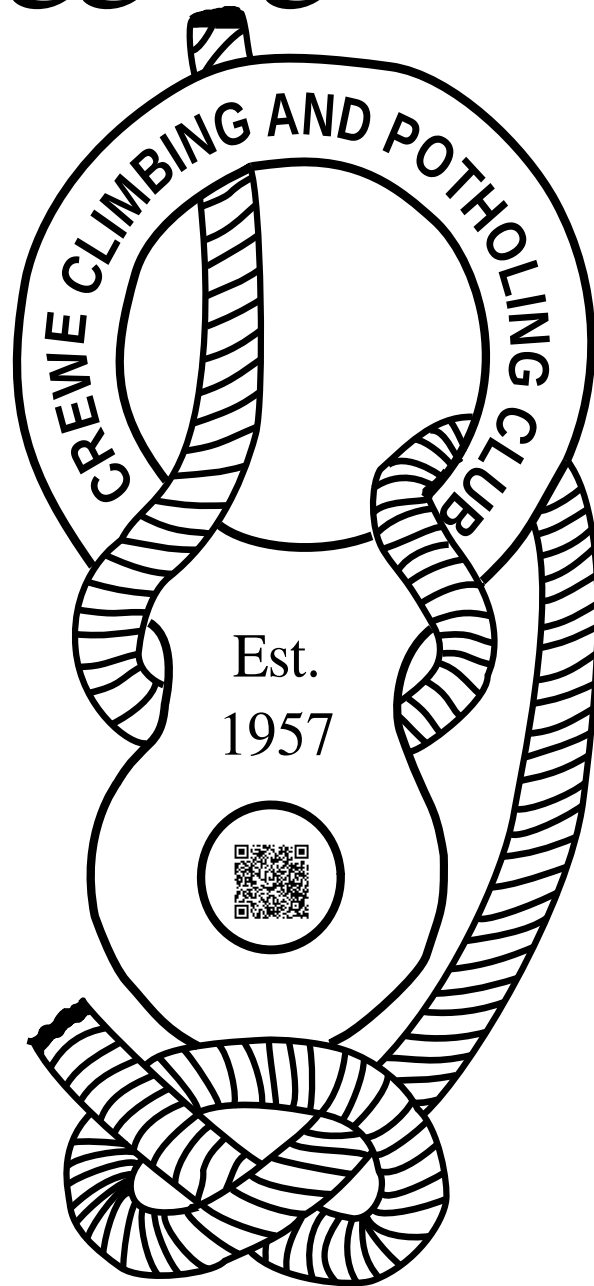


Peak District Rigging Guide



Edition 18.7
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>.

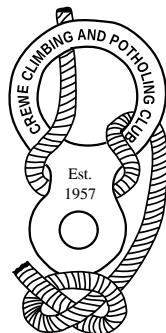
The provision of a rigging topo, or other rigging details does not mean that access to the cave is allowed, or safe. Check on the Derbyshire Caving Association's (DCA) Peak District Caving web site for the latest access information (<https://www.peakdistrictcaving.info>). Peak District Caving also gives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

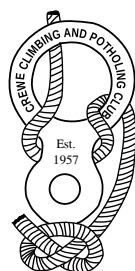
If you are unsure about SRT, or safe rigging methods then we recommend joining a reputable club, or attending a training course. These rigging guides are provided for the use of experienced cavers only. The provision of a guide does not mean that the route is safe and the caver must use her, or his own 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. See the resin anchor in the detached block, now at the base of the pitch in Pearl Chamber in Knotlow Cavern. 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/>.










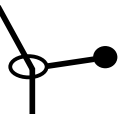
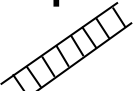
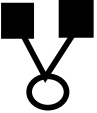







Fixed ropes should be treated with the greatest of caution. Especially those heading upwards, where the upper anchors and rope condition cannot be checked before trusting your life to them. A few have been installed by DCA and the Peak Cavern Keyholders and have a regular inspection and replacement schedule. 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.



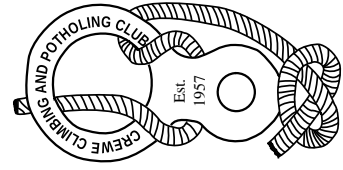
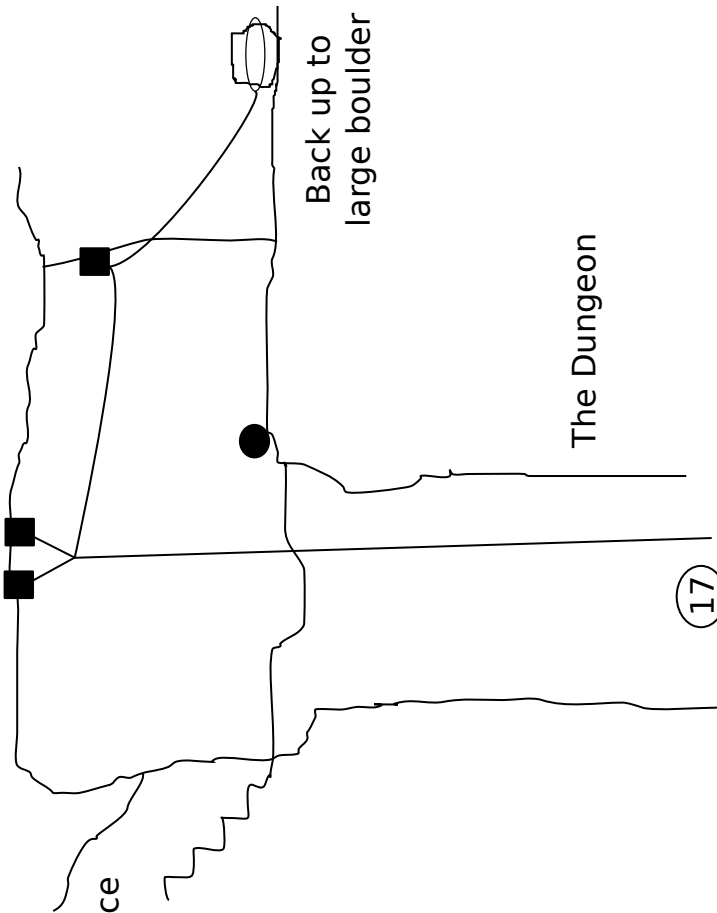
Key

Pitch depth (metres)	9
Descent distance to deviation (m)	-3
Rope length (m)	
Rope length for entire route (m)	 
Thread belay. Natural, or drilled	 DO 
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



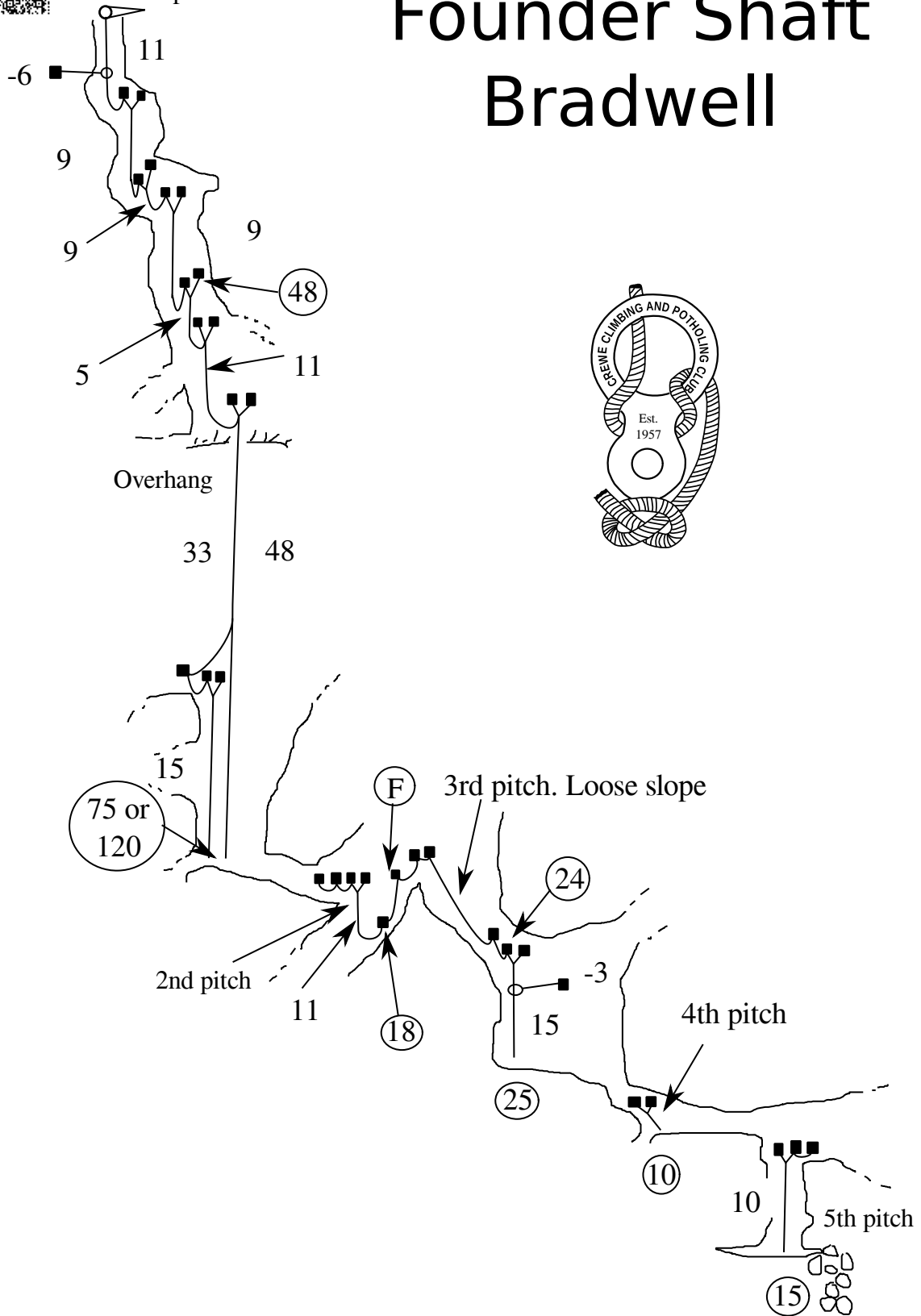
To Entrance



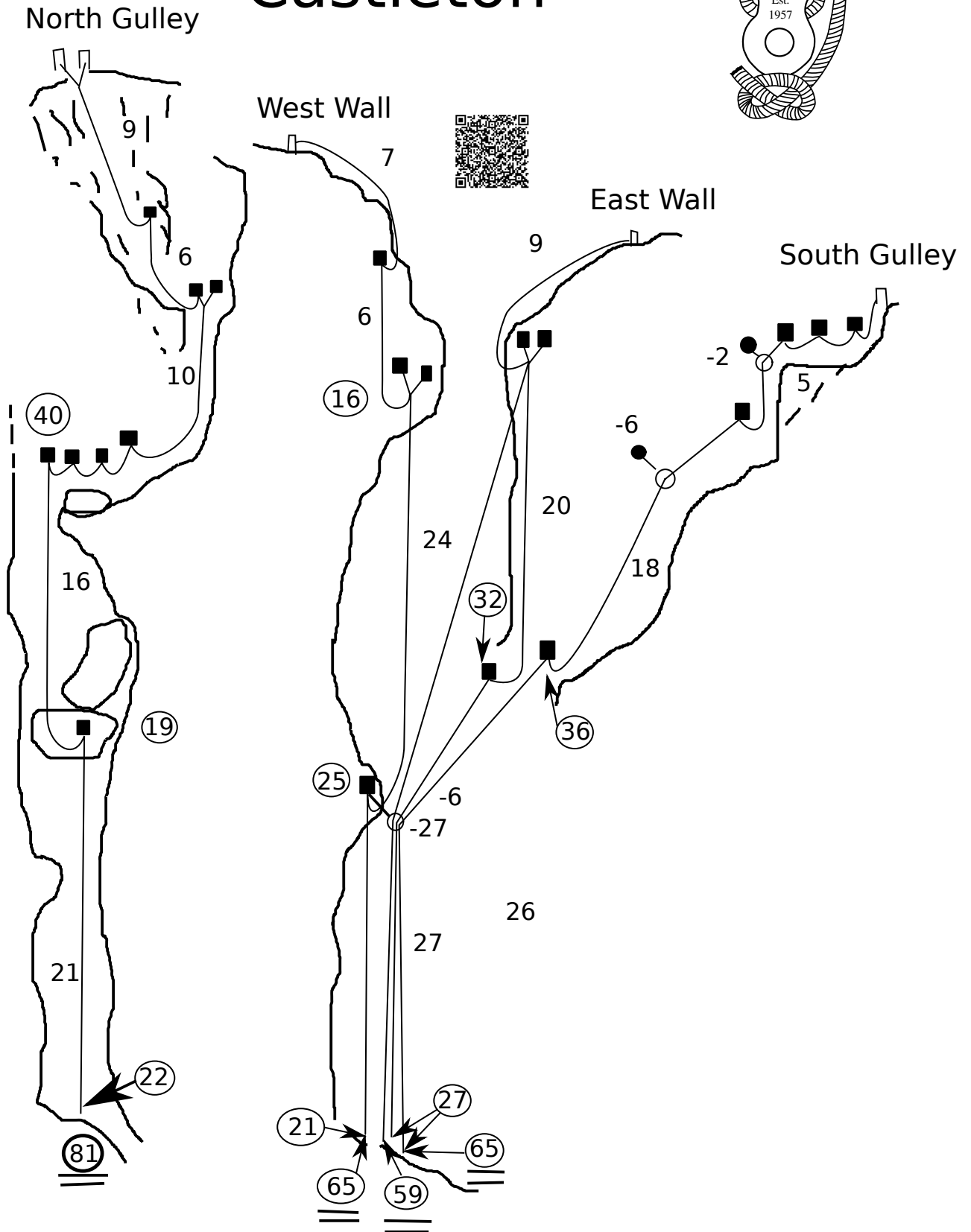
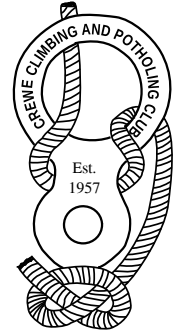
Long Rake Founder Shaft Bradwell



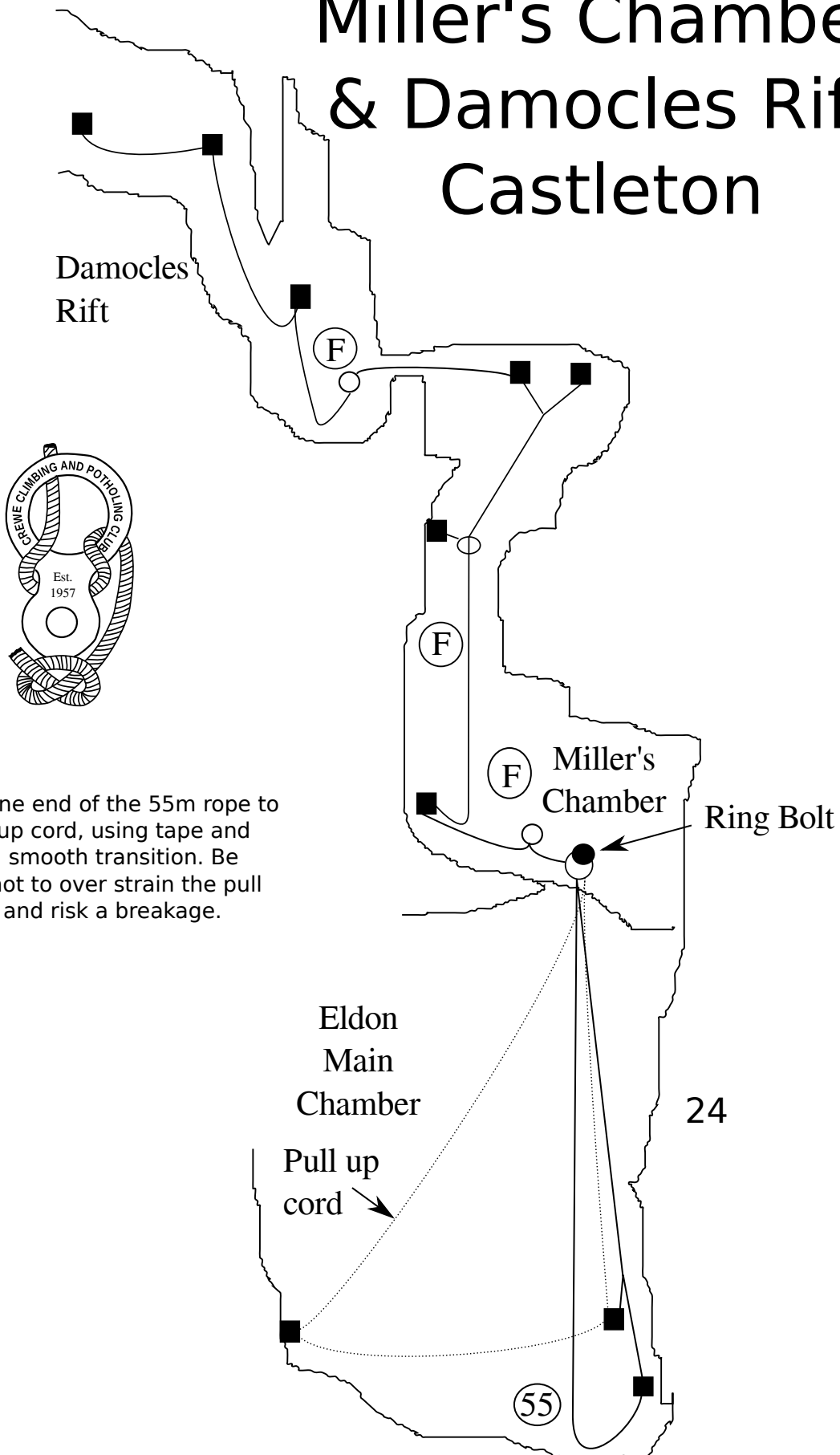
Bar for belay.
No backup!



