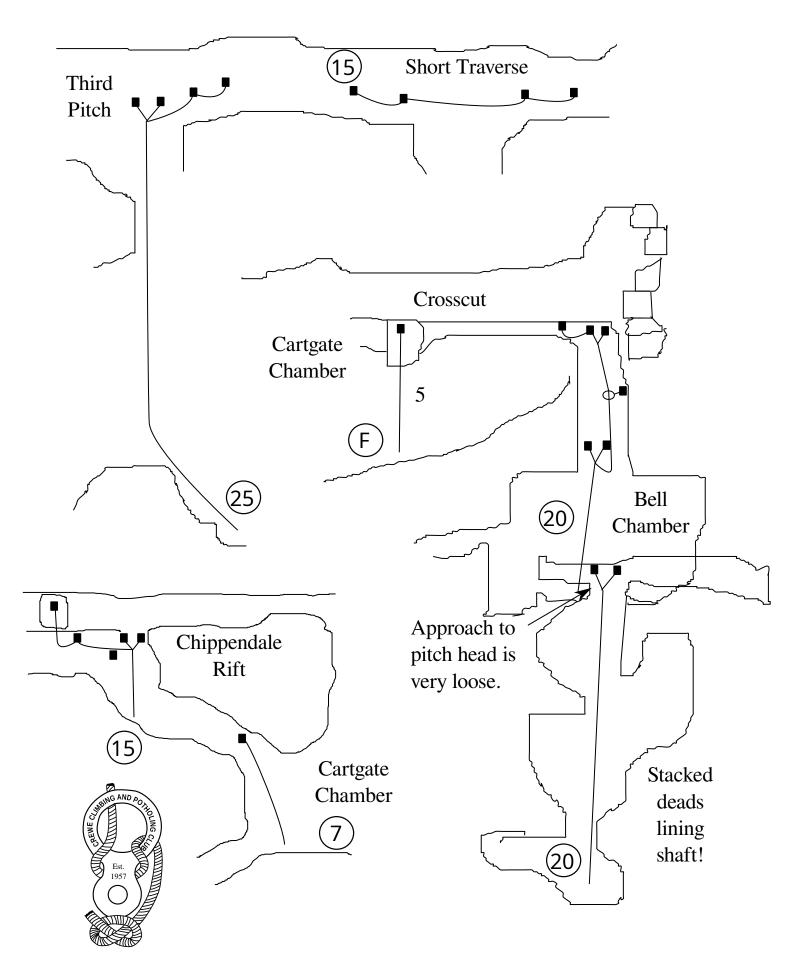


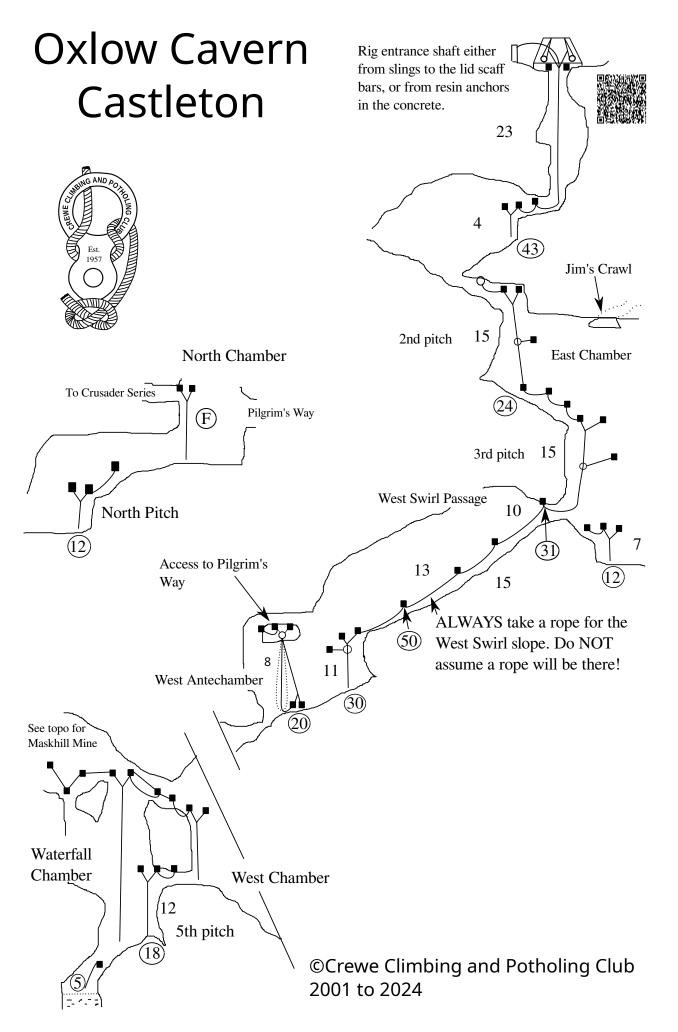


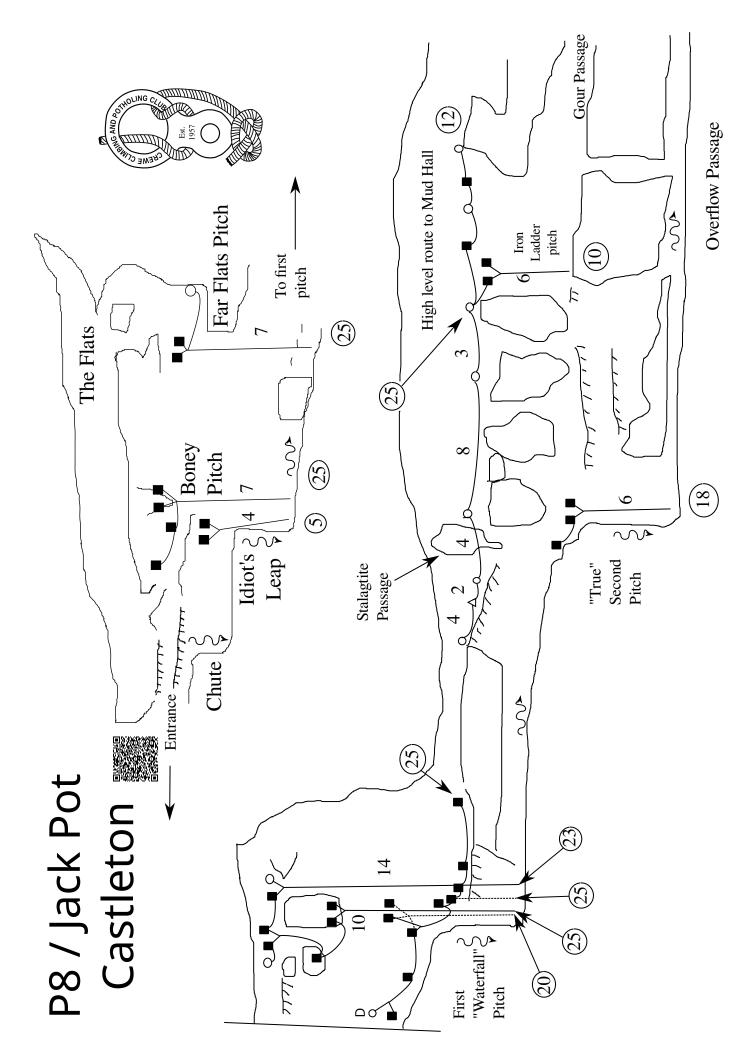
Hell: At the foot of The Shakes, continue down in to Fourways Chamber. A low crawl from here leads to Fin Pot, a 9m free climbable pitch, which can be equipped with a rope belayed from a large boulder. Carrying on over the top of Fin Pot leads to Easy Pickings, Red River Passage and Dratsab. A passage 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.