Eldon Hole Castleton



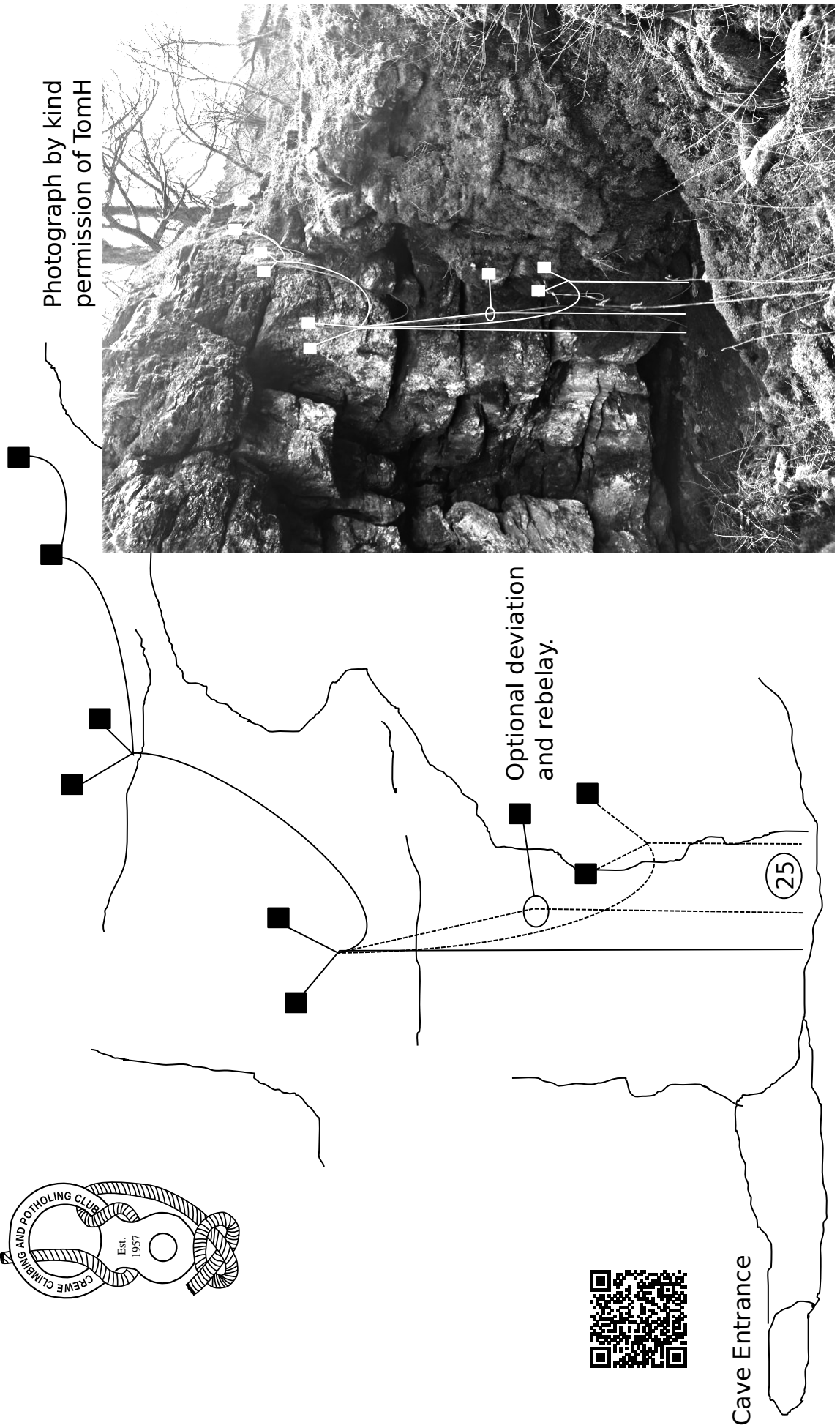
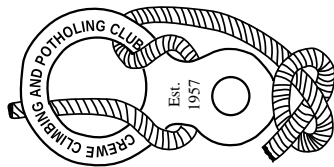
Eldon Hole Miller's Chamber & Damocles Rift Castleton



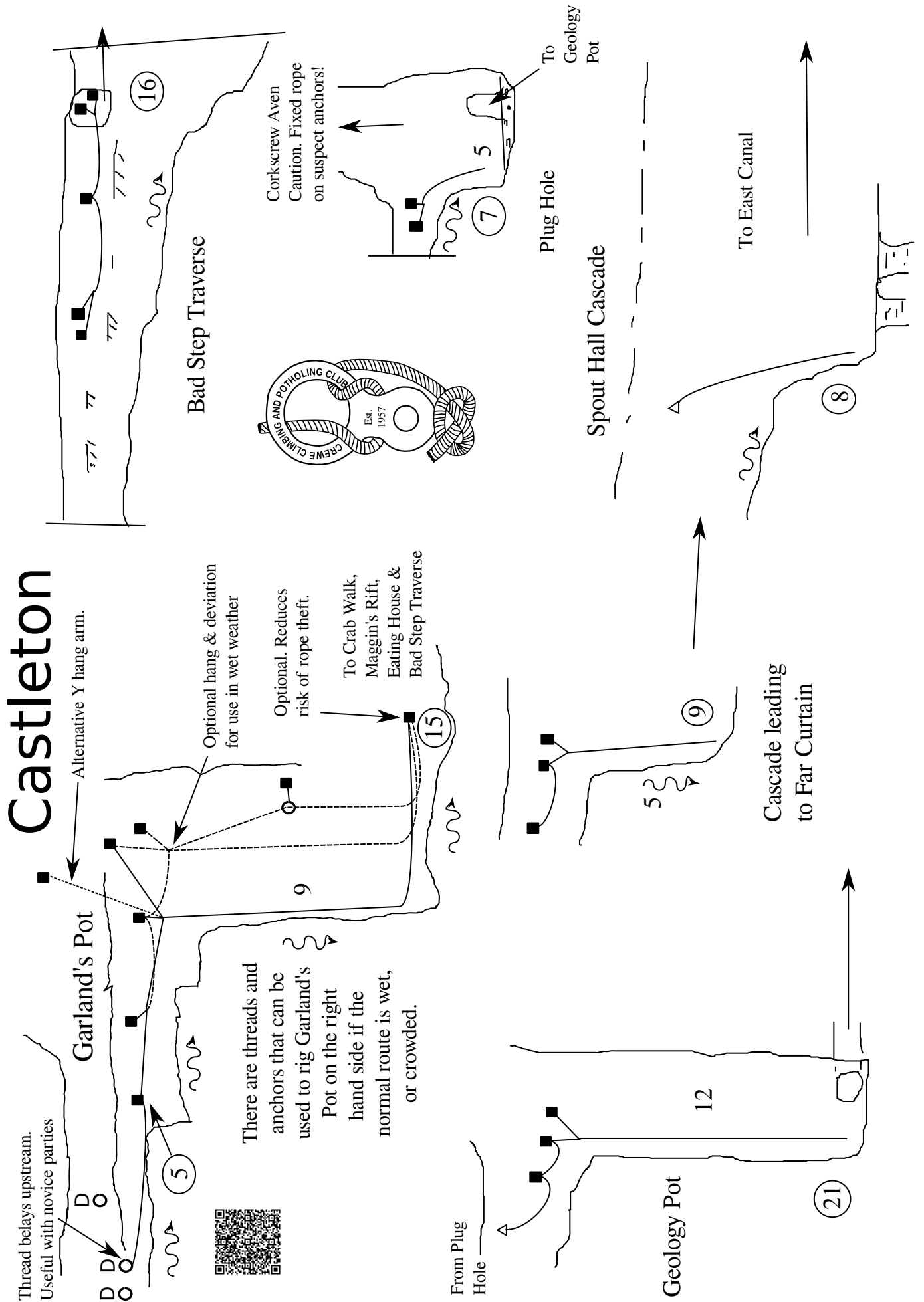
Attach one end of the 55m rope to the pull up cord, using tape and ensure a smooth transition. Be careful not to over strain the pull up cord and risk a breakage.

Gautries Hole - Surface SRT Practice Crag

Castleton



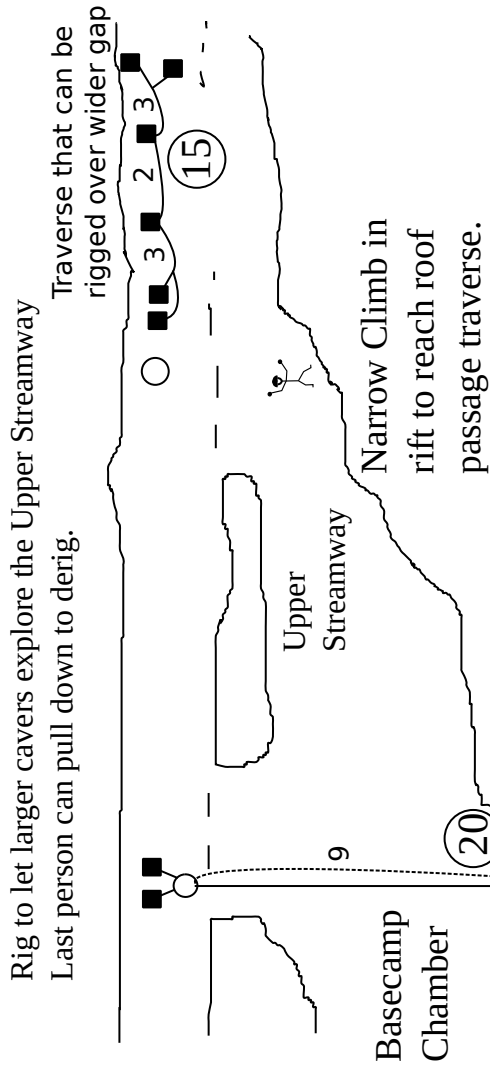
Giant's Hole topo 1. Main Route



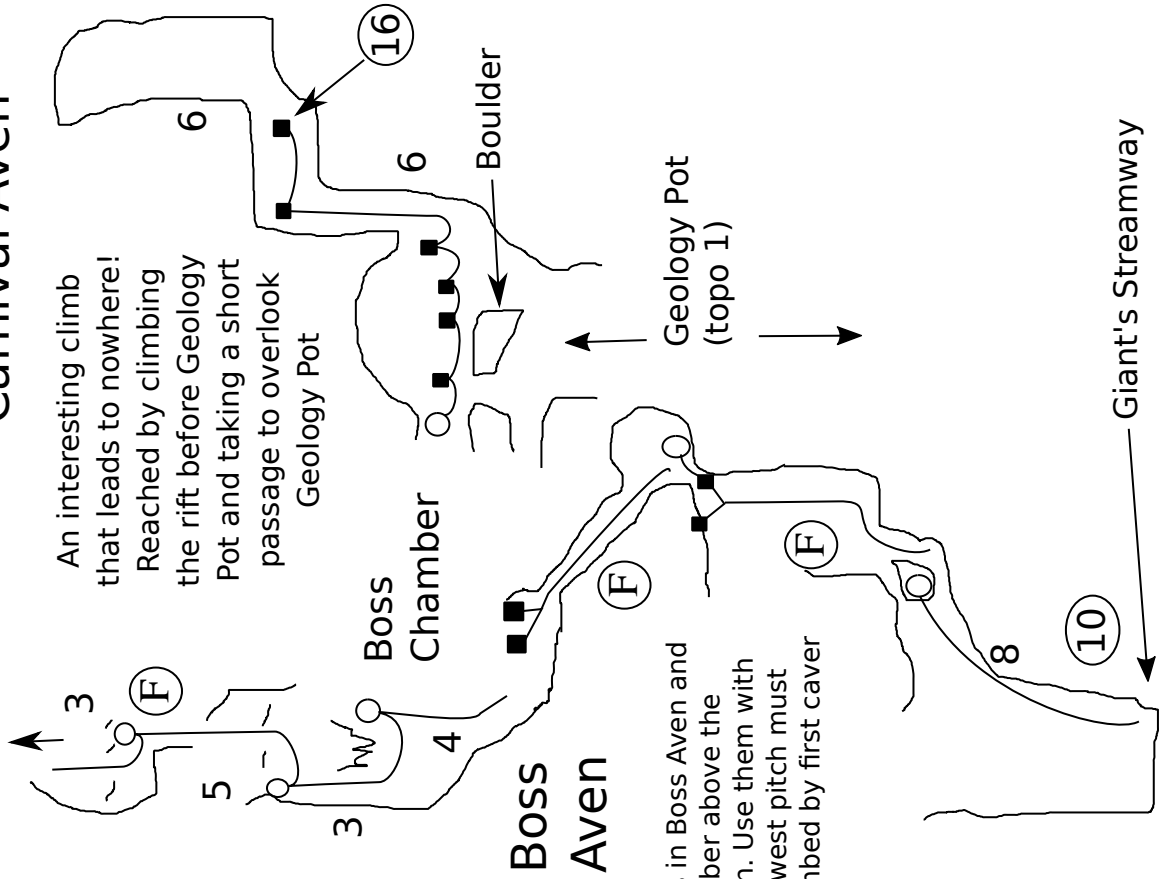
Giant's Hole topo 2. Other Pitches

Castleton

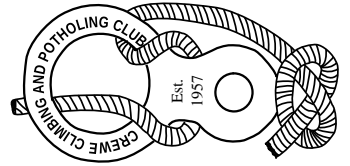
Basecamp Chamber



Carnival Aven



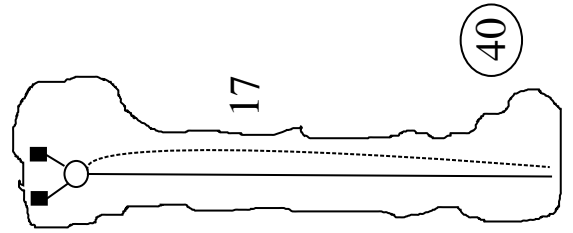
Fixed ropes in Boss Aven and Boss Chamber above the lowest pitch. Use them with caution. Lowest pitch must be free climbed by first caver to rig.



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



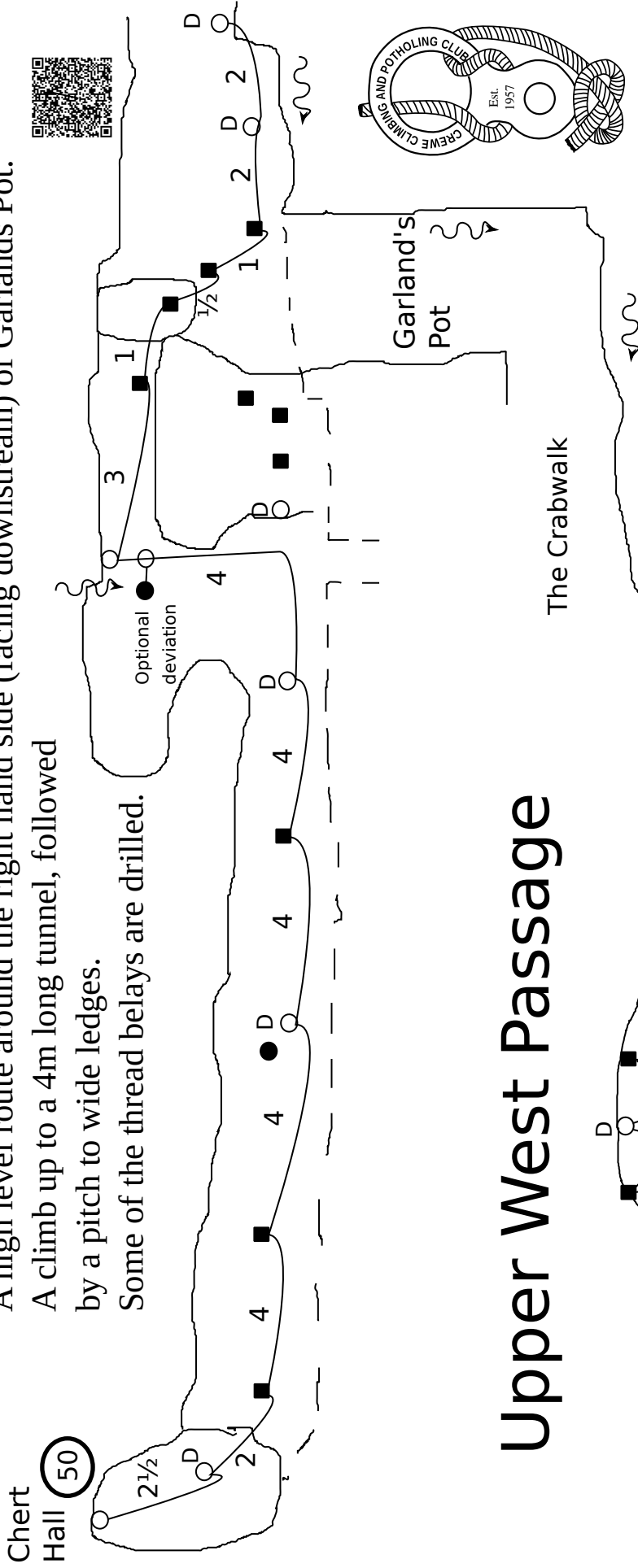
Giant's Hole topo 3. Castleton

Garland's Pot to Chert Hall

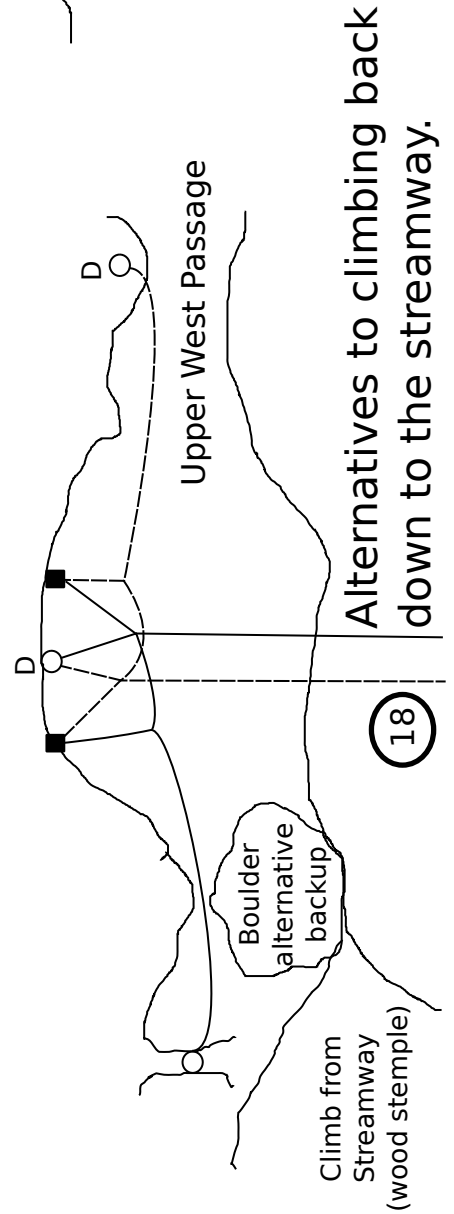
A high level route around the right hand side (facing downstream) of Garland's Pot.

A climb up to a 4m long tunnel, followed by a pitch to wide ledges.

Some of the thread belays are drilled.