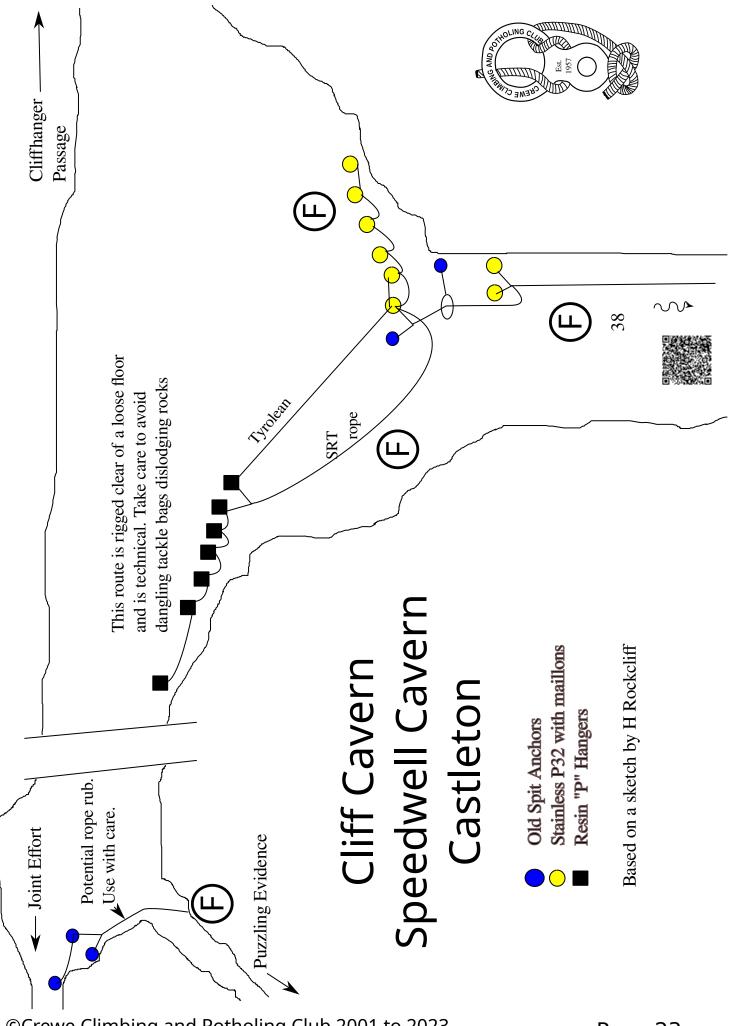


Odin Mine, part 2. Castleton



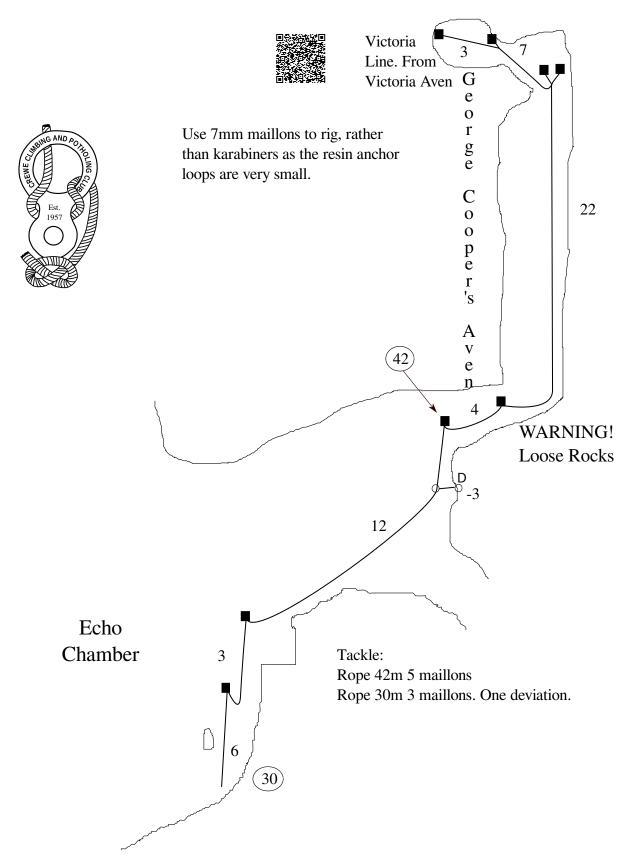




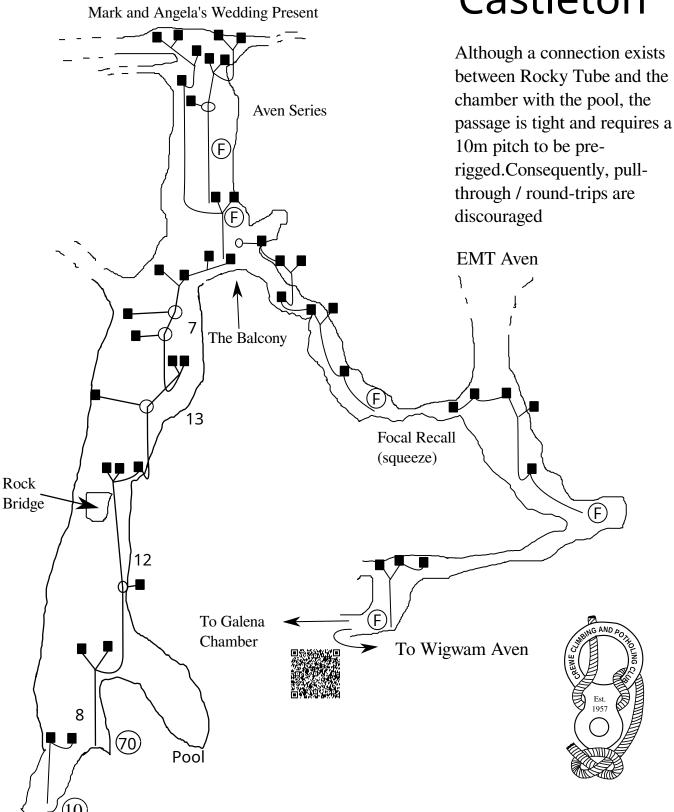


After John Cordingley Salmon's Cavern Ride of the Valkyries Peak Cavern / Speedwel Far Sump Extensions (28) 80 (55) Balcombe's Way Castleton To Far Sump Vortex 1 9 **Total Perspective Vortex** (20)Fingernail Chamber Calcite Aven Vortex 2 **Western Highway** Speedwell To JH and

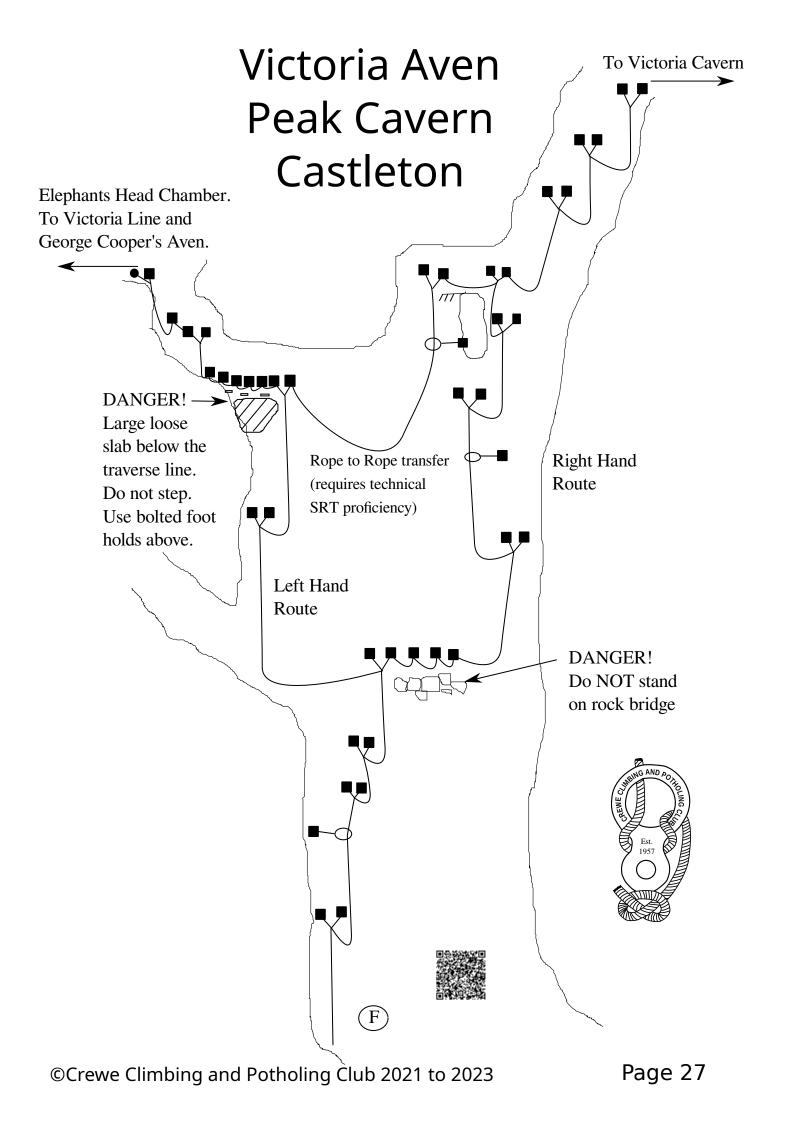
George Cooper's Aven Peak Cavern Castleton