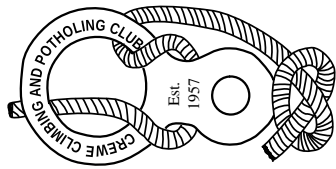


Upper West Passage



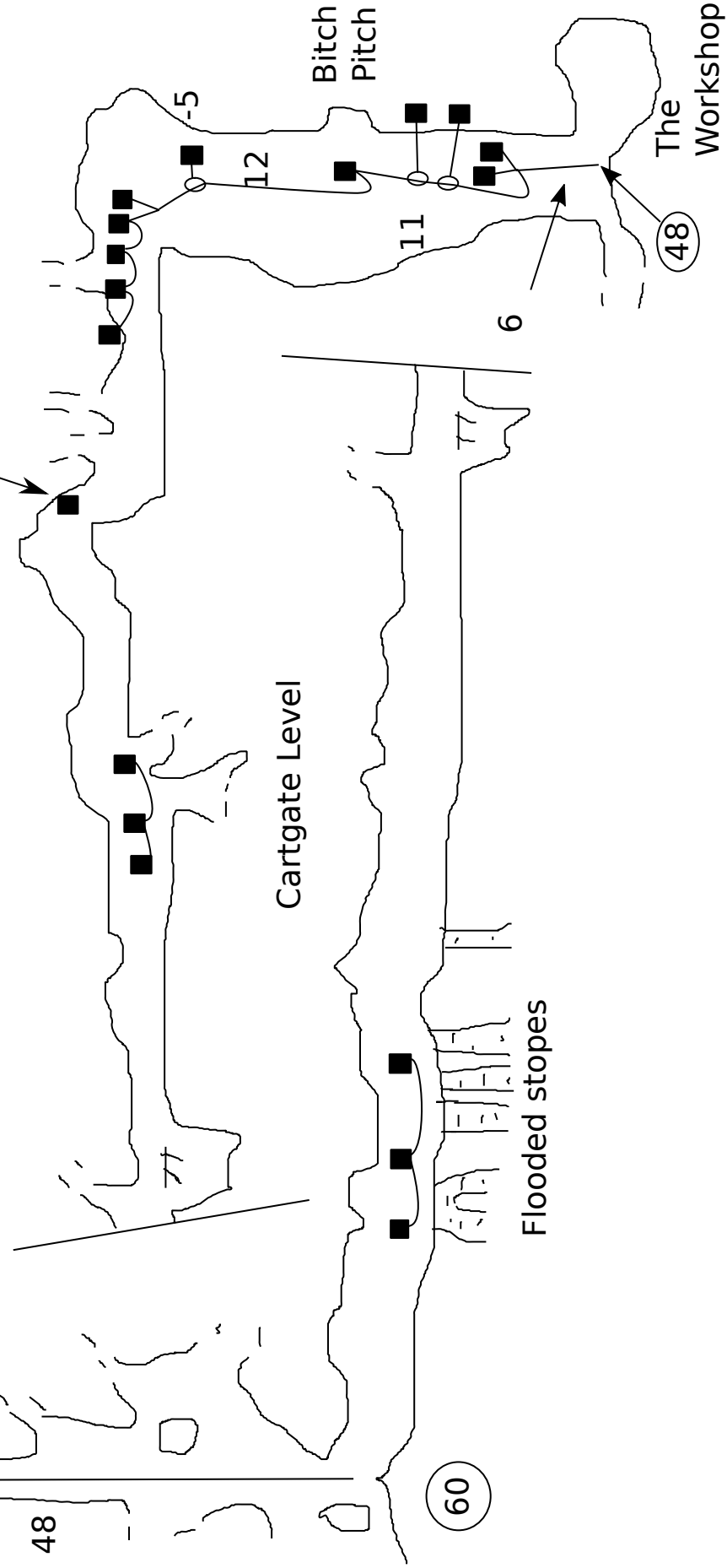
James Hall Over Engine Mine (JH) - Castleton Part 1. Surface to the Workshop

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



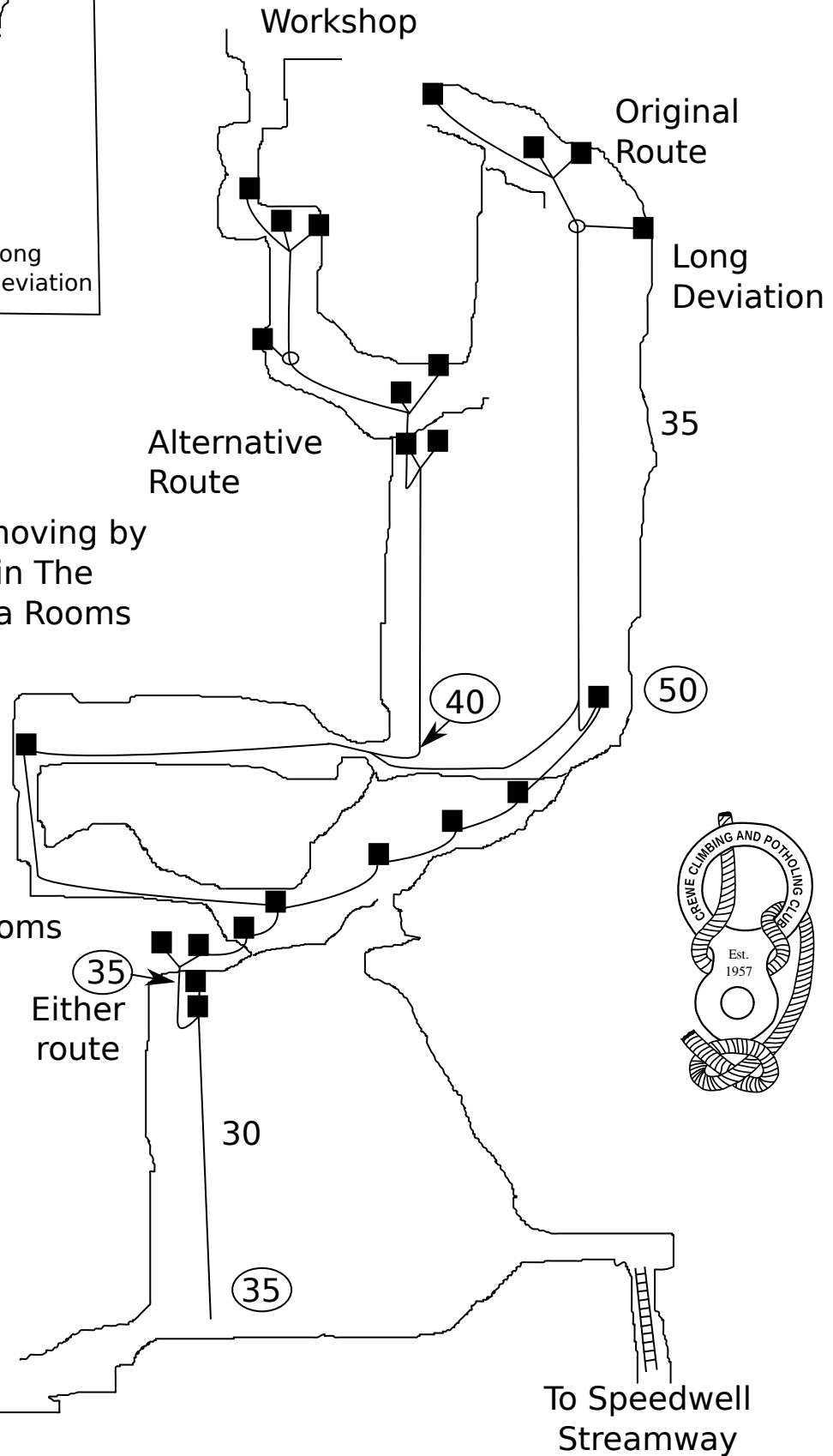
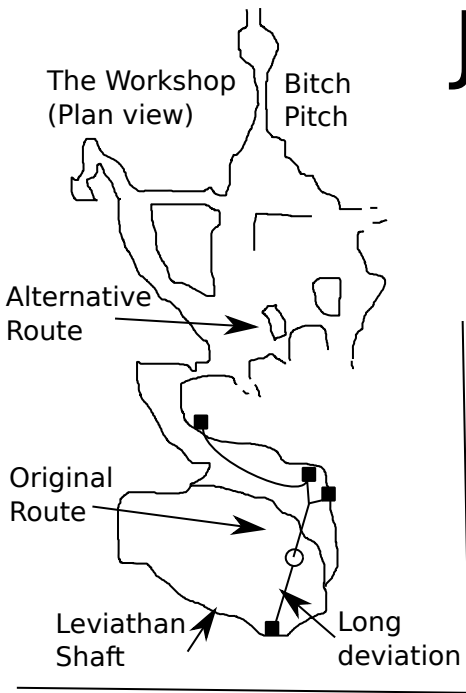
Optional rebelay,
-20 or Y hang

Sling, or rope useful
for the return.

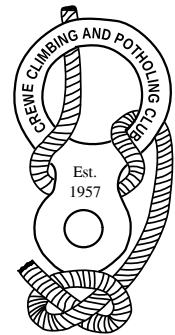


James Hall Over Engine Mine (JH) - Castleton

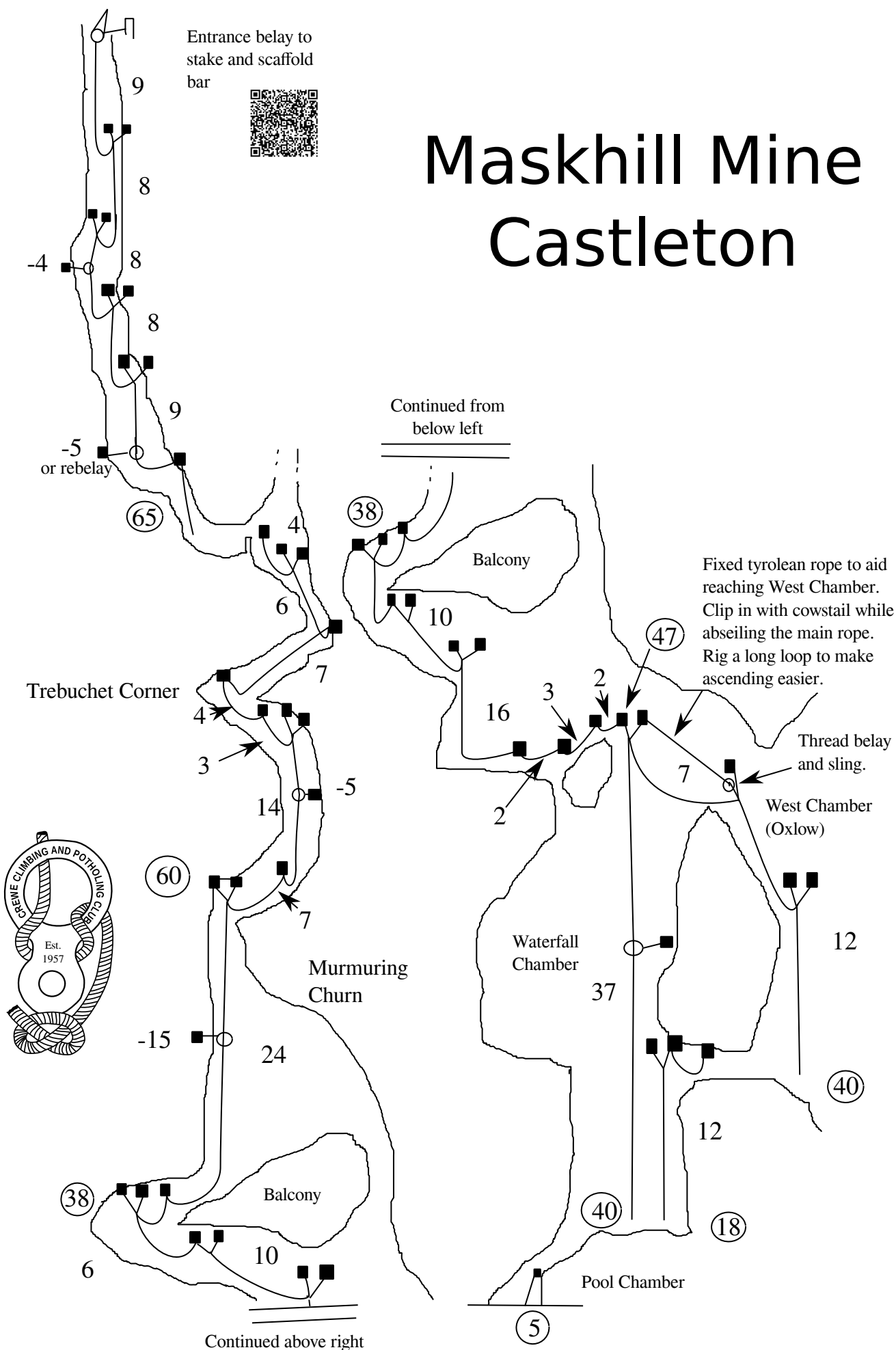
Part 2 - Leviathan



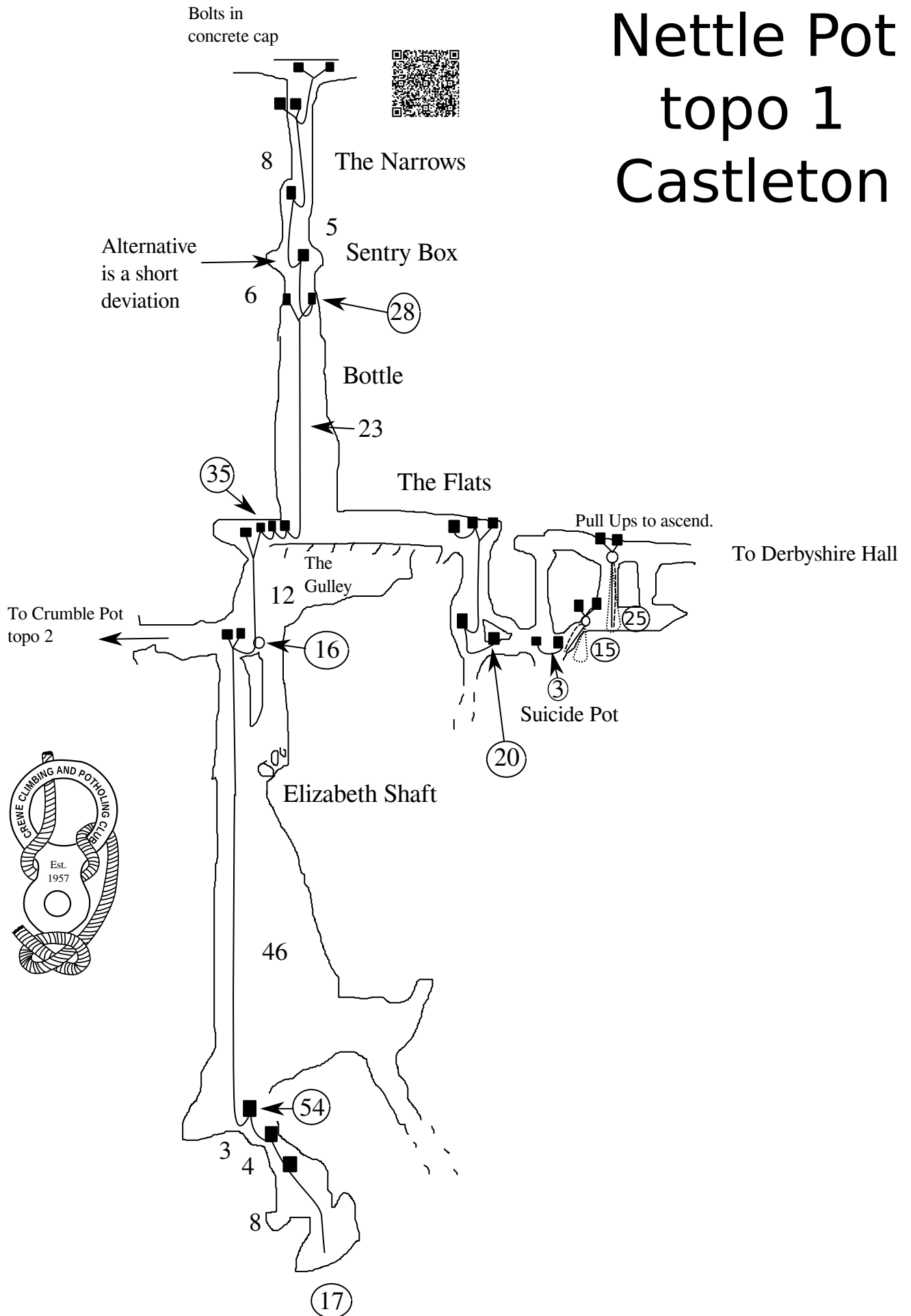
Take care when moving by mining artefacts in The Workshop and Tea Rooms

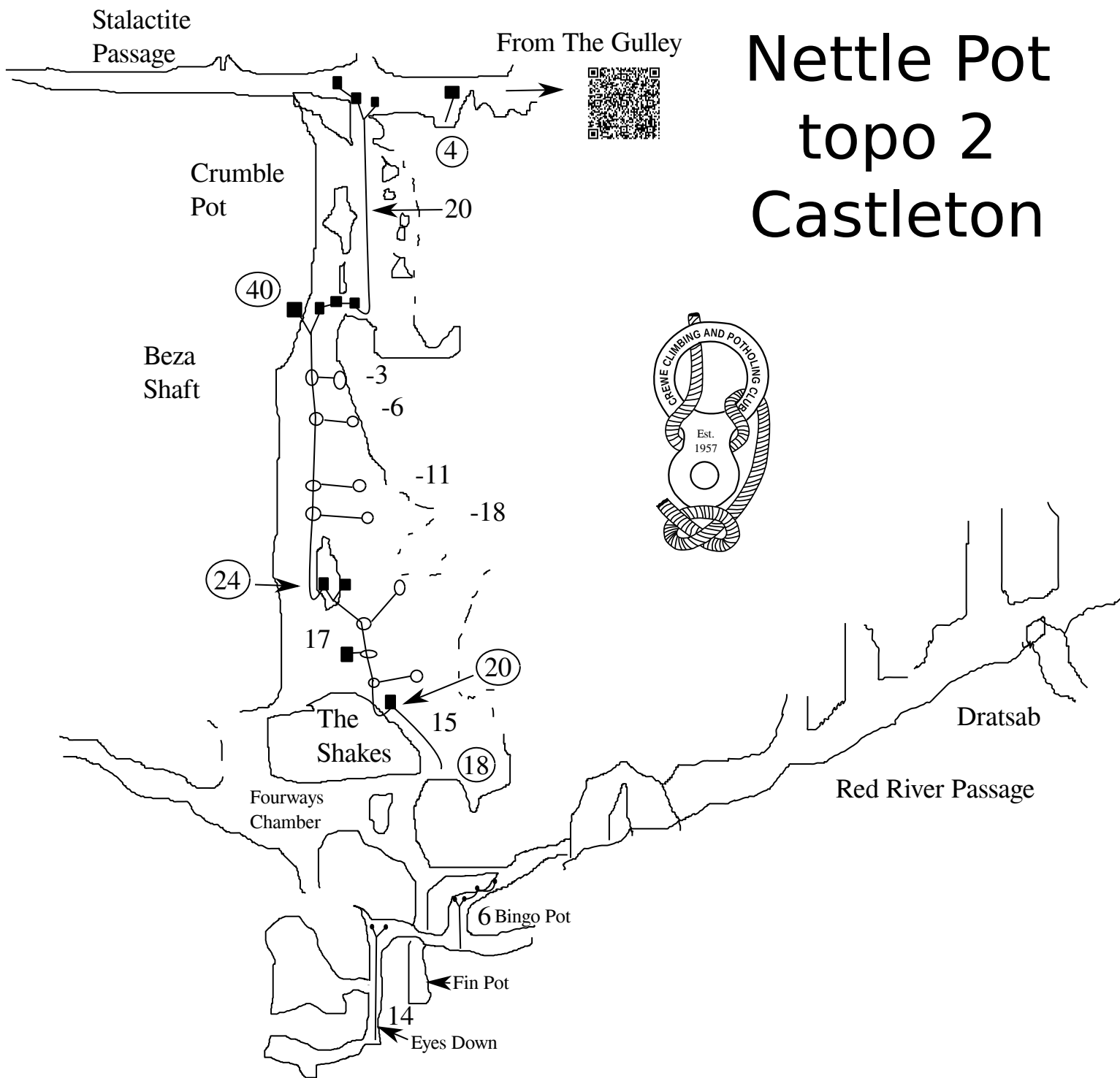


Maskhill Mine Castleton



Nettle Pot topo 1 Castleton





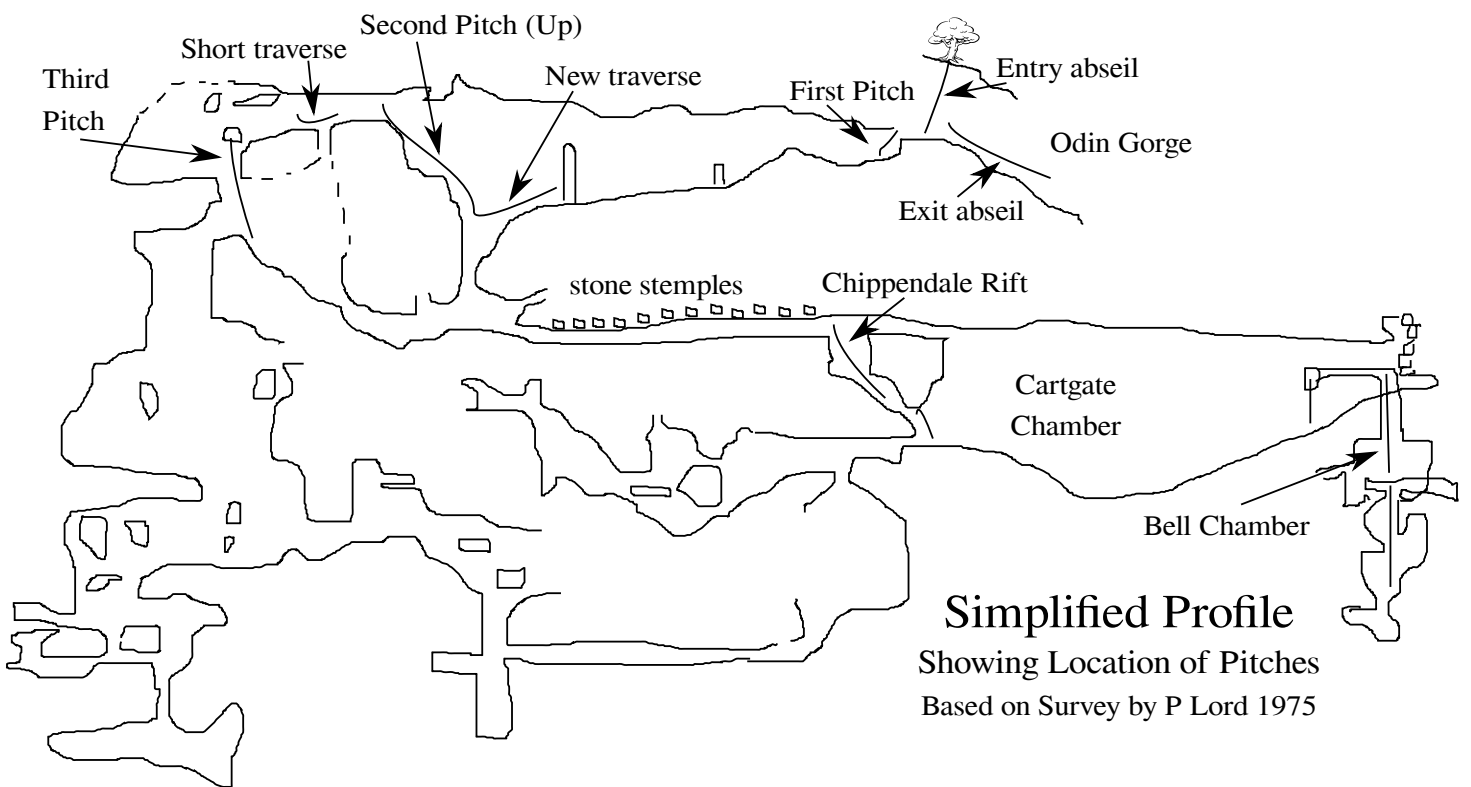
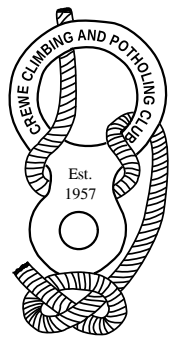
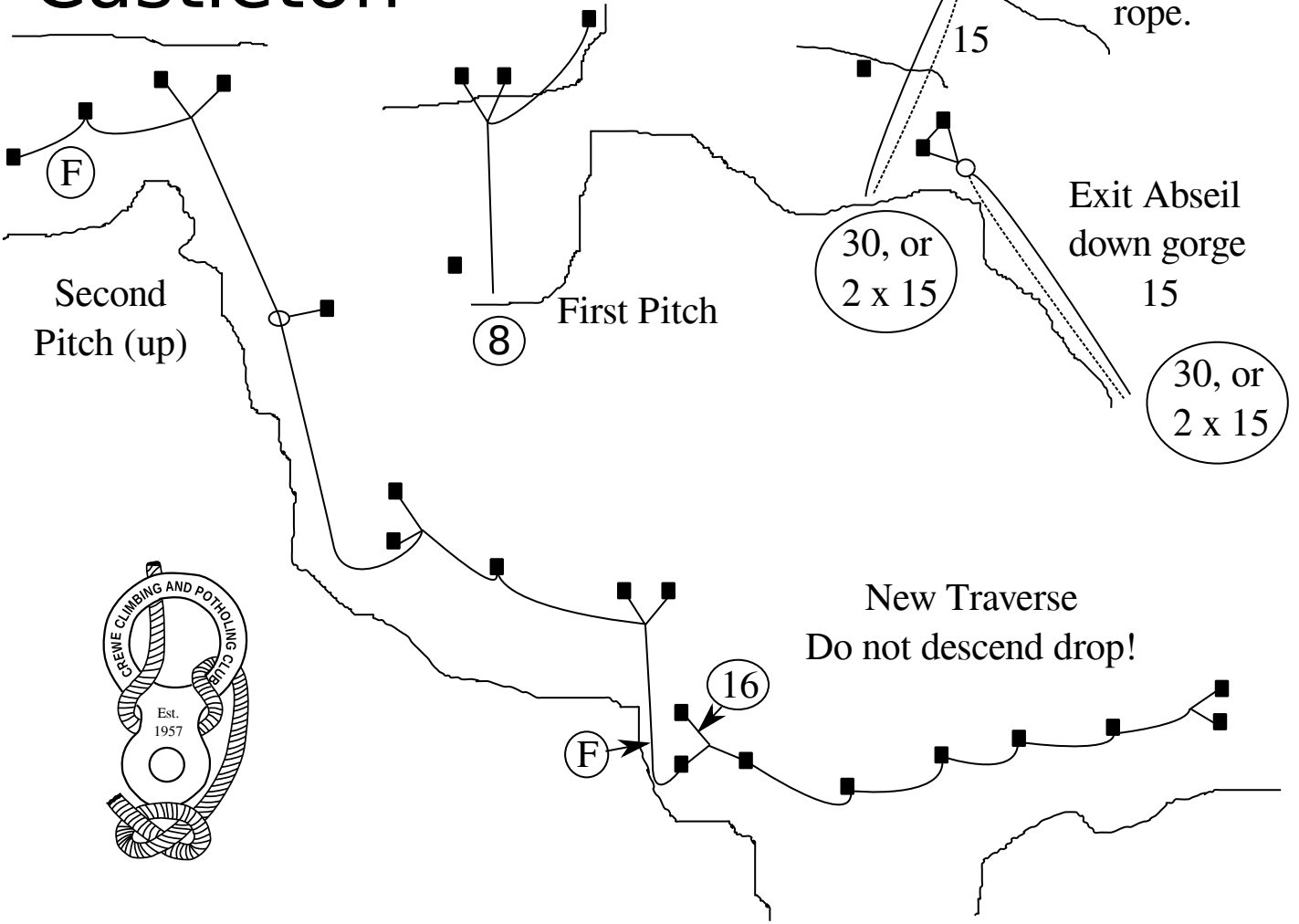
Hell: At the foot of The Shakes, continue down in to Fourways Chamber. A low crawl from here leads to Fin Pot, a 9m free climbable pitch, which can be equipped with a rope belayed from a large boulder. Carrying on over the top of Fin Pot leads to Easy Pickings, Red River Passage and Dratsab. A passage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

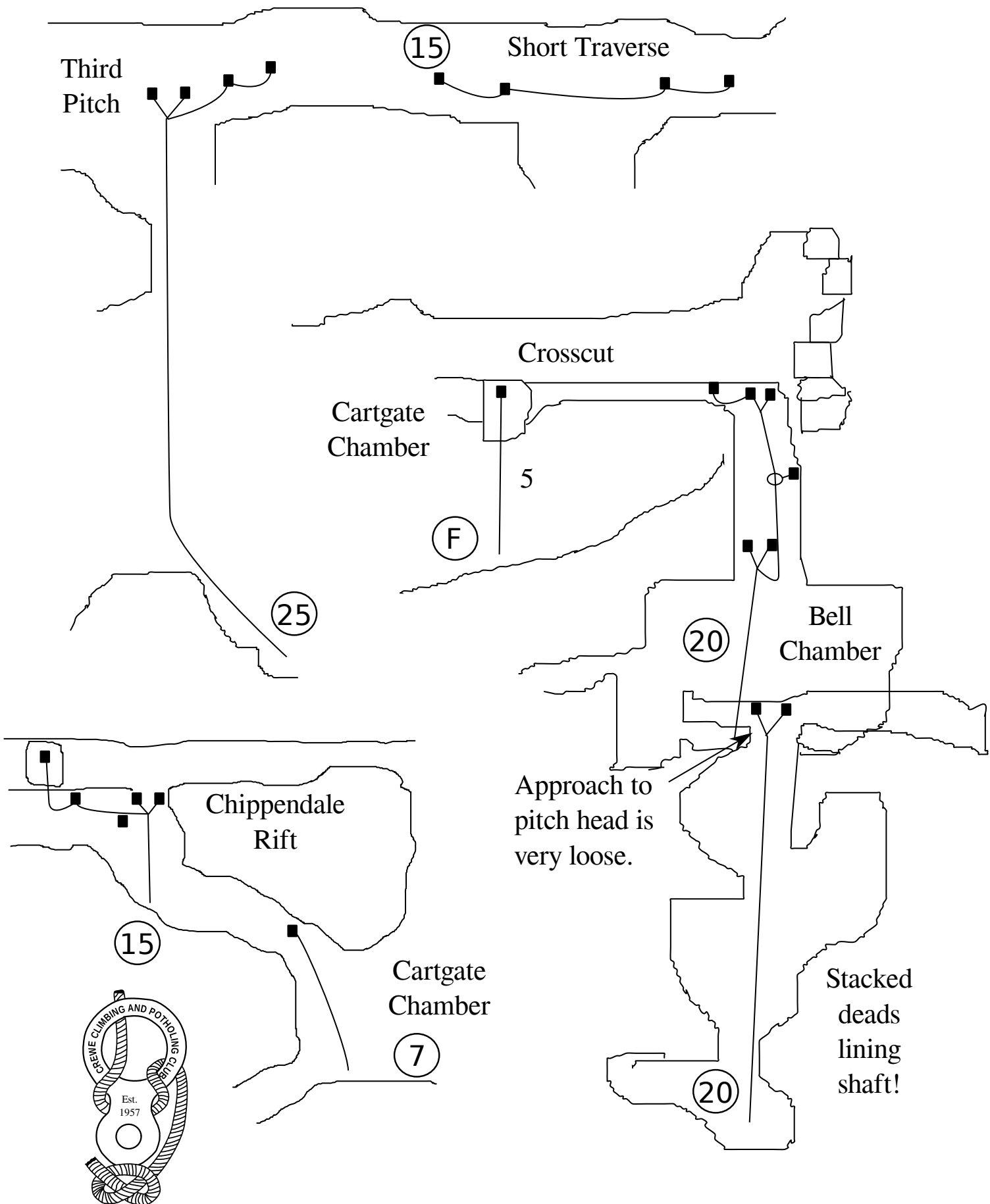


Entry Abseil
from tree.
Retrieve the
rope.