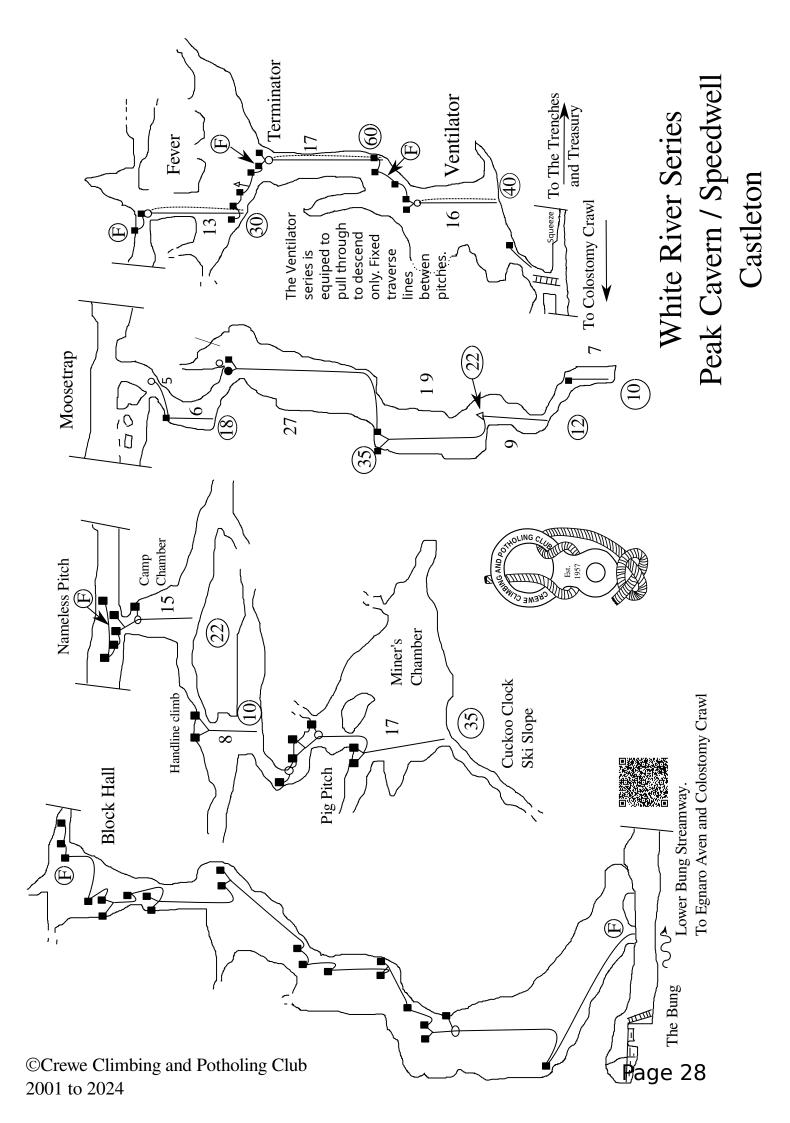


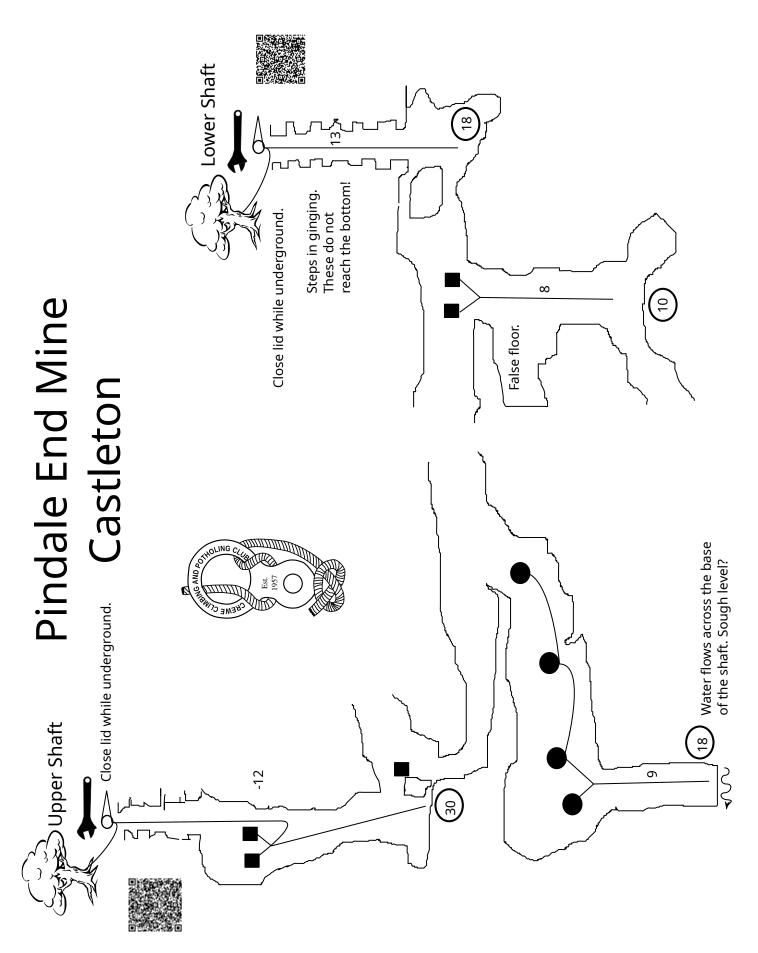
NCC Shafts Peak Cavern Castleton

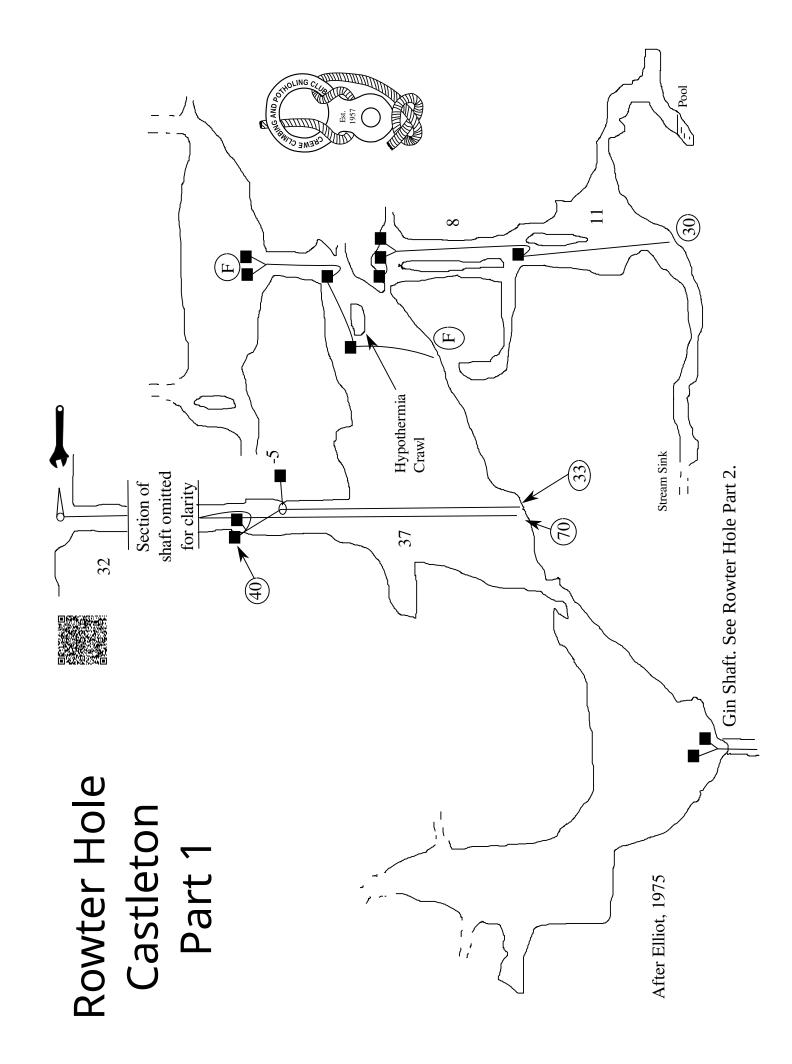


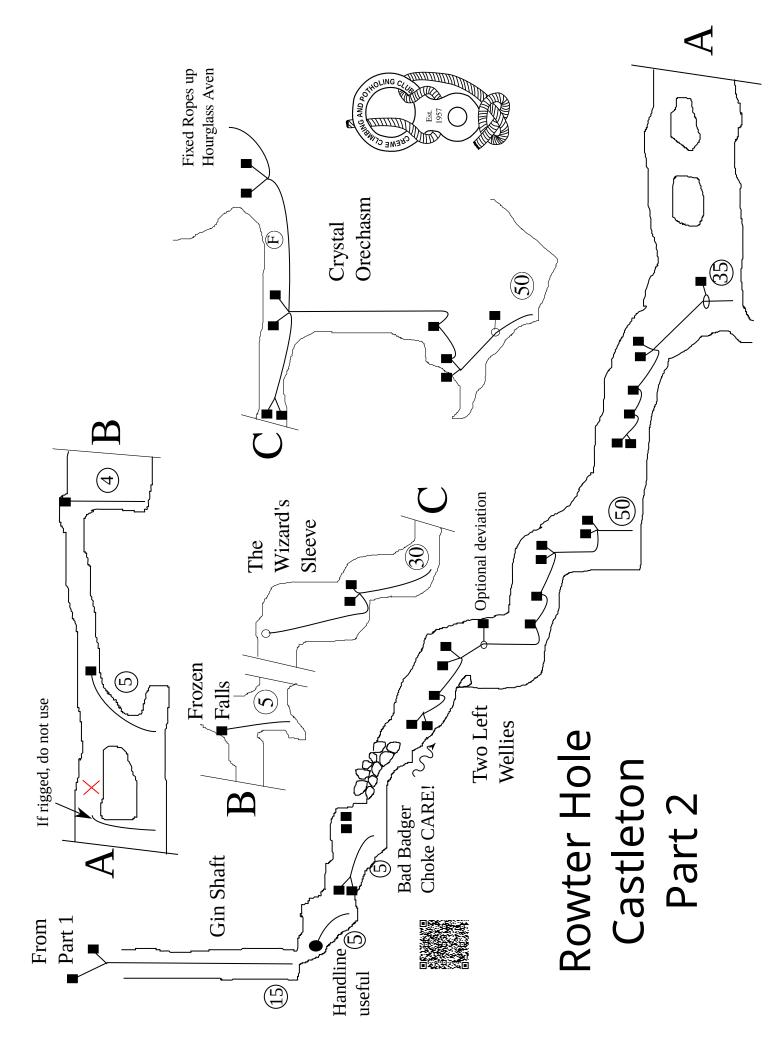
Based on survey by W Sheldon





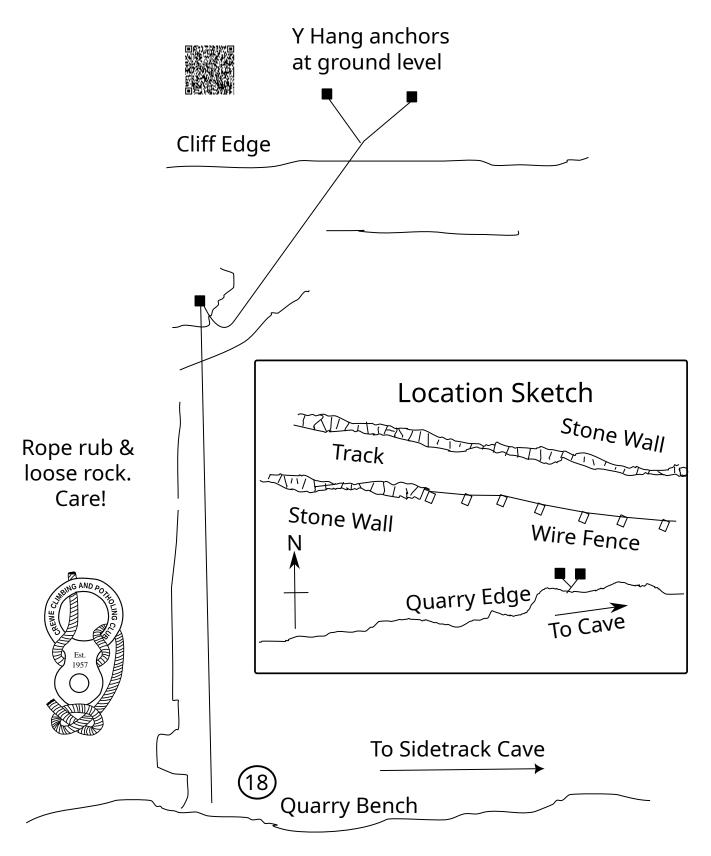




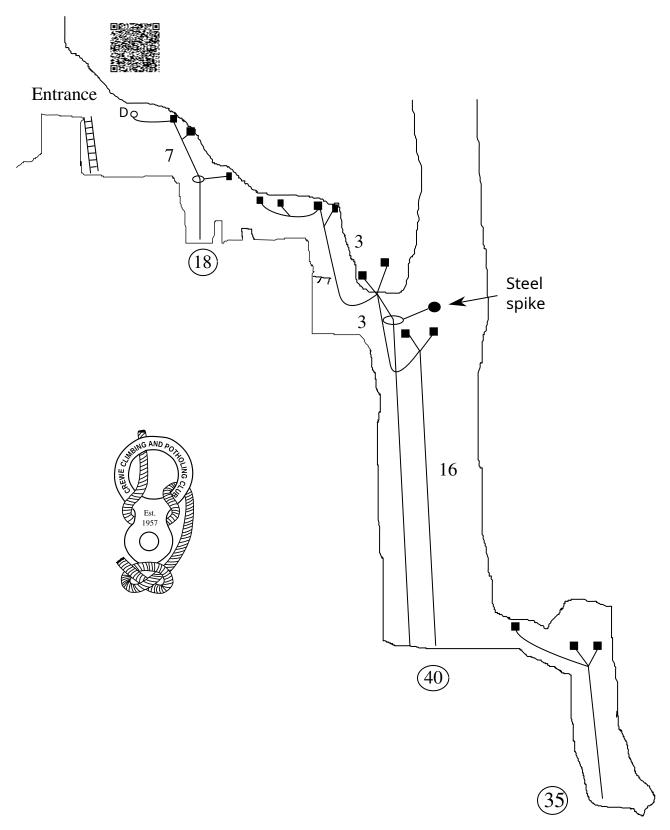


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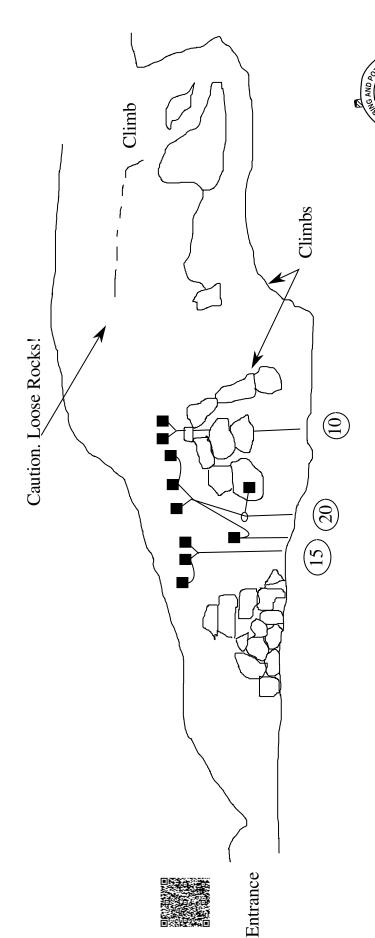
Sidetrack Cave Cliff Access Castleton



Snelslow Swallet Castleton



Suicide Cave Castleton



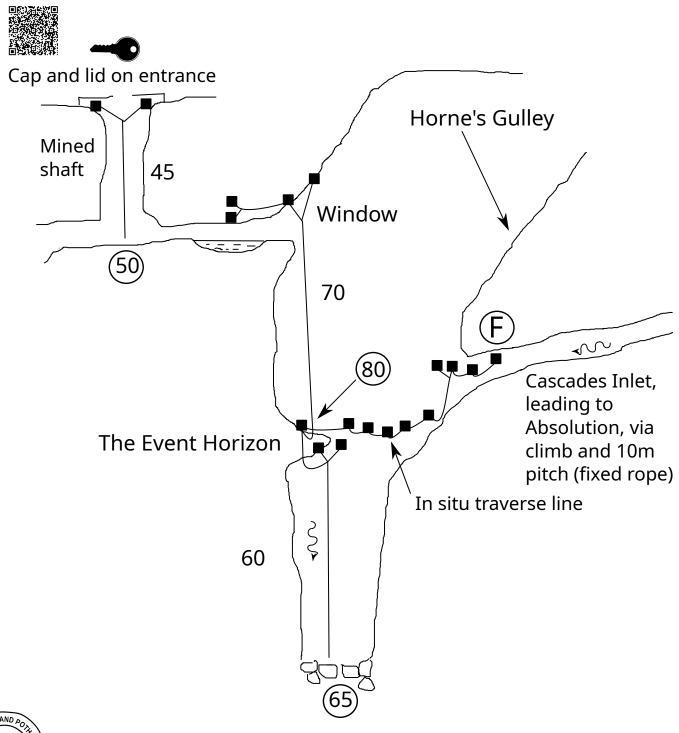
First Pitch: 15 m rope, 3 maillons.

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

for deviation.

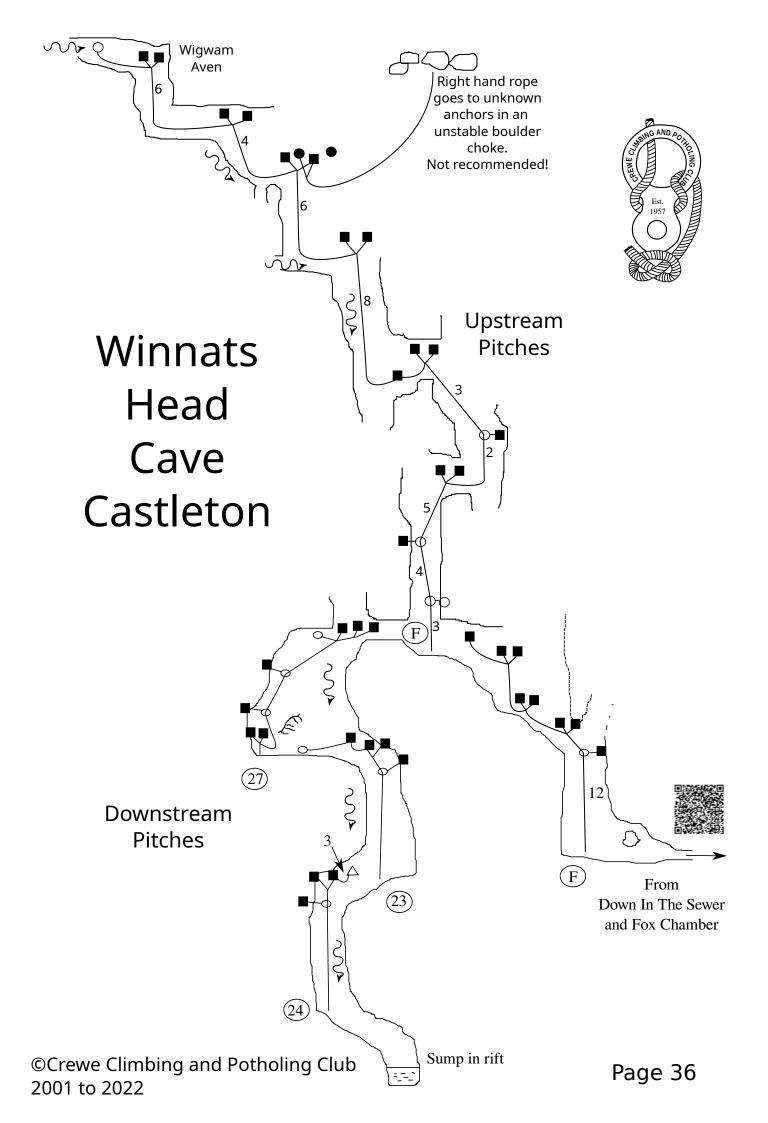
Third pitch: 10 m rope, 2 maillons.

Titan Castleton



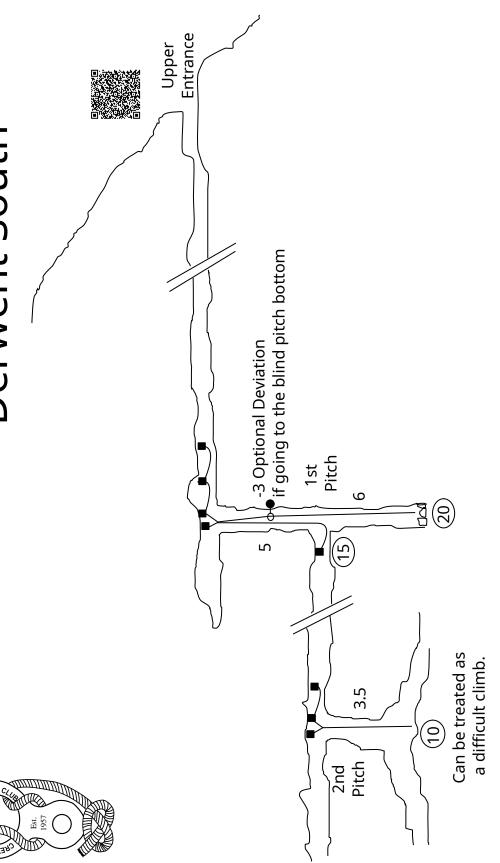


Boulder choke, leading down to Blarney's Breakdown and Far Sump Extensions, JH and Peak Cavern.