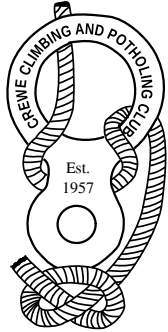


Simplified Profile
Showing Location of Pitches
Based on Survey by P Lord 1975

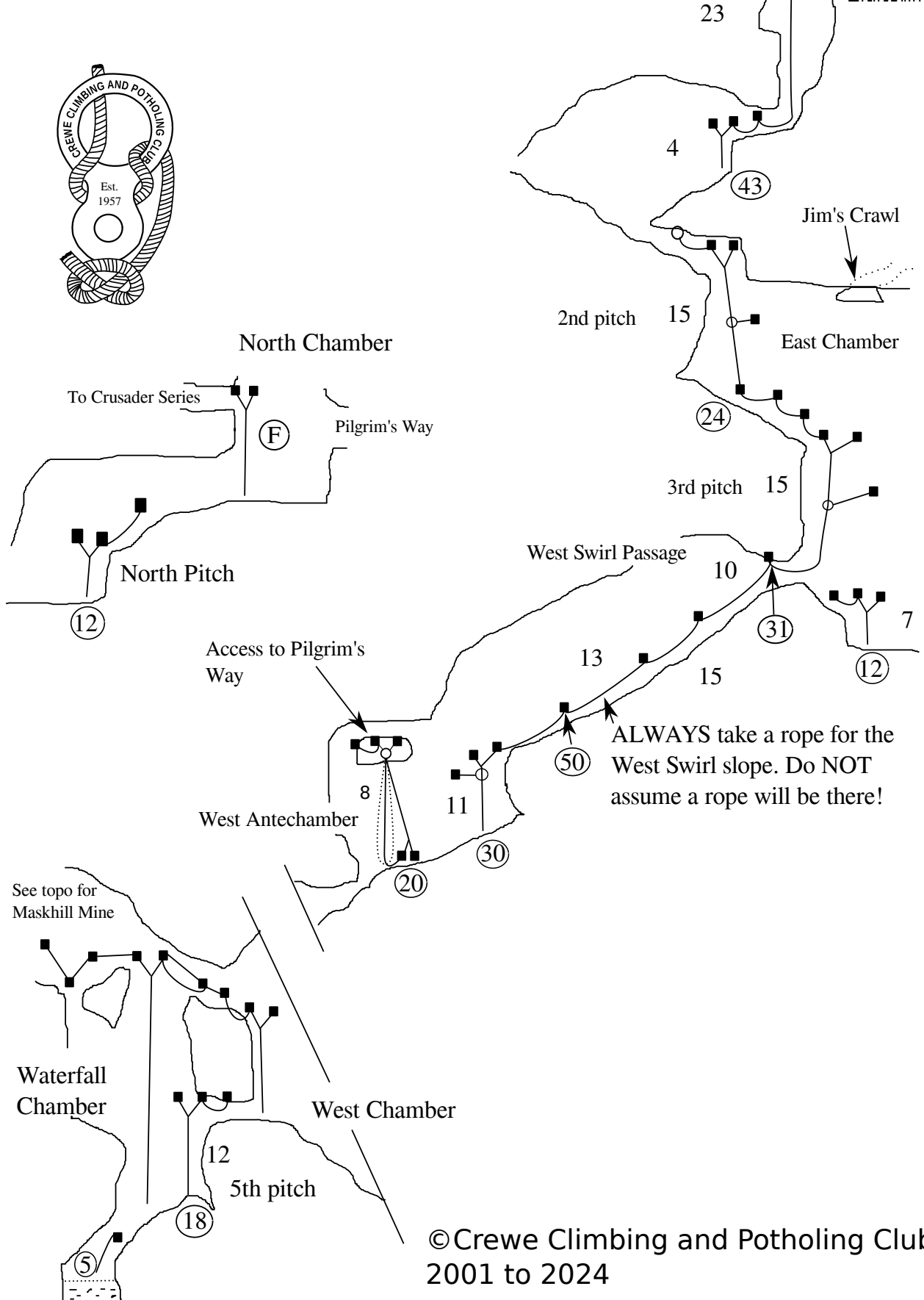
Odin Mine, part 2. Castleton



Oxlow Cavern Castleton

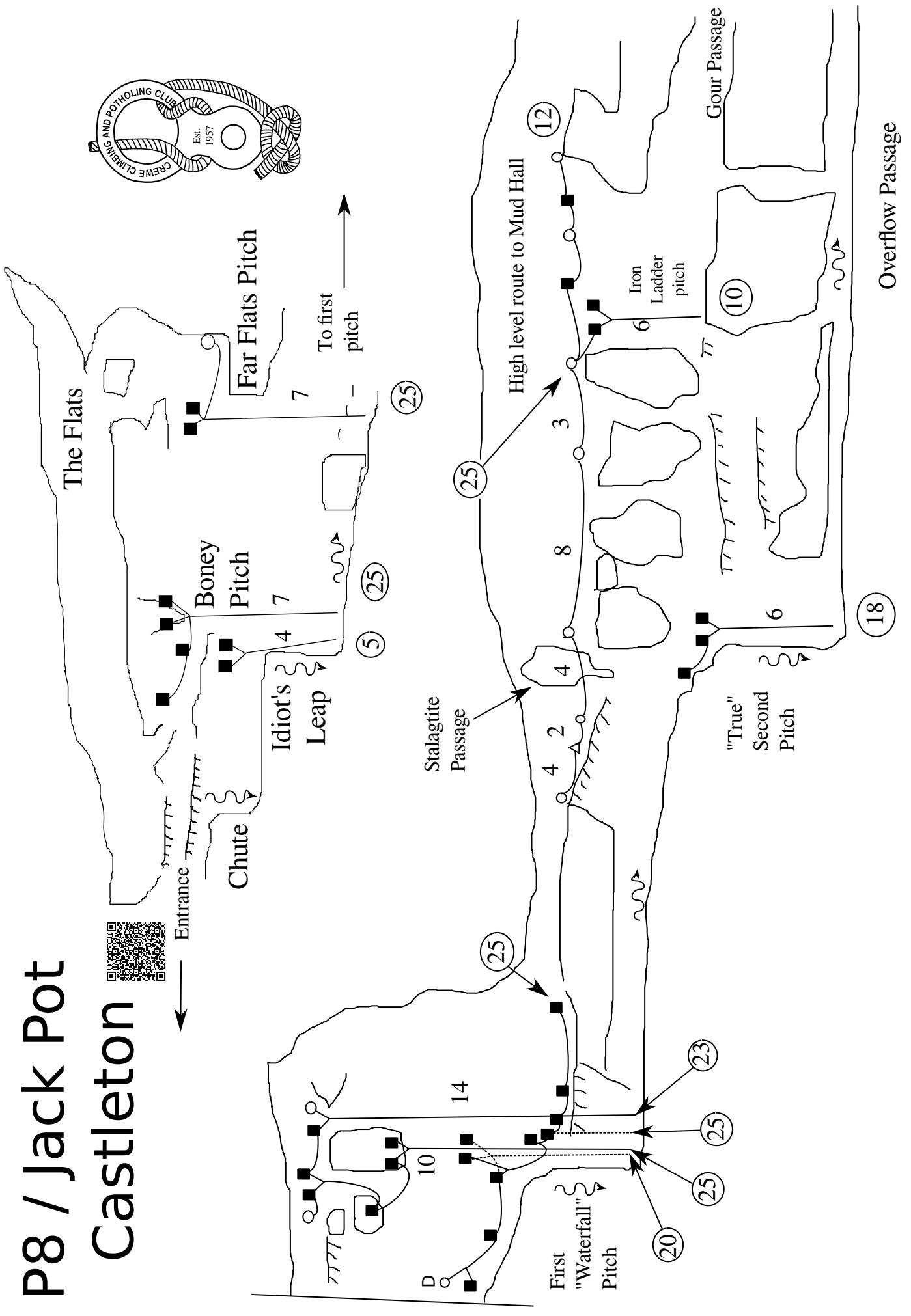
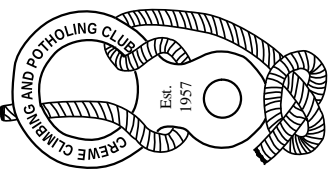


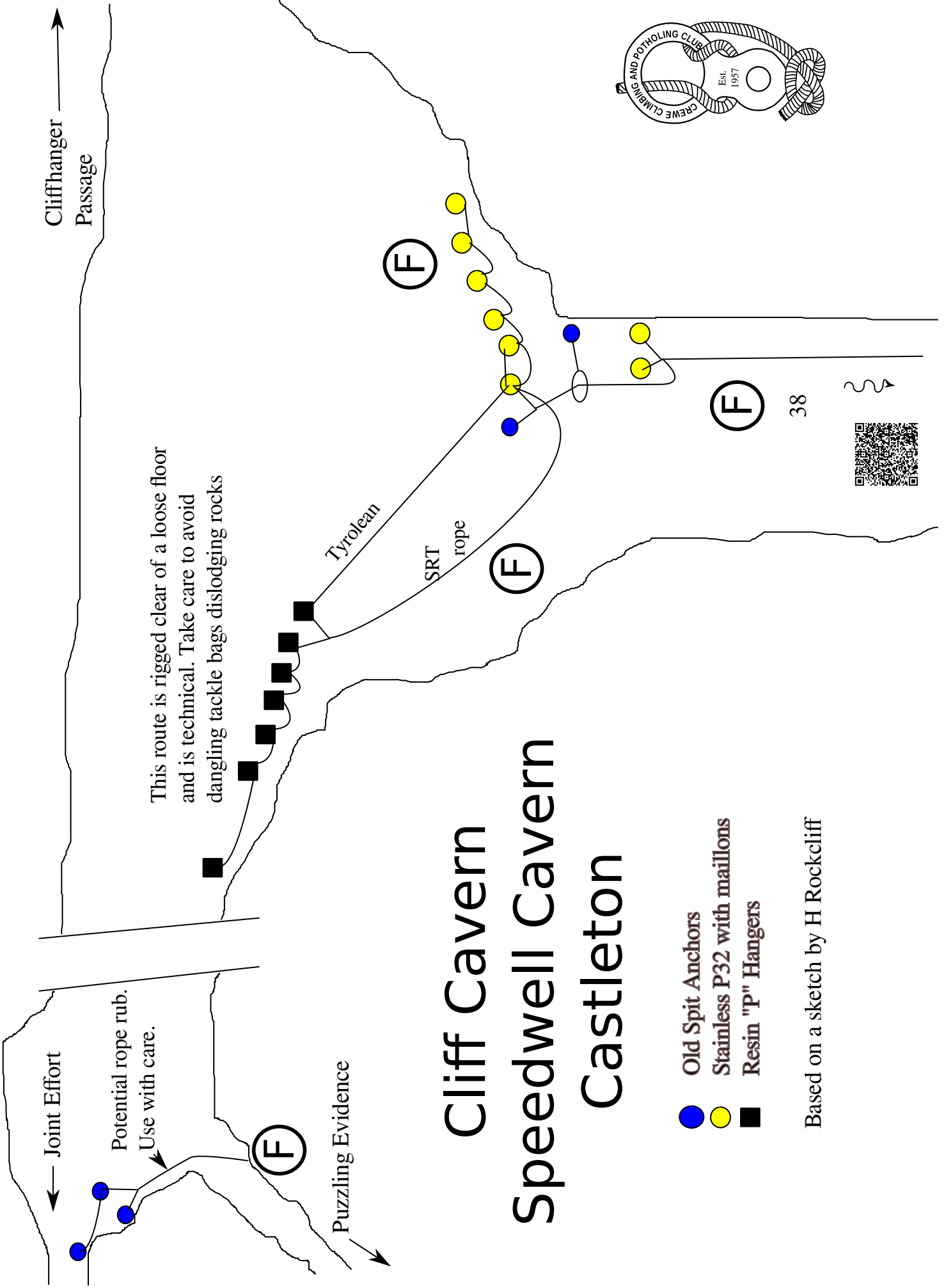
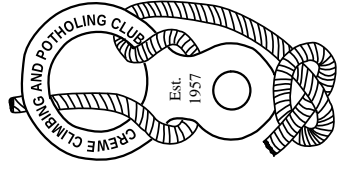
Rig entrance shaft either from slings to the lid scaff bars, or from resin anchors in the concrete.



© Crewe Climbing and Potholing Club
2001 to 2024

P8 / Jack Pot Castleton





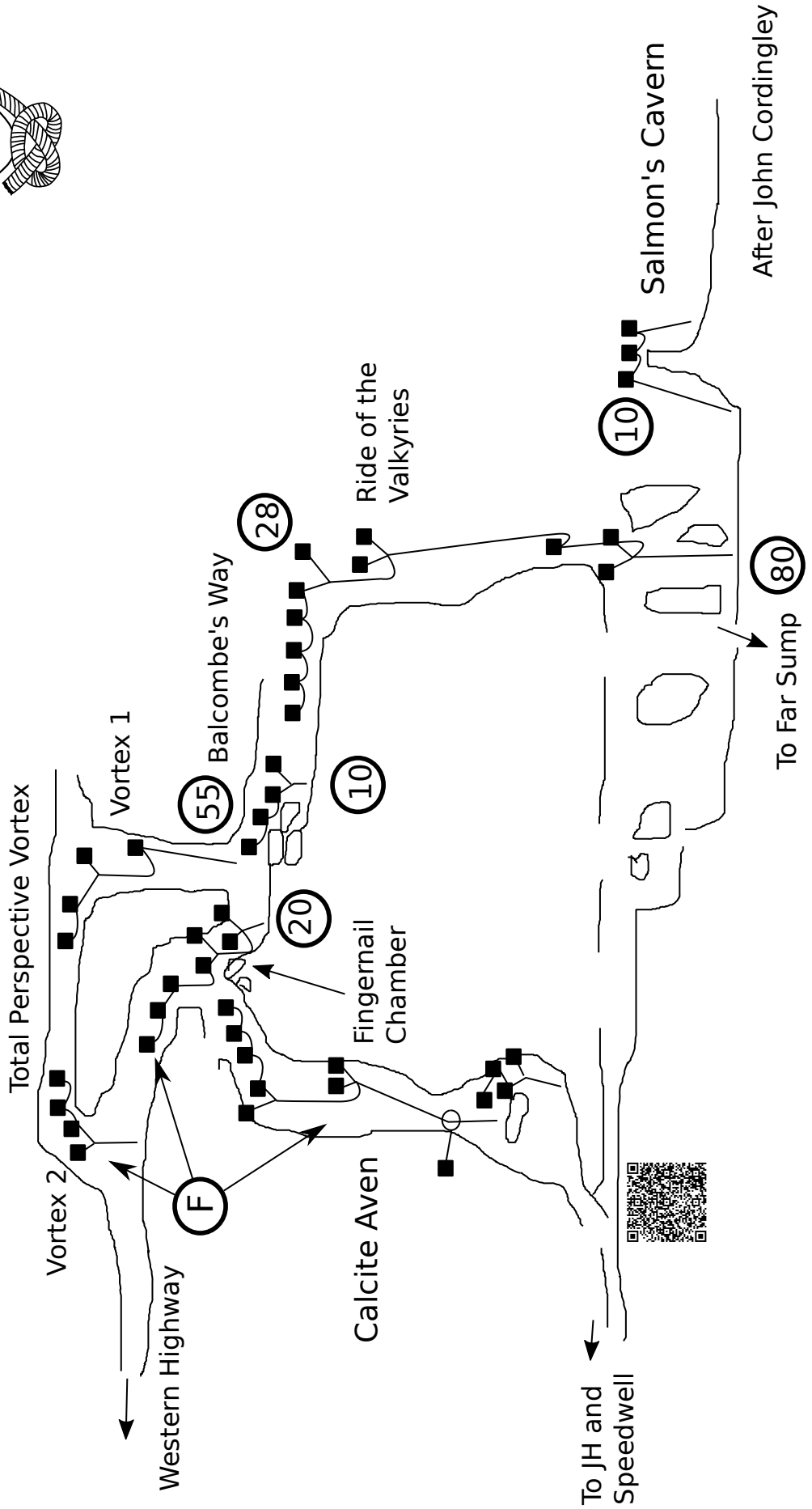
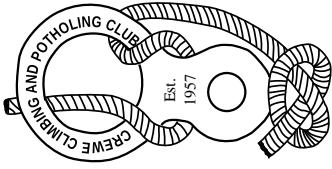
This route is rigged clear of a loose floor and is technical. Take care to avoid dangling tackle bags dislodging rocks

Cliff Cavern Speedwell Cavern Castleton

- Old Spit Anchors
- Stainless P32 with maillons
- Resin "P" Hangers

Based on a sketch by H Rockcliff

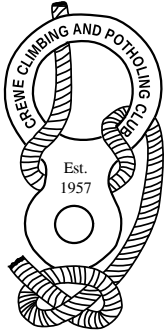
Far Sump Extensions Peak Cavern / Speedwell Castleton



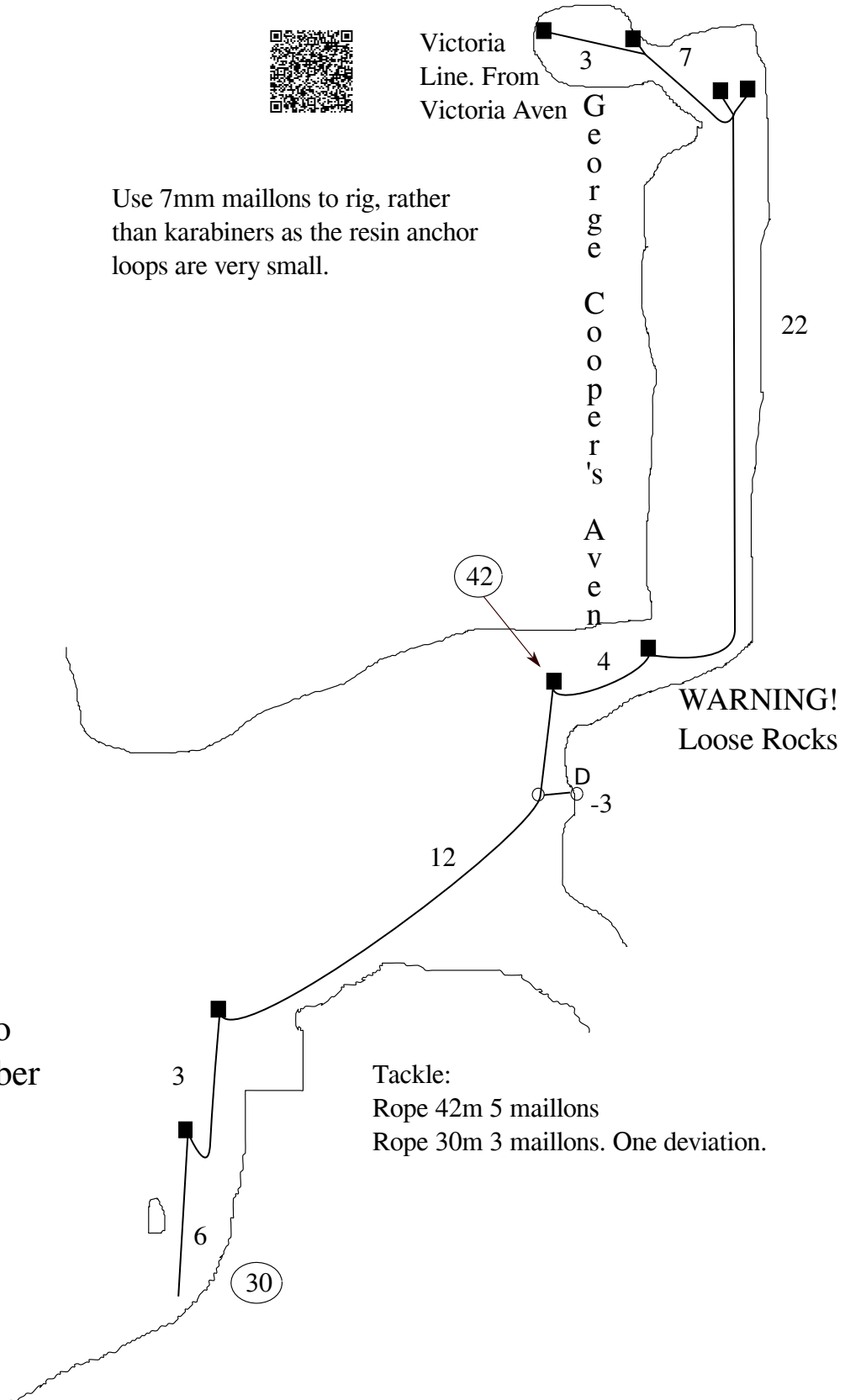
George Cooper's Aven Peak Cavern Castleton