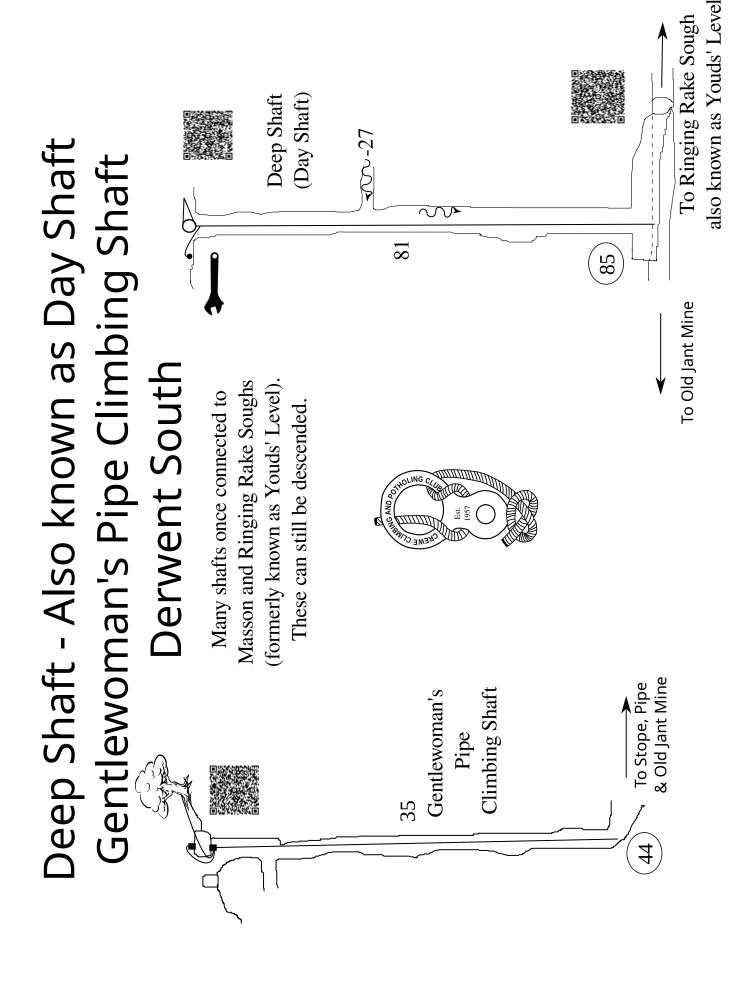


Middle Engine Mine **Derwent North** Do not attempt to descend shaft from the top. To Entrance (15) 26 -21 Loose Rocks. Care! 24 10 60Page 37 ©Crewe Climbing and Potholing Club 2024

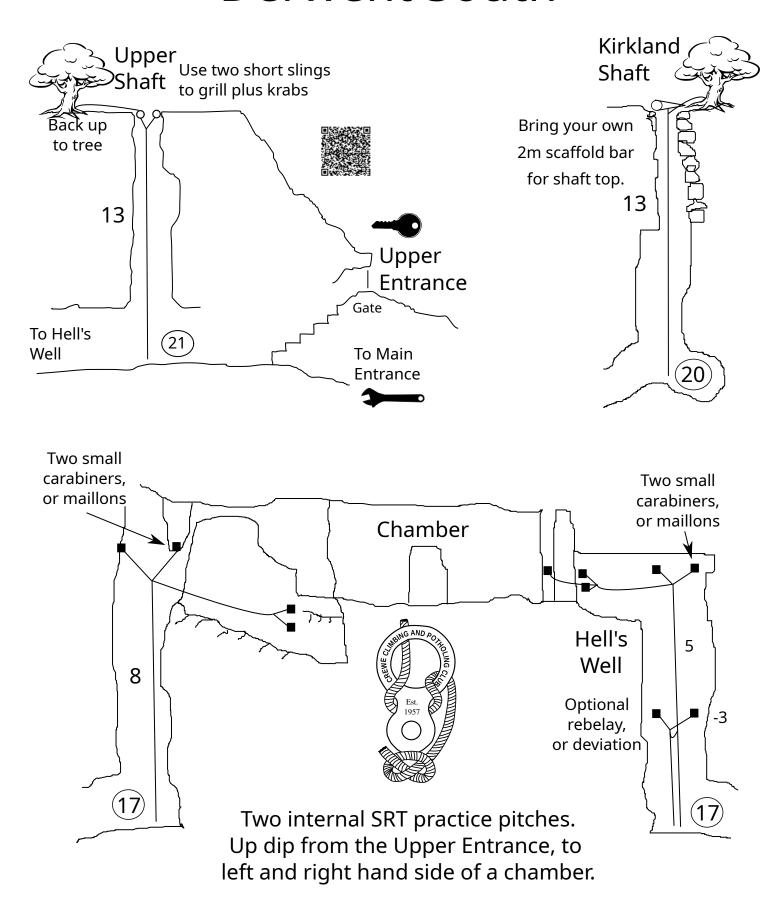
Clatterway Levels - Bonsall **Derwent South**

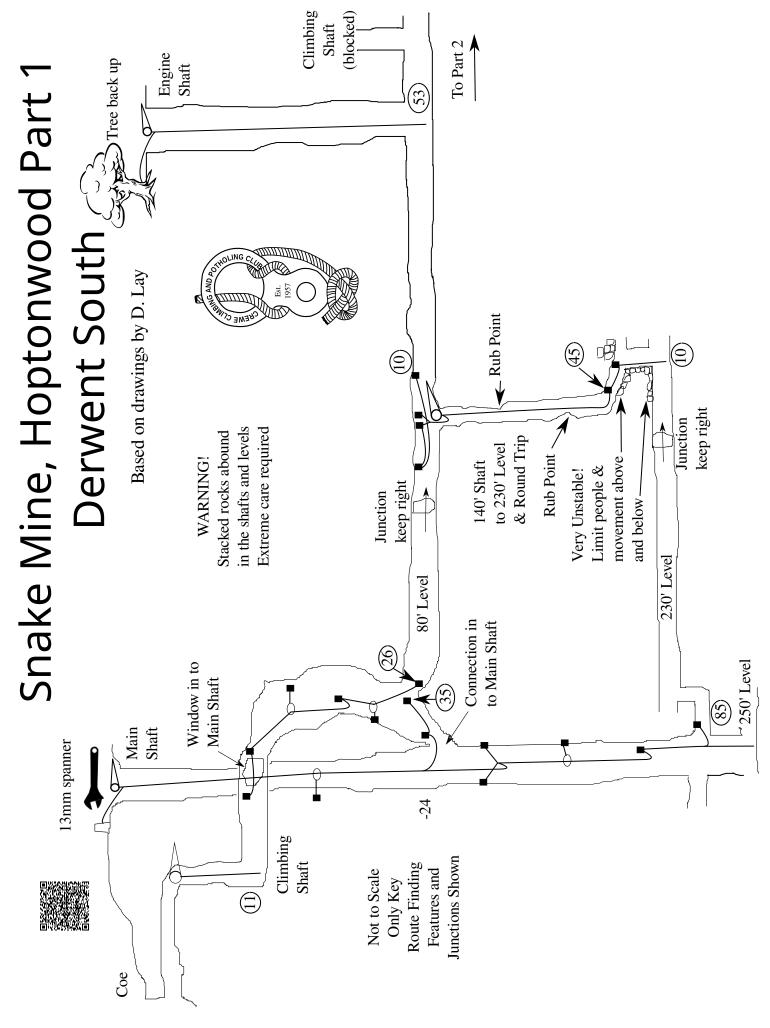


From a sketch by Steve Knox 2001. See https://www.ccpc.org.uk/newsletters/CCPCNewsletter73.pdf

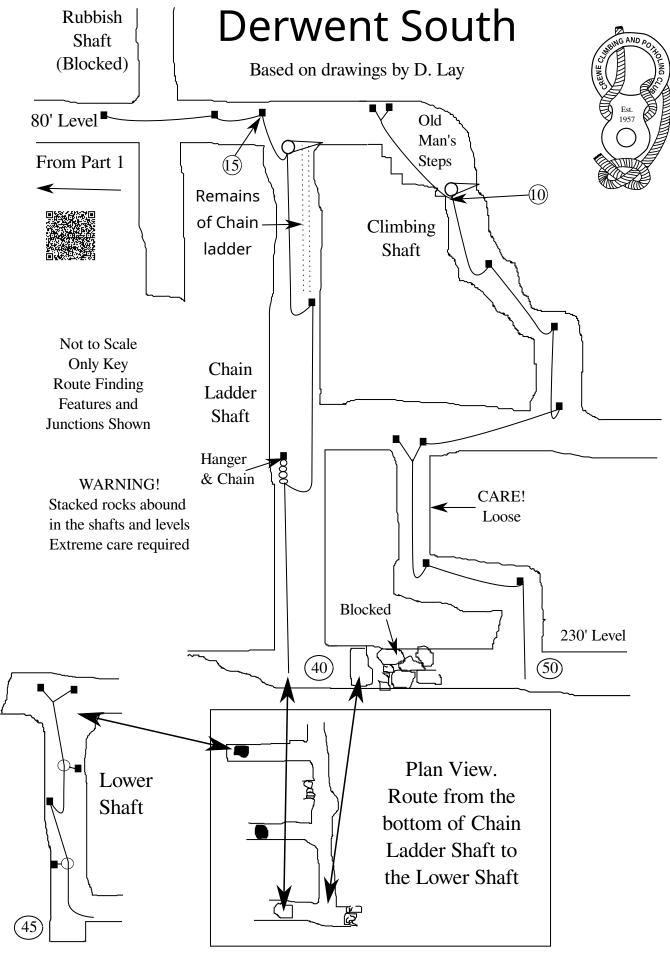


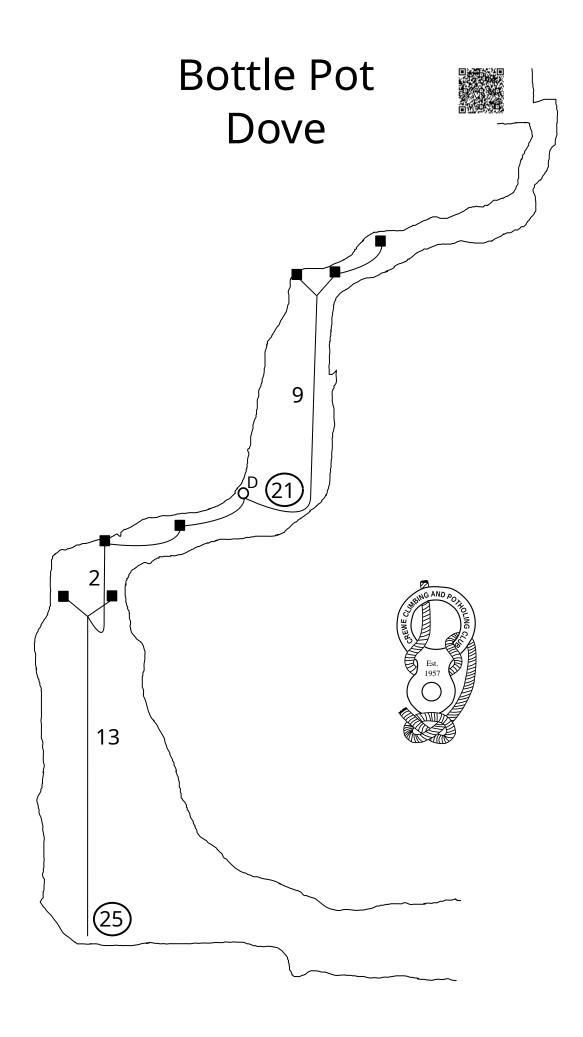
Devonshire Cavern Derwent South



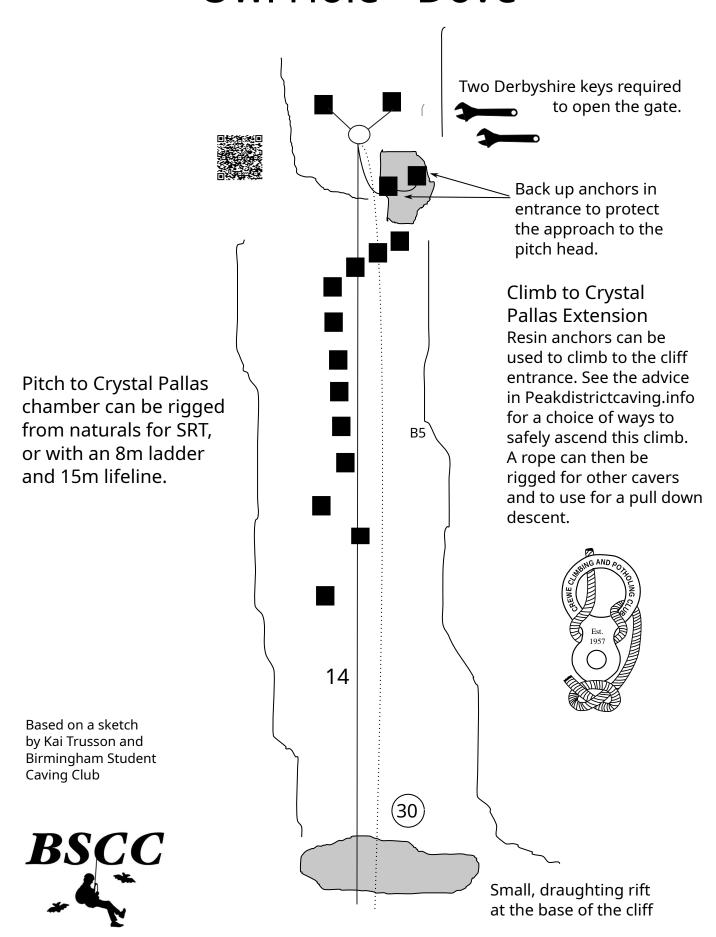


Snake Mine, Hoptonwood Part 2

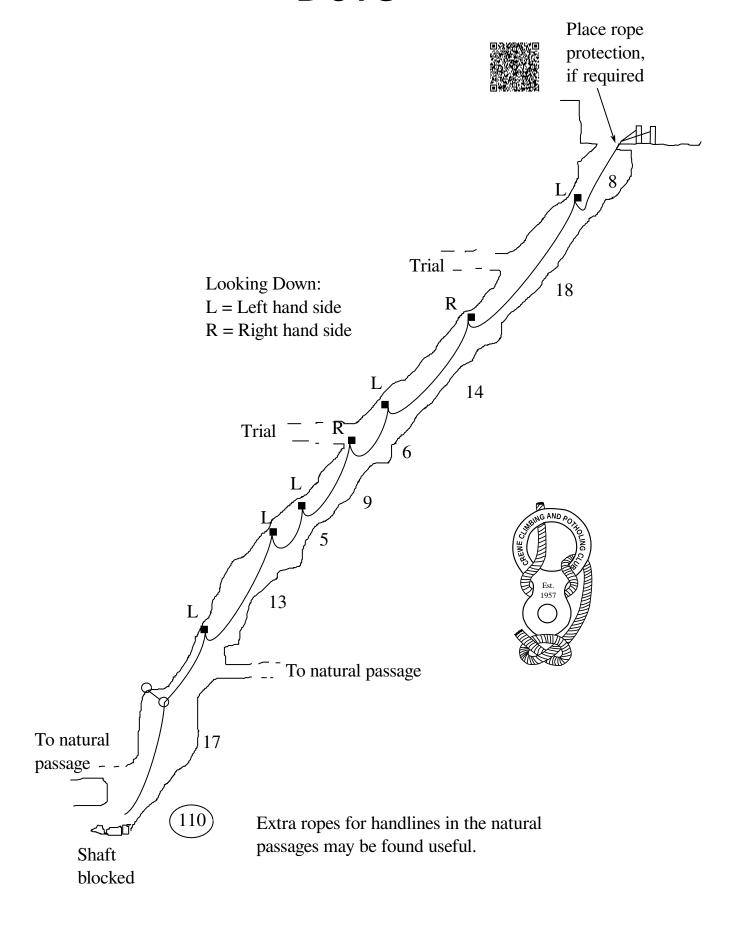


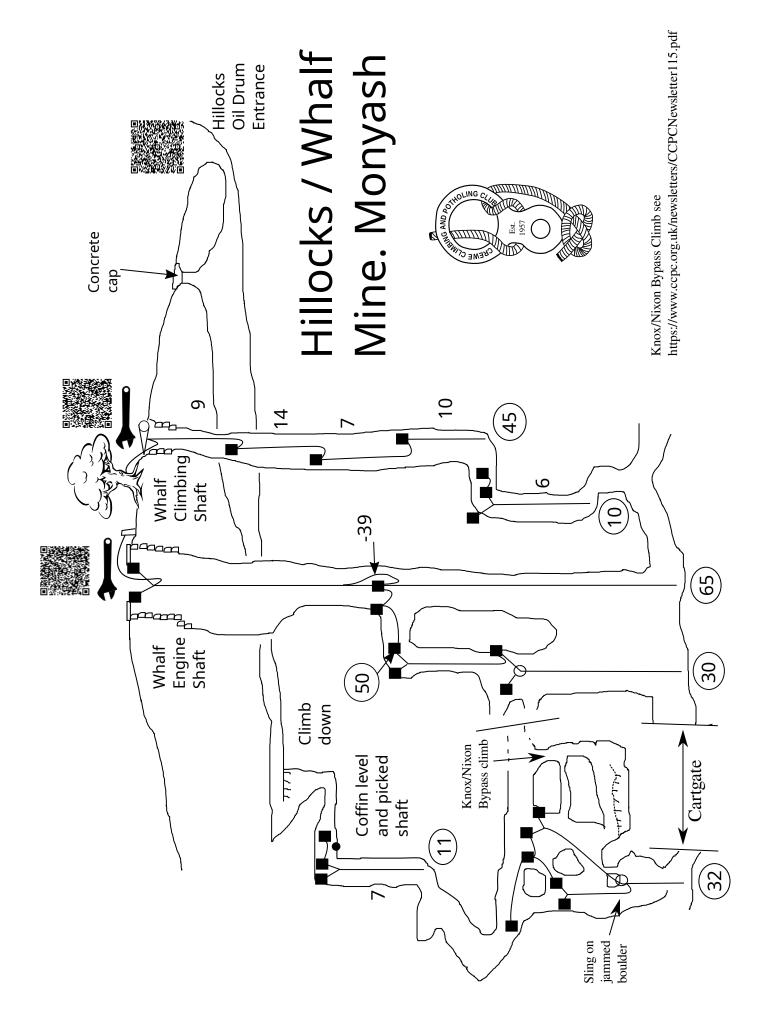


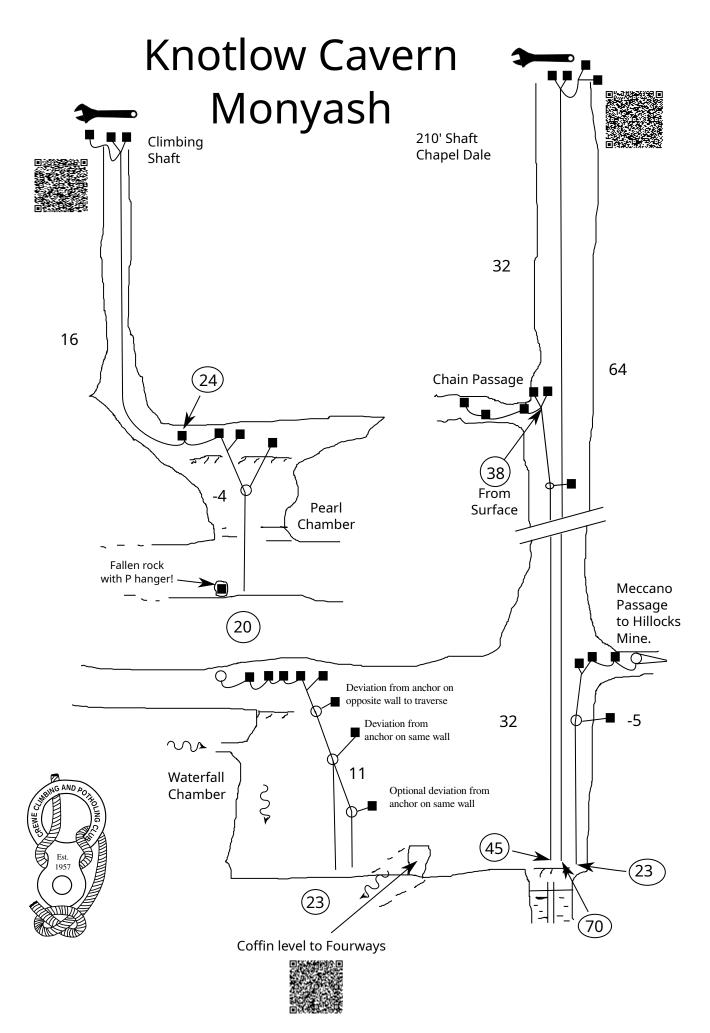