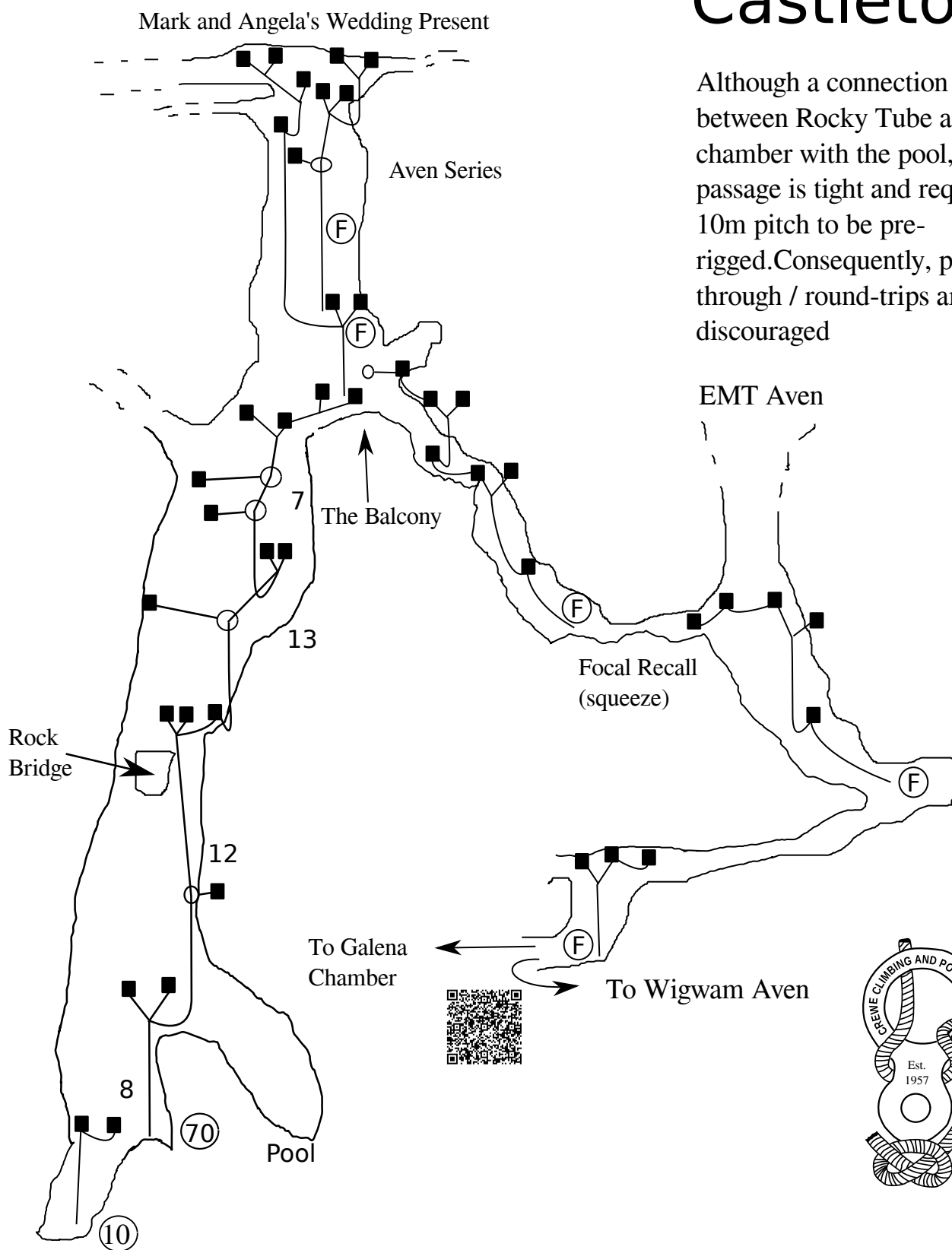
Victoria
Line. From
Victoria Aven



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

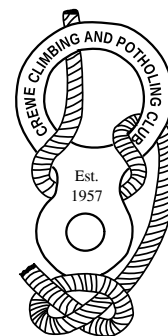


NCC Shafts Peak Cavern Castleton



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

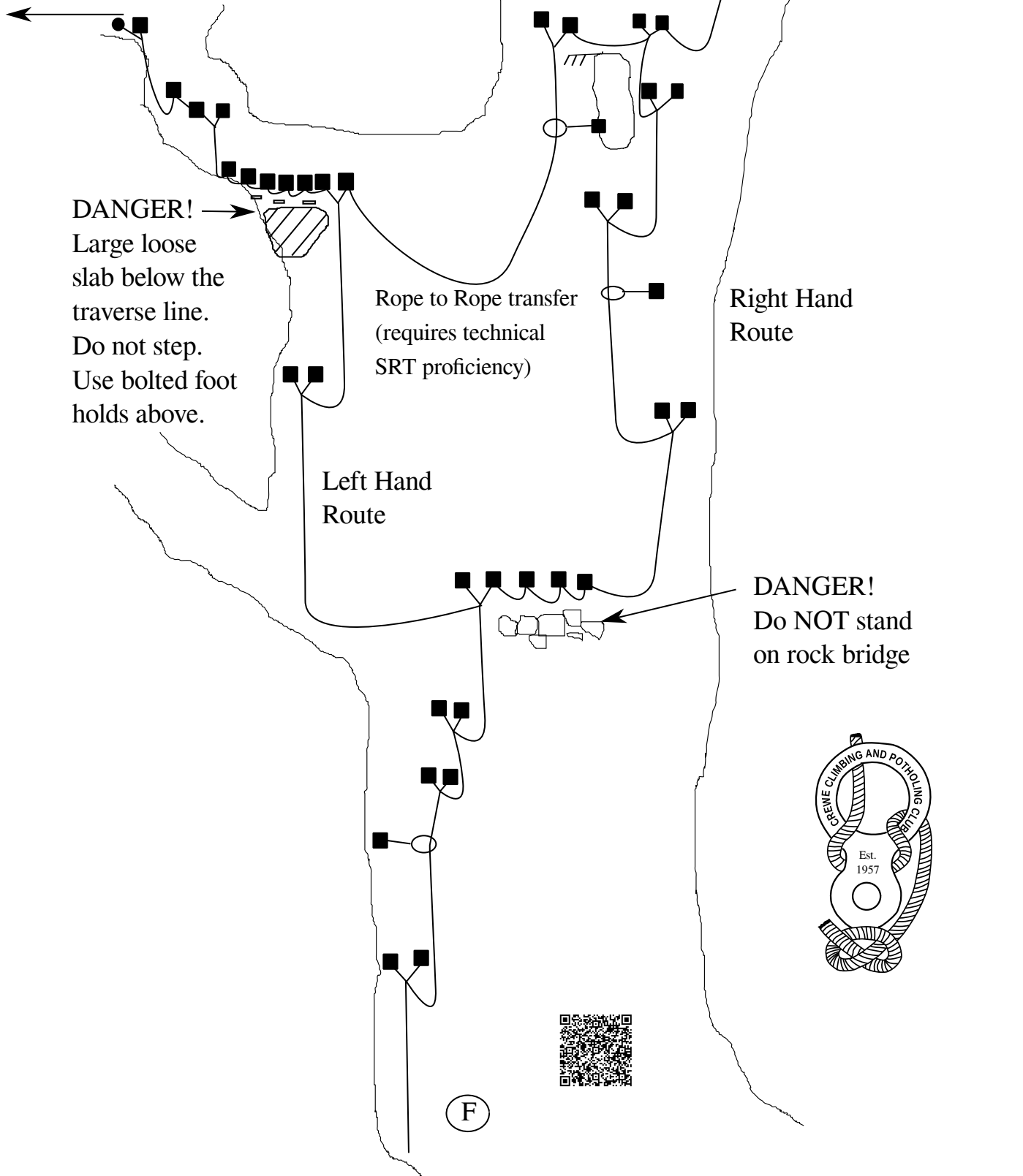
Based on survey by W Sheldon



Victoria Aven Peak Cavern Castleton

To Victoria Cavern →

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



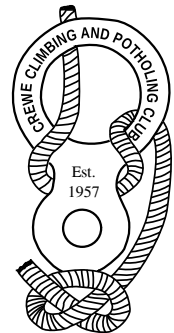
DANGER!
Large loose slab below the traverse line.
Do not step.
Use bolted foot holds above.

Rope to Rope transfer
(requires technical
SRT proficiency)

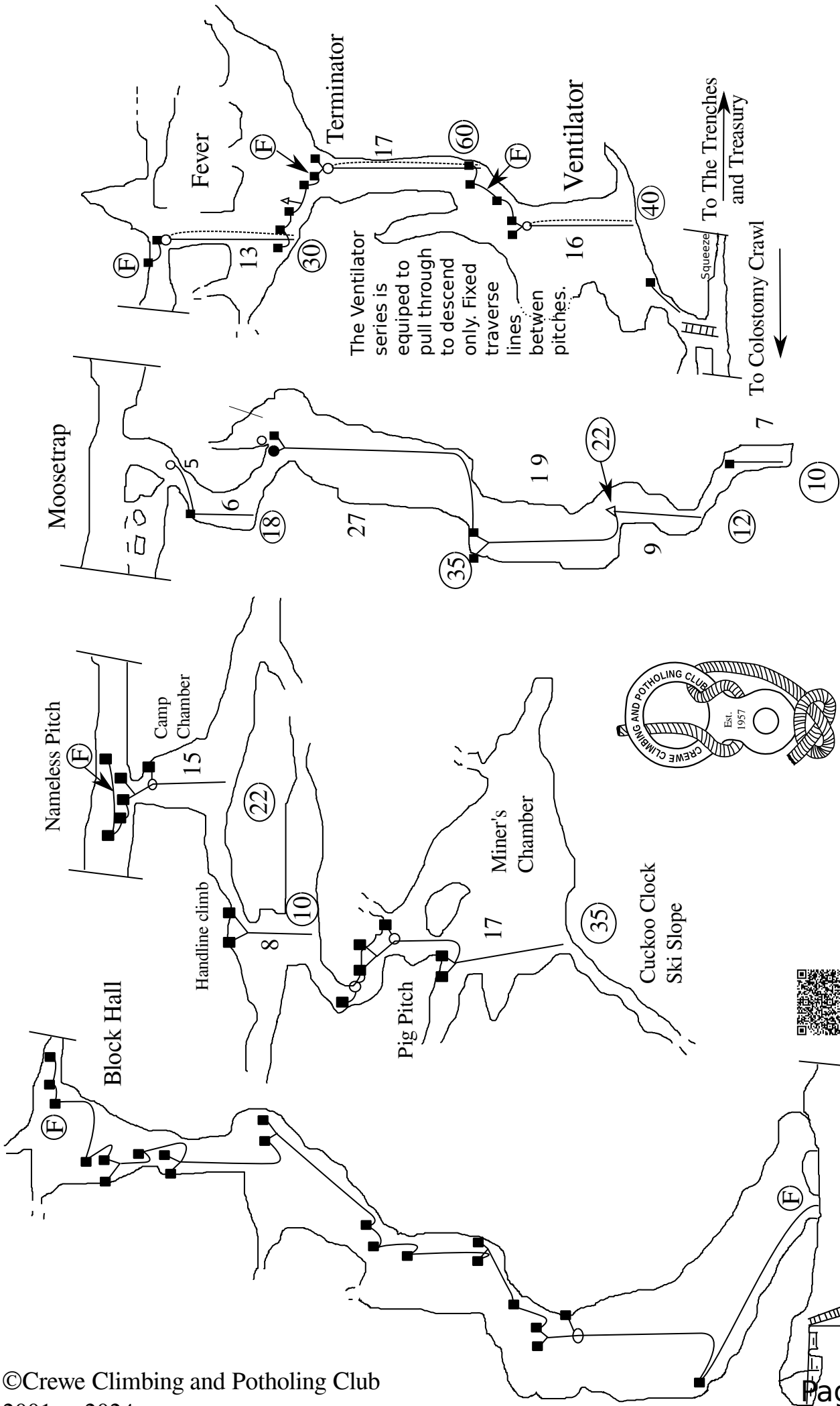
Right Hand Route

Left Hand Route

DANGER!
Do NOT stand on rock bridge



(F)

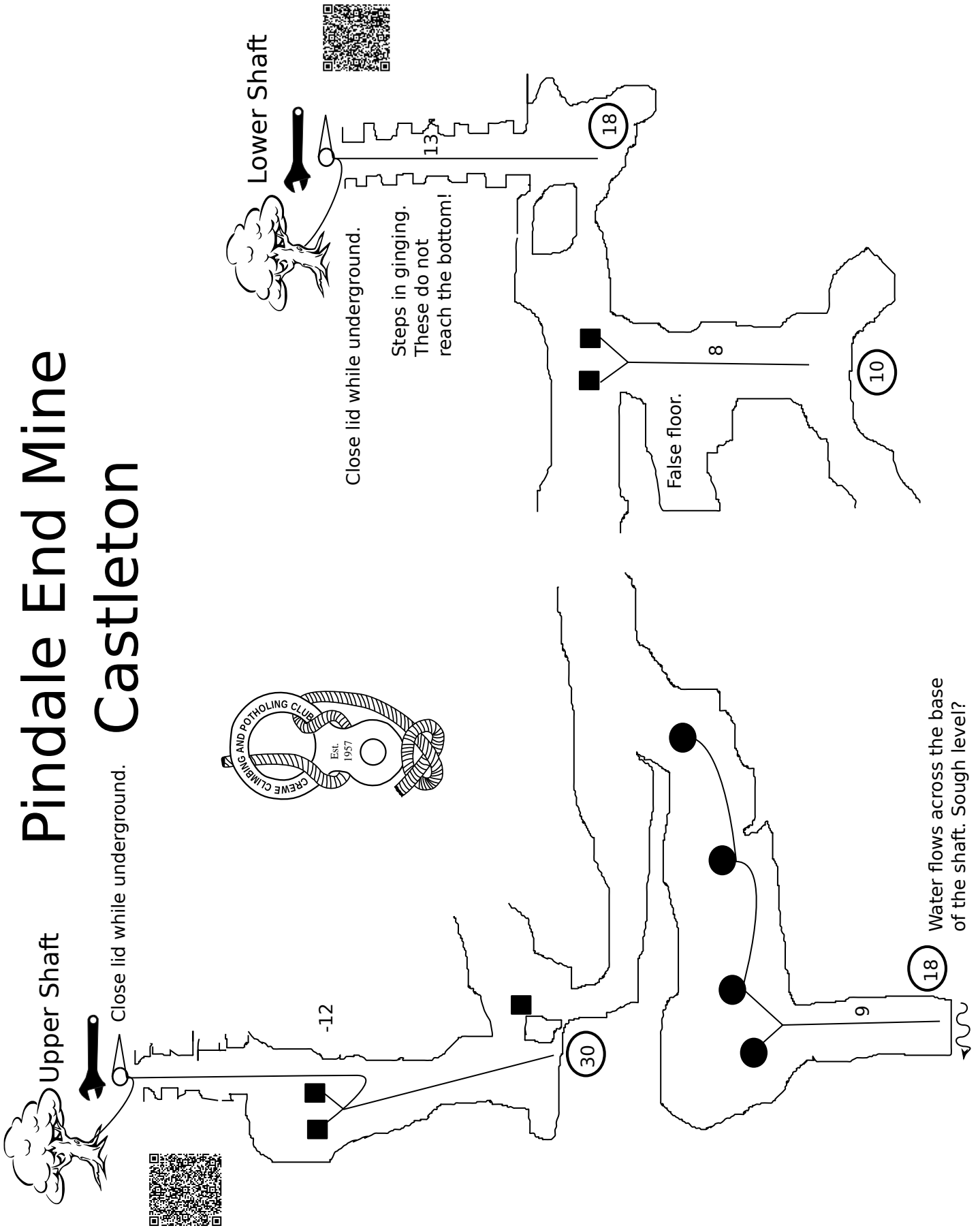


White River Series Peak Cavern / Speedwell Castleton



The Bung
Lower Bung Streamway.
To Egnaro Aven and Colostomy Crawl

Pindale End Mine Castleton



Rowter Hole Castleton Part 1



32

Section of shaft omitted for clarity

40

-5

Hypothermia Crawl

37

70

33

8

11

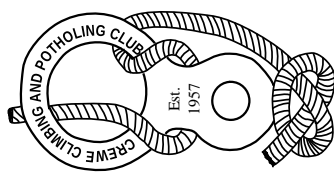
Pool

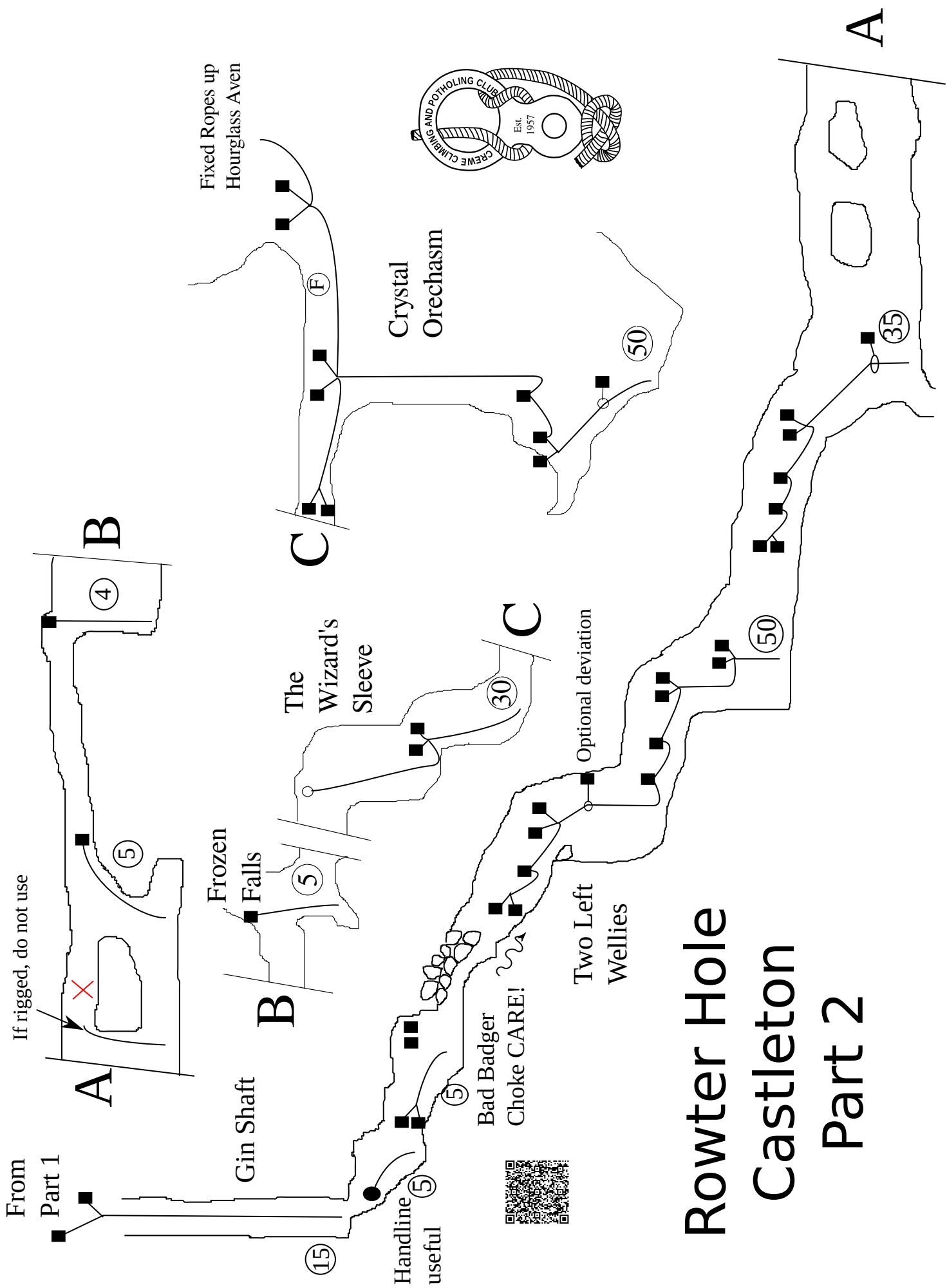
30

Stream Sink

After Elliot, 1975

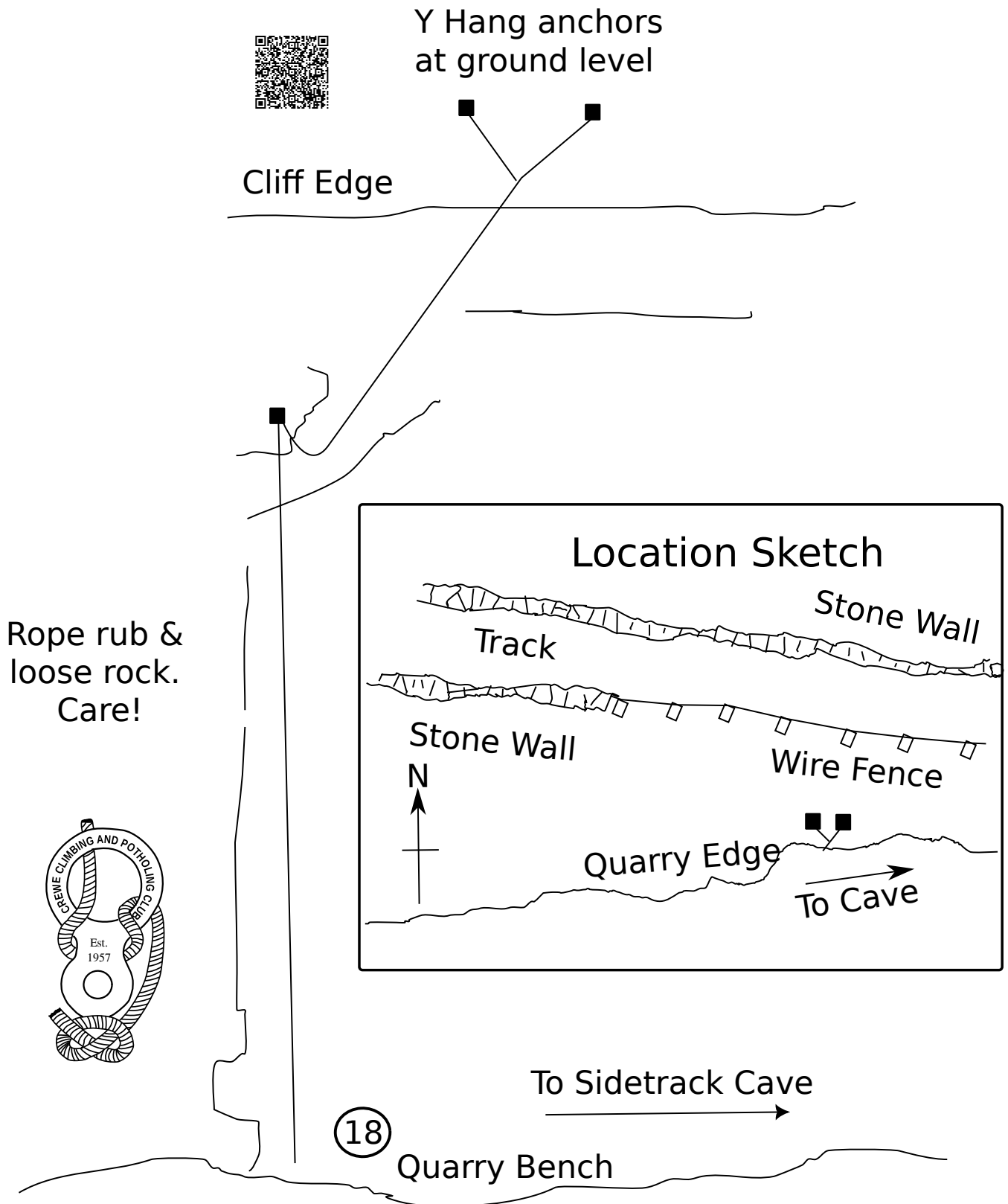
Gin Shaft. See Rowter Hole Part 2.



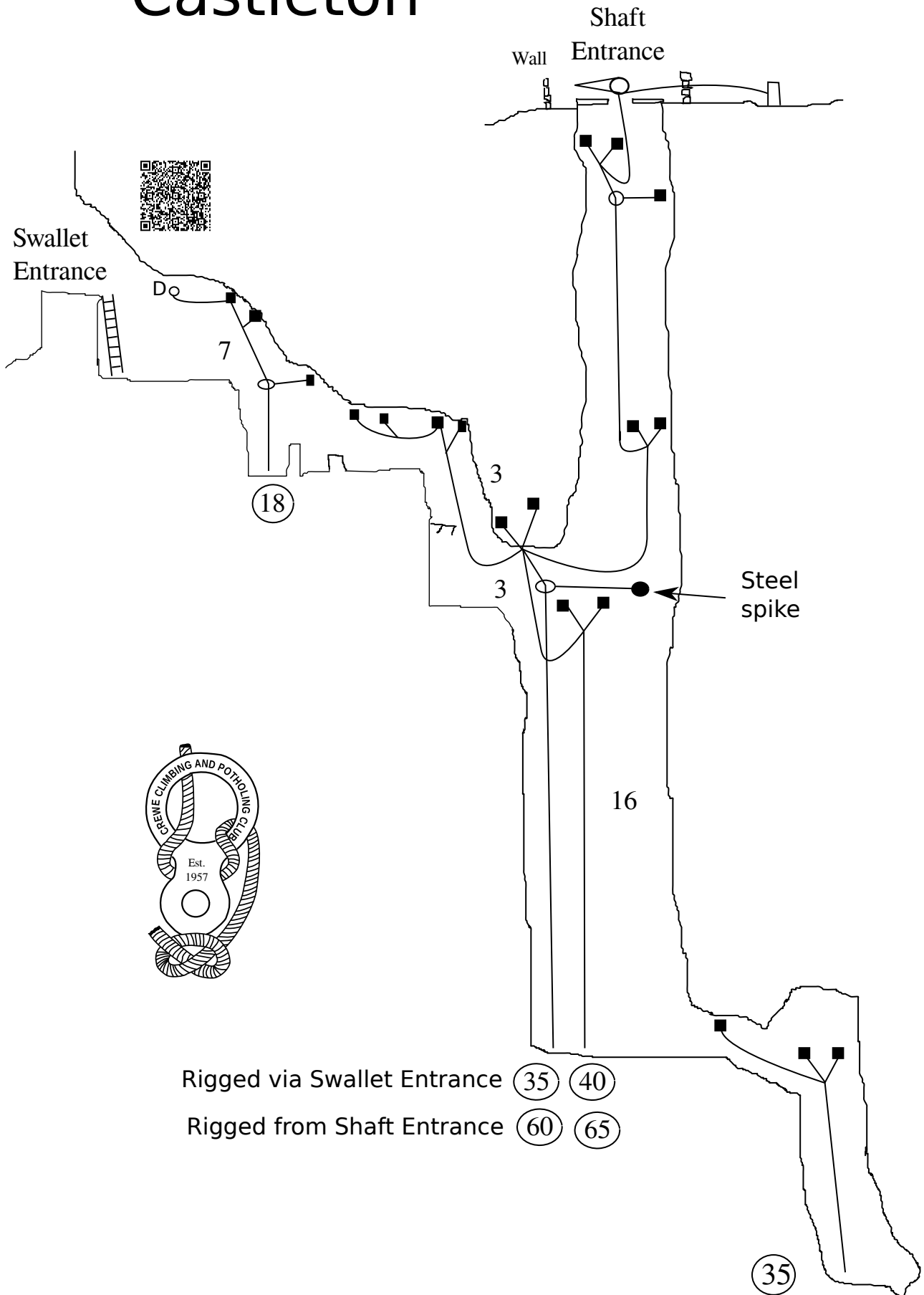


Rowter Hole Castleton Part 2

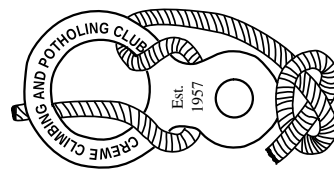
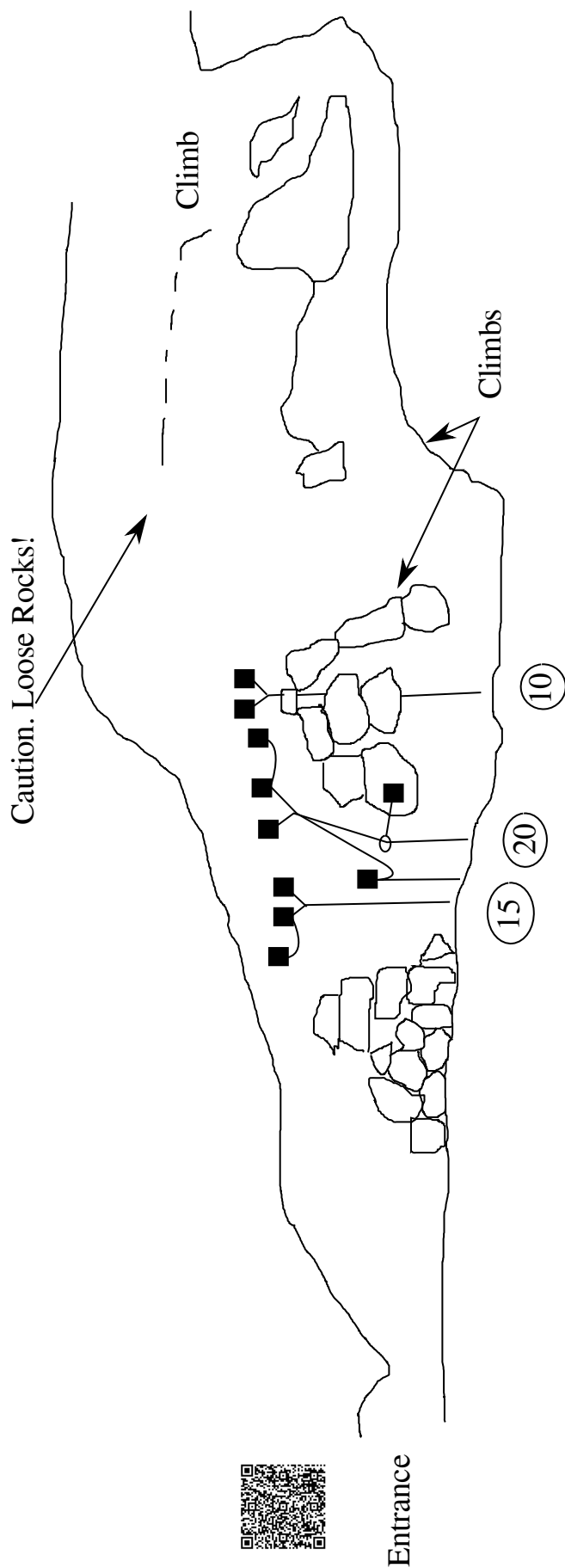
Sidetrack Cave Cliff Access Castleton



Snelslow Swallet Castleton



Suicide Cave Castleton

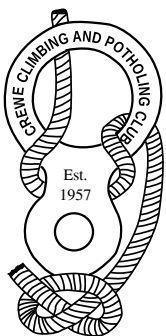
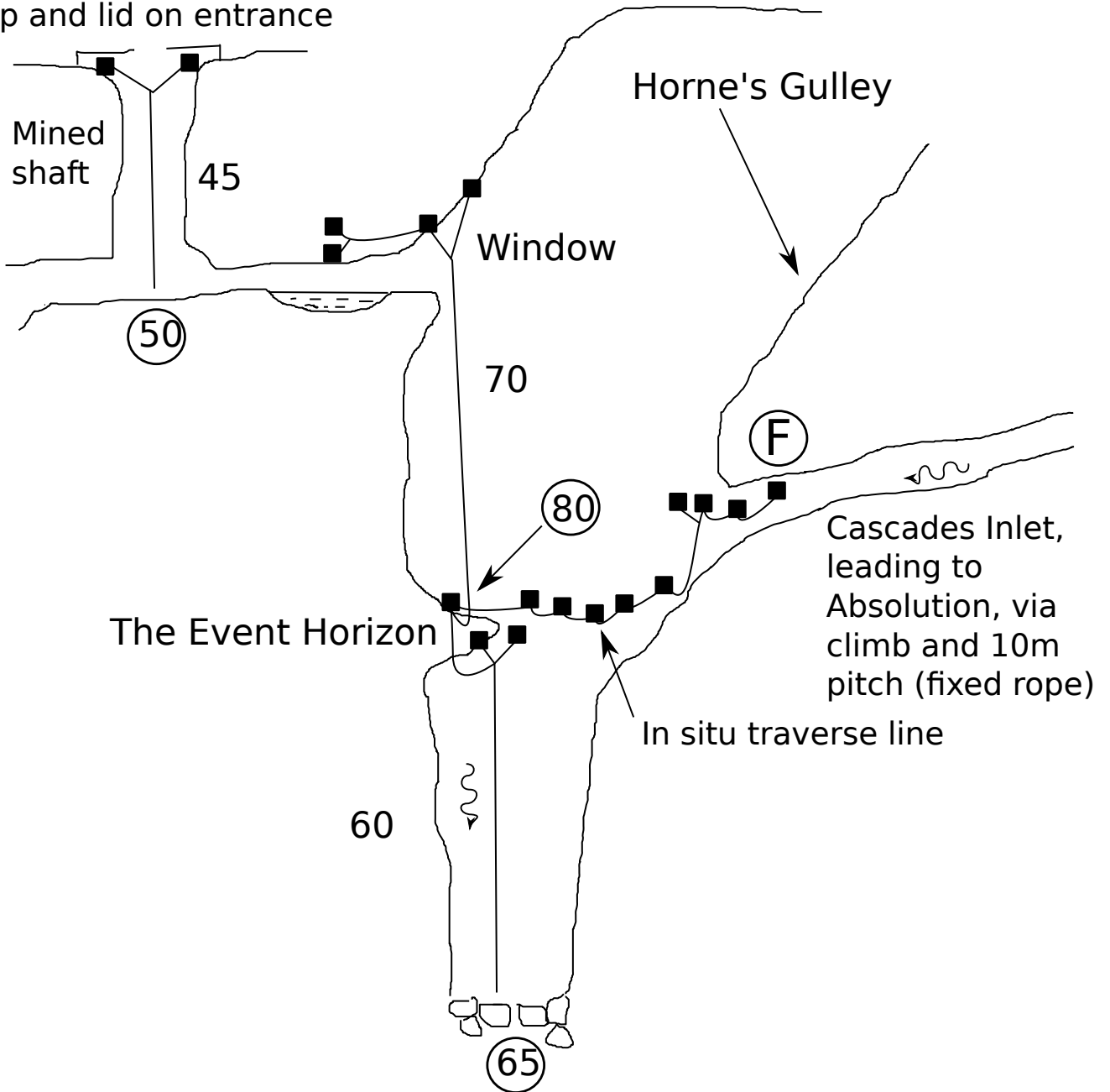


- First Pitch: 15 m rope, 3 maillons.
- Second pitch: 20 m rope. 4 maillons. Sling and krab for deviation.
- Third pitch: 10 m rope, 2 maillons.

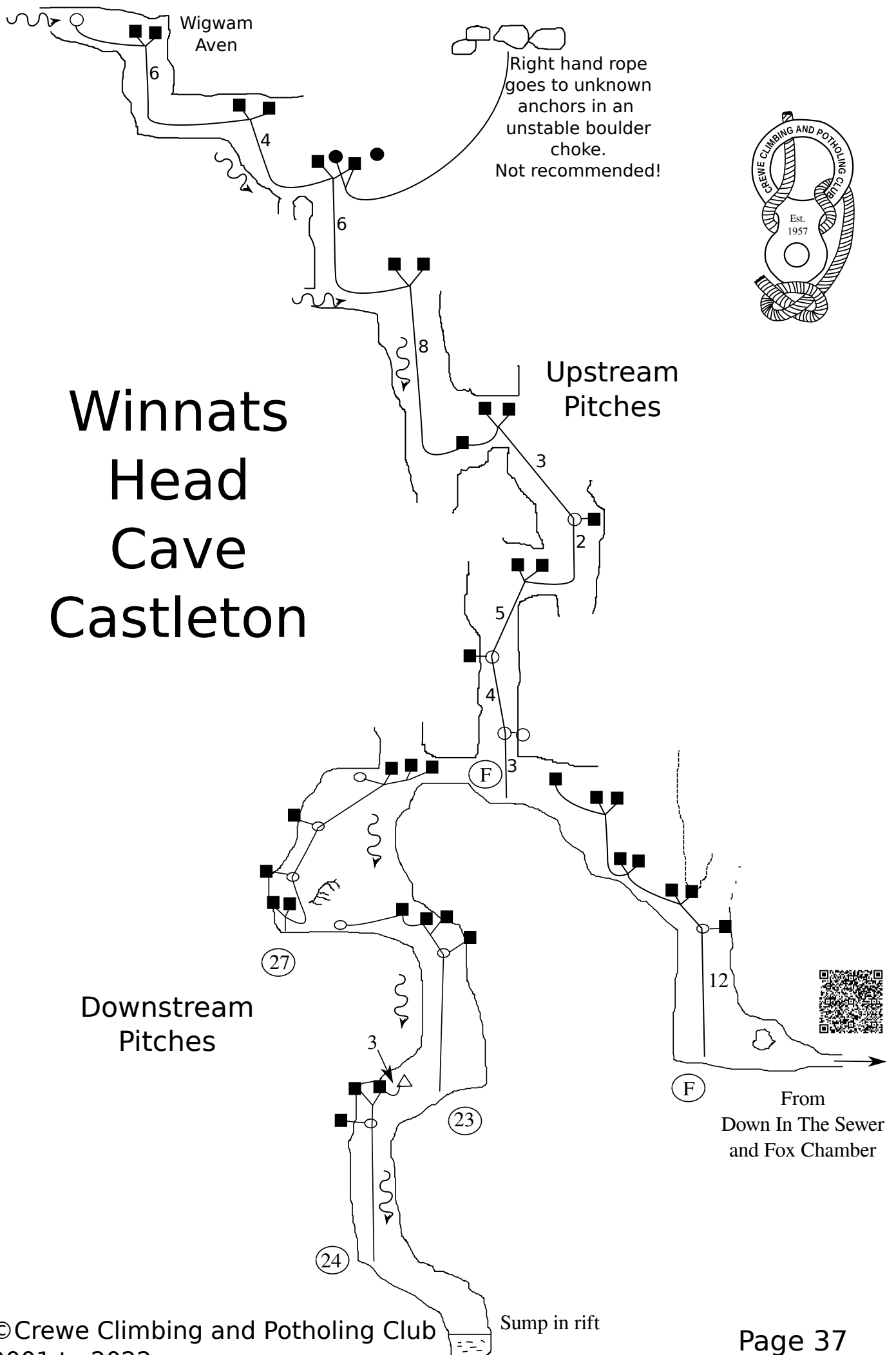
Titan Castleton



Cap and lid on entrance

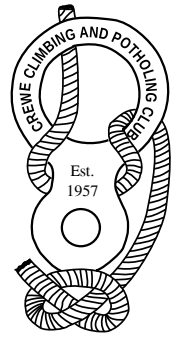


Boulder choke, leading down to
Blarney's Breakdown and Far Sump
Extensions, JH and Peak Cavern.