Owl Hole - Dove



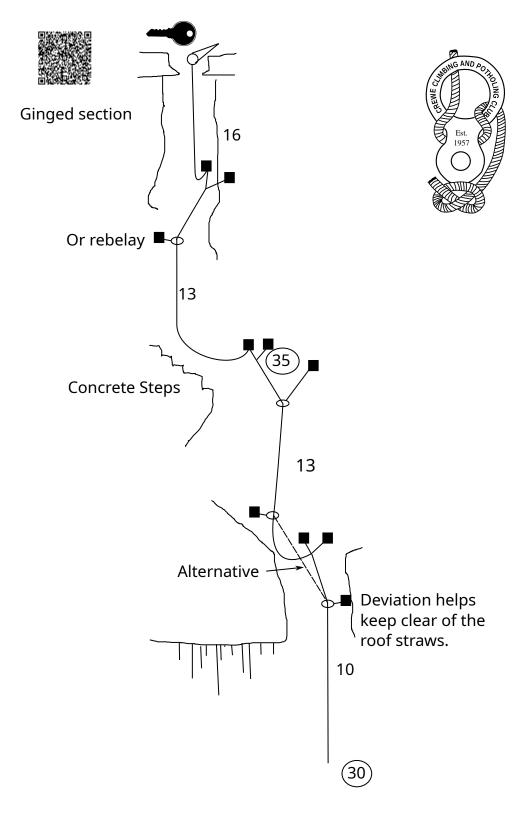
Robin's Shaft Mine Dove



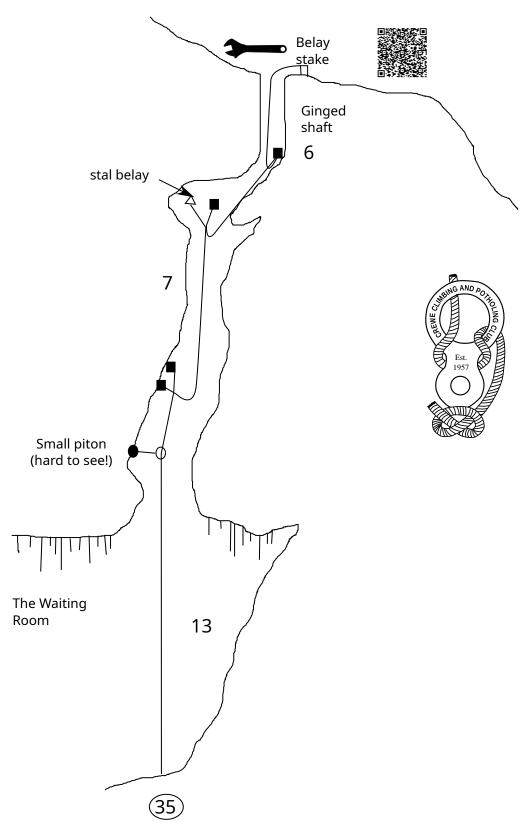




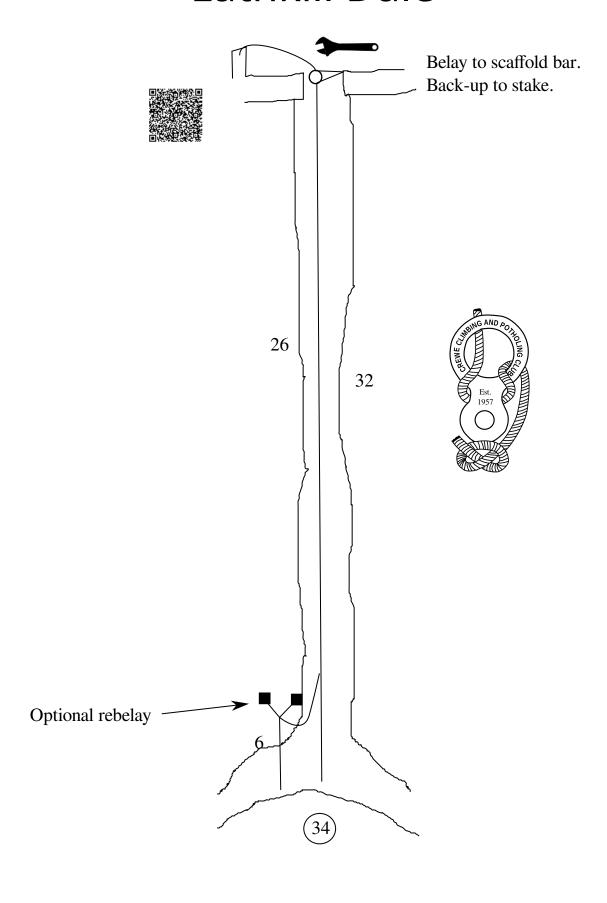
Lathkill Head Cave Garden Path Lathkill Dale



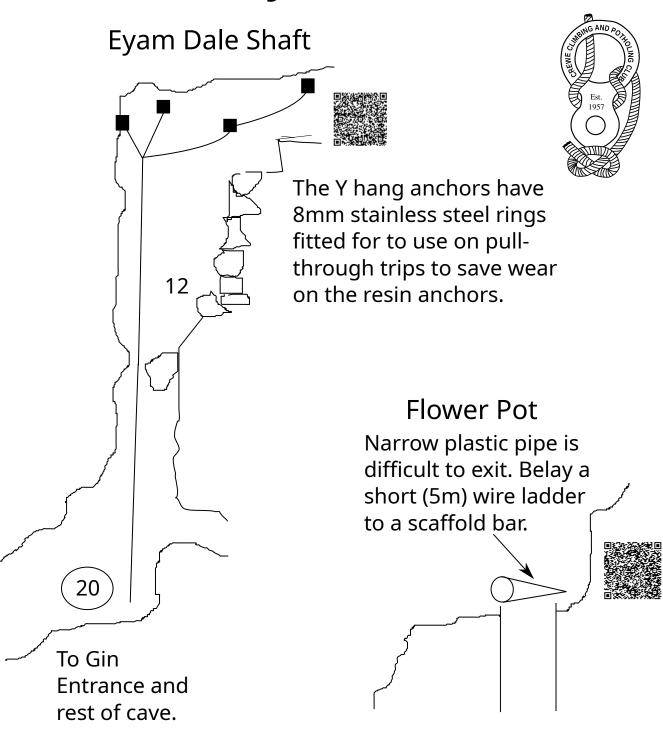
Lathkill Head Cave Top Entrance Lathkill Dale



Water Icicle Close Cavern Lathkill Dale

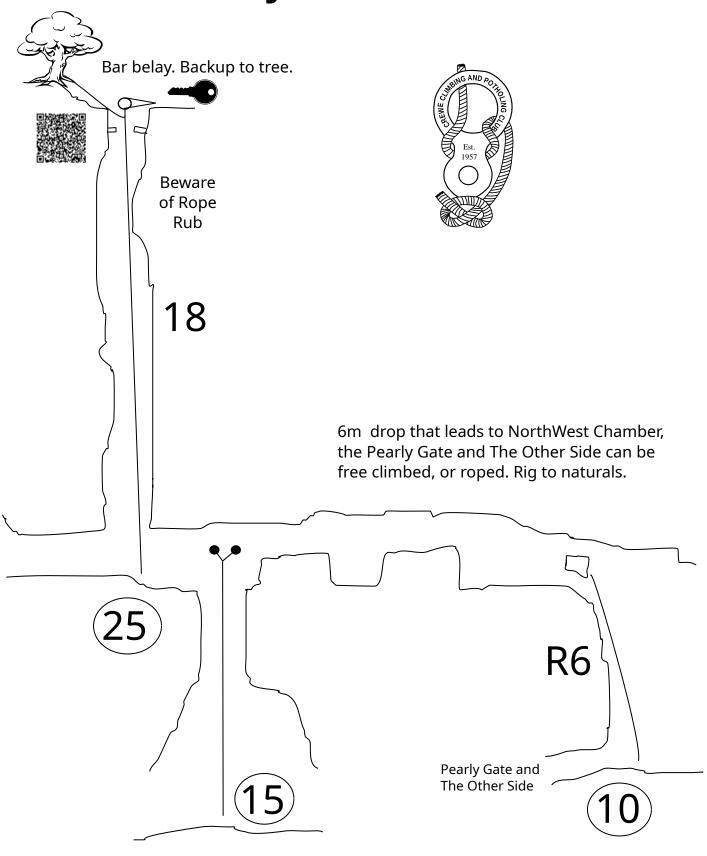


Carlswark Cavern Stoney Middleton



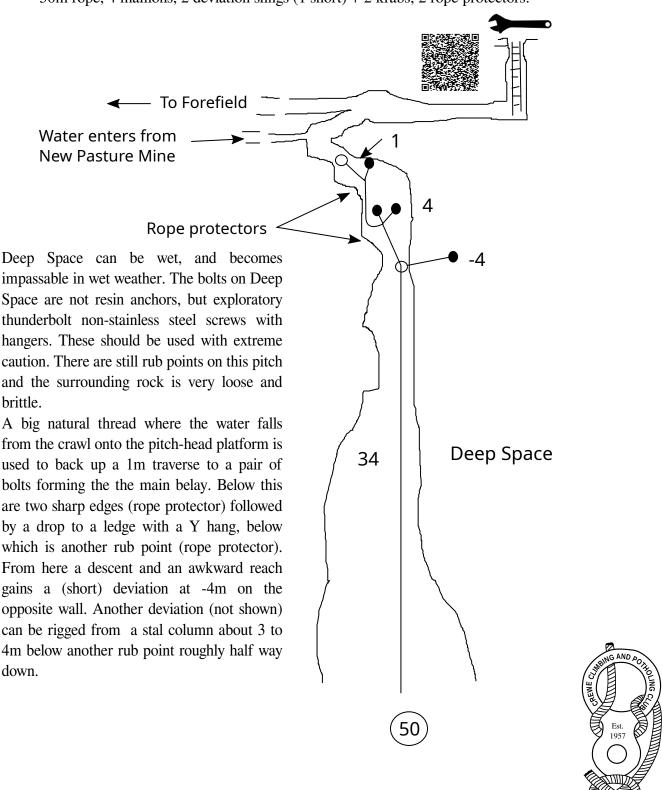
Based on a Survey by Eldon Pothole Club

Eyam Dale House Cave Stoney Middleton

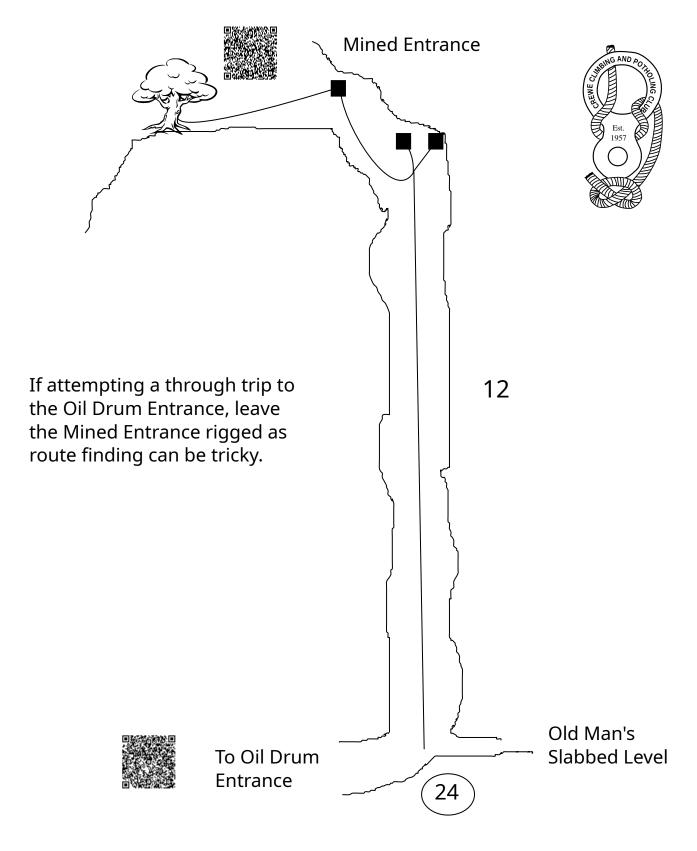


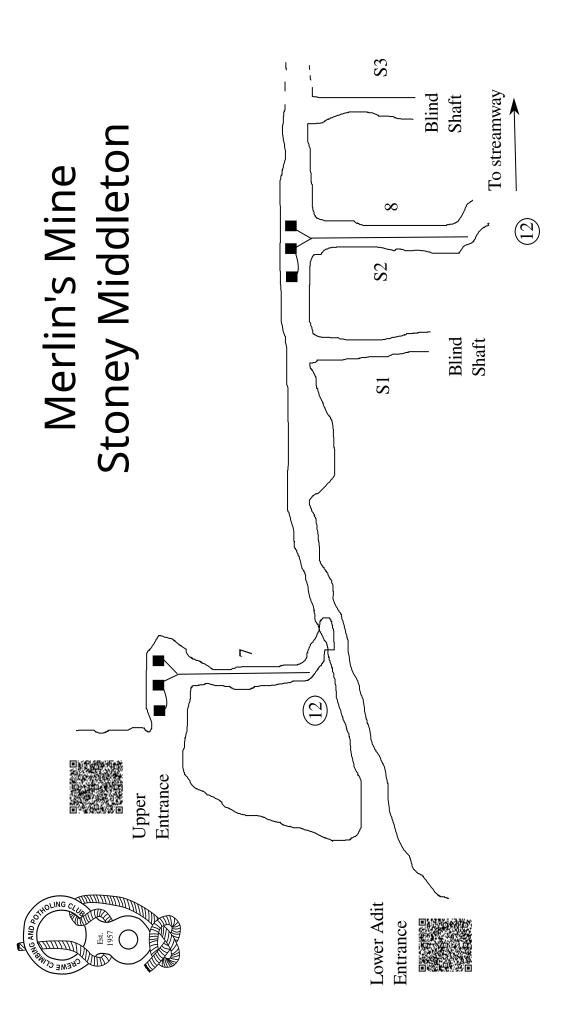
Hungerhill Swallet Stoney Middleton

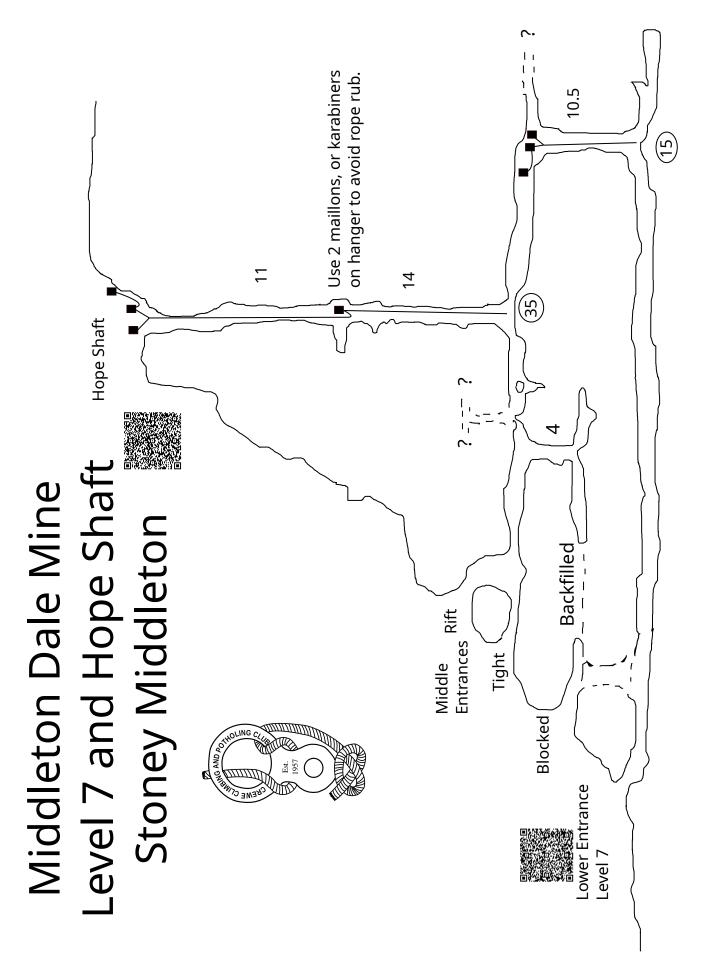
50m rope, 4 maillons, 2 deviation slings (1 short) + 2 krabs, 2 rope protectors.



Lay-by Pot Stoney Middleton







Nickergrove Mine Stoney Middleton if contemplating a through trip. Rig the Didsbury entrance first Deviation using Olid surround Entrance Didsbury Hillside Entrance Optional rebelay Bring your own scaffold pole! Metal platform Pallet Shaft (Upper Entrance) $\frac{1}{2}$ (16)Very tight! Backup to tree root rigged as a pitch, rather A deviation added here can prevent rope rub if Rope lengths given are for rigging as a pitch, than a pull through. not to pull through. Pull through wires. Traverse anchors Adit Entrance

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