Winnats Head Cave Castleton

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



Upstream Pitches

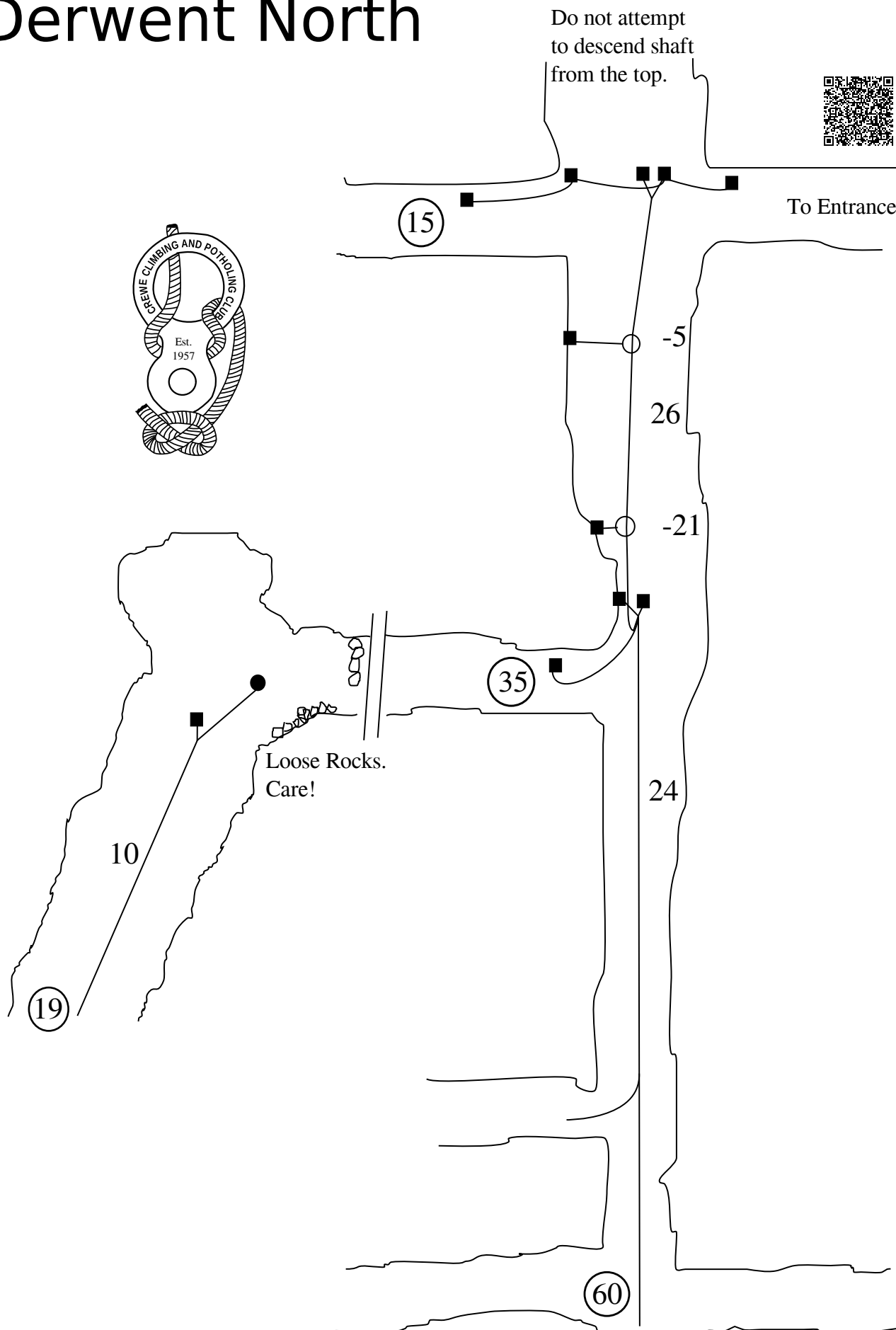
Downstream Pitches



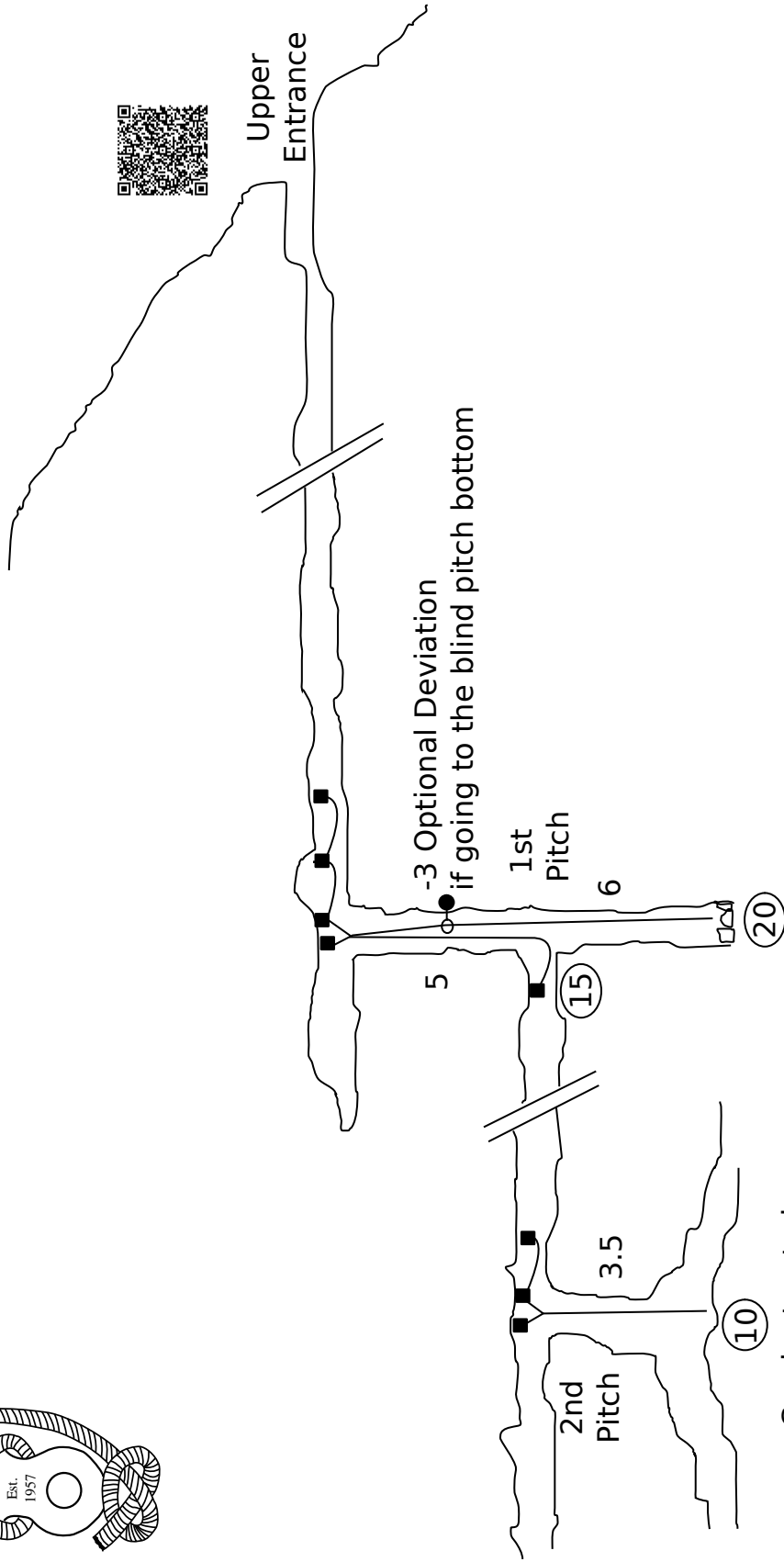
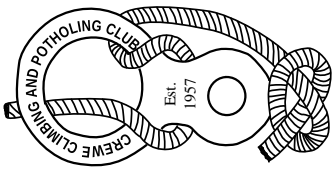
From Down In The Sewer and Fox Chamber

Middle Engine Mine Derwent North

Do not attempt
to descend shaft
from the top.



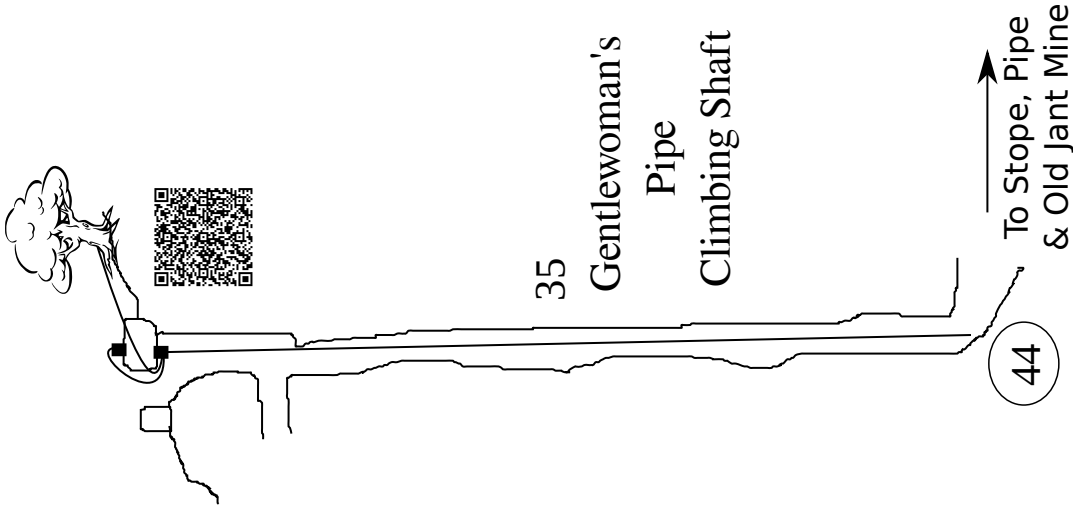
Clatterway Levels - Bonsall Derwent South



Can be treated as a difficult climb.

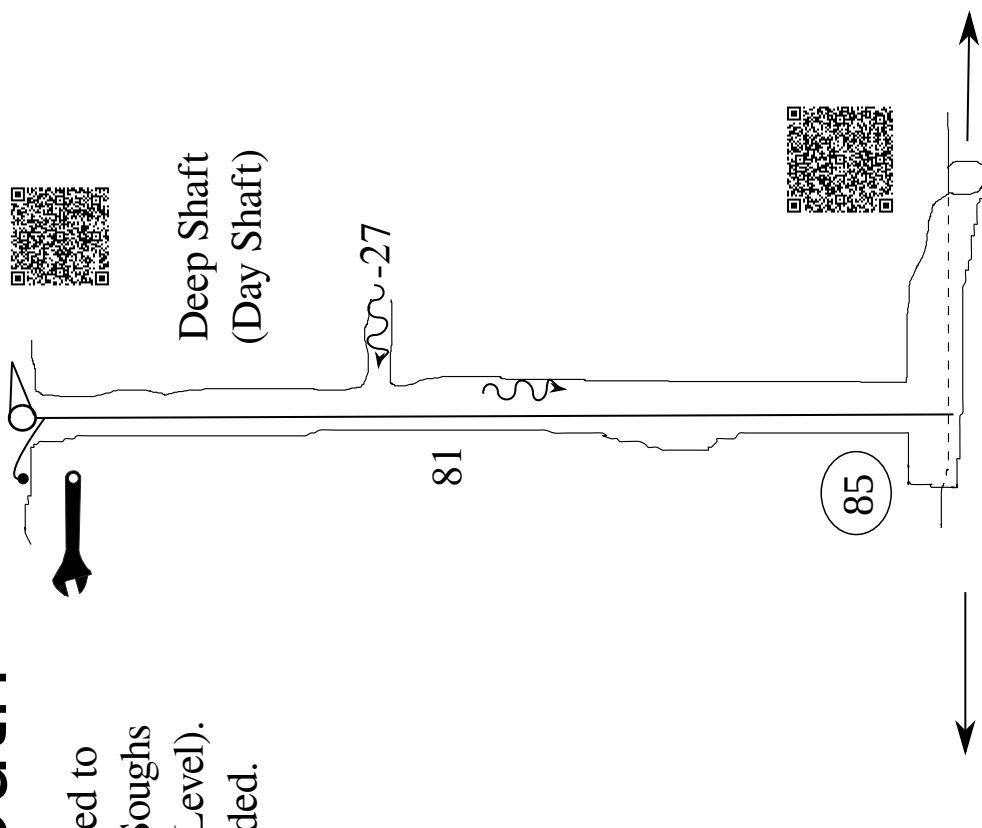
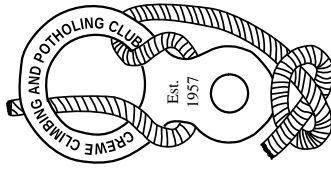
From a sketch by Steve Knox 2001.
See <https://www.ccpcc.org.uk/newsletters/CCPCNewsletter73.pdf>

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



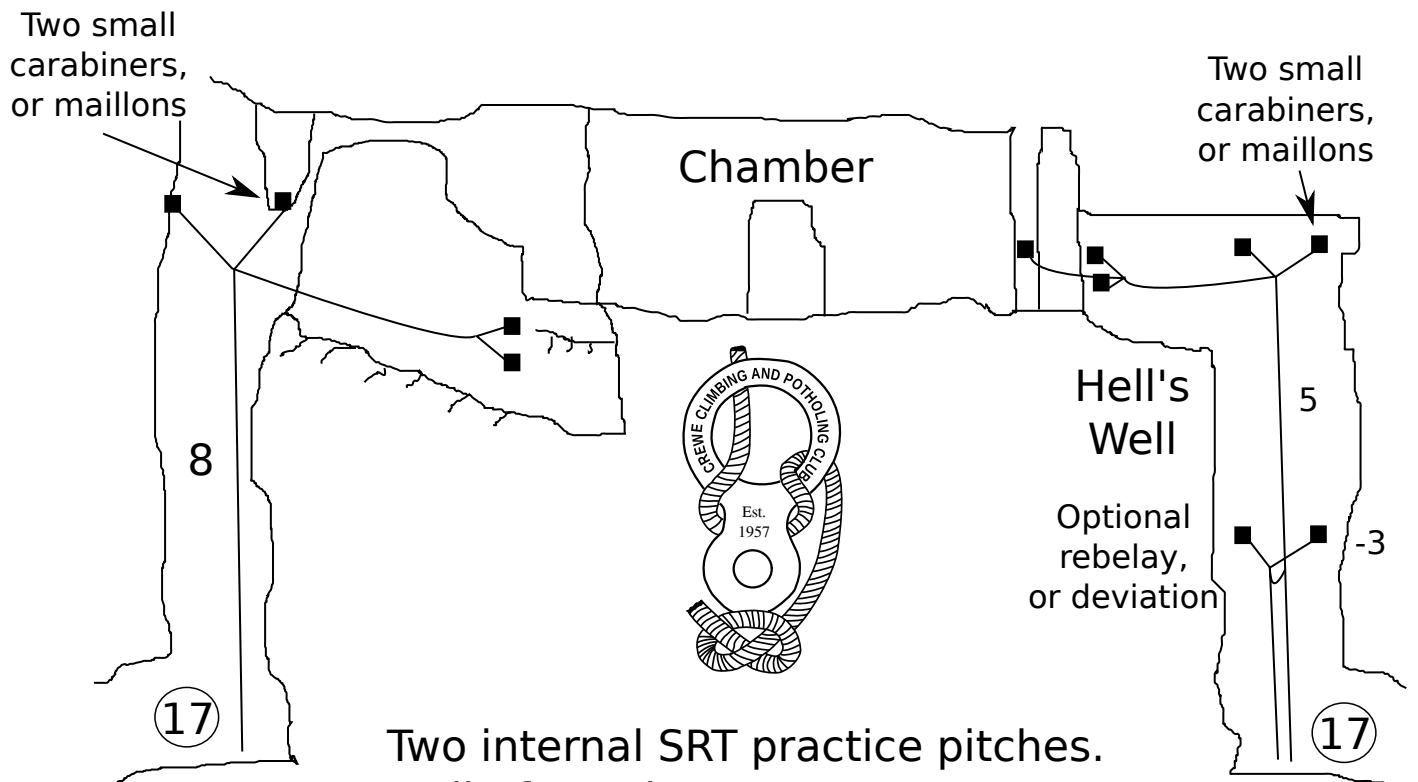
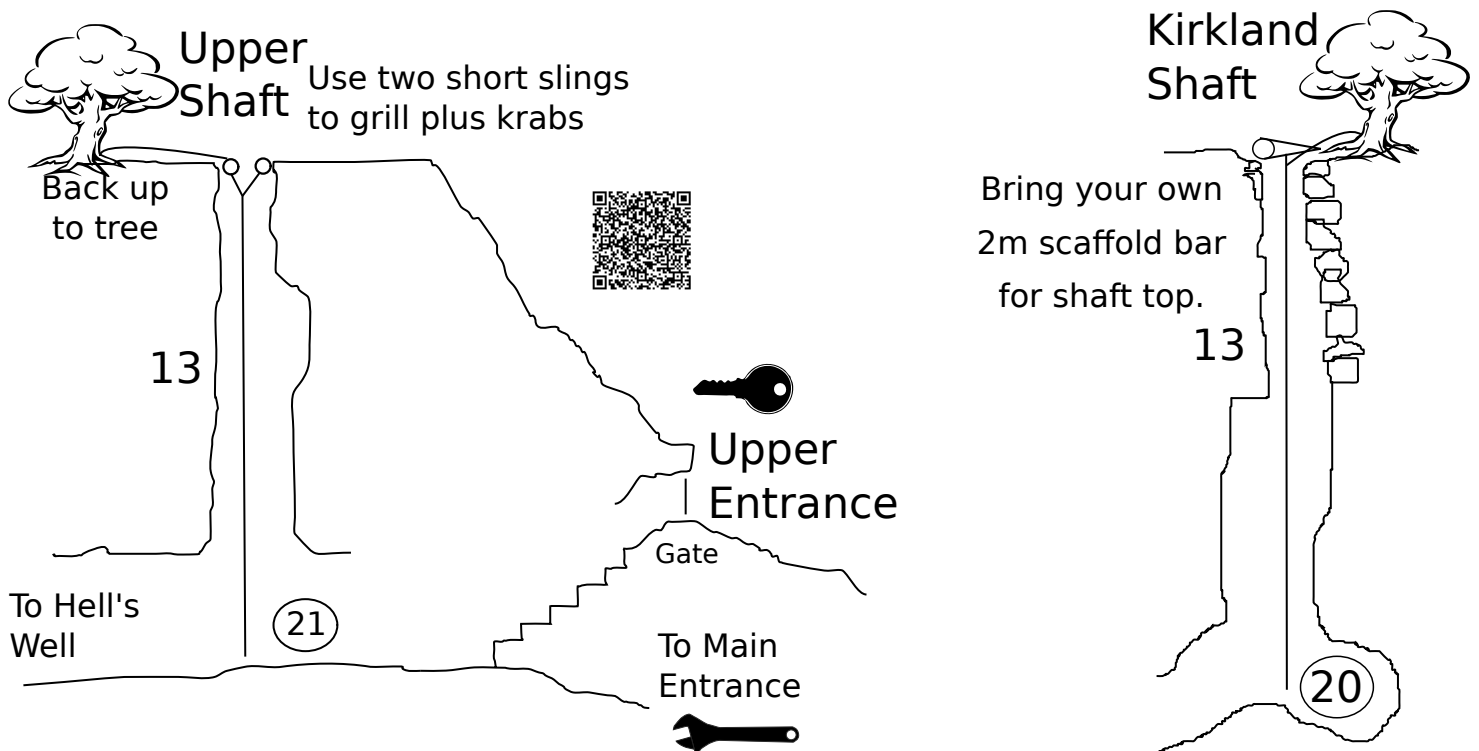
Derwent South

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



Devonshire Cavern

Derwent South

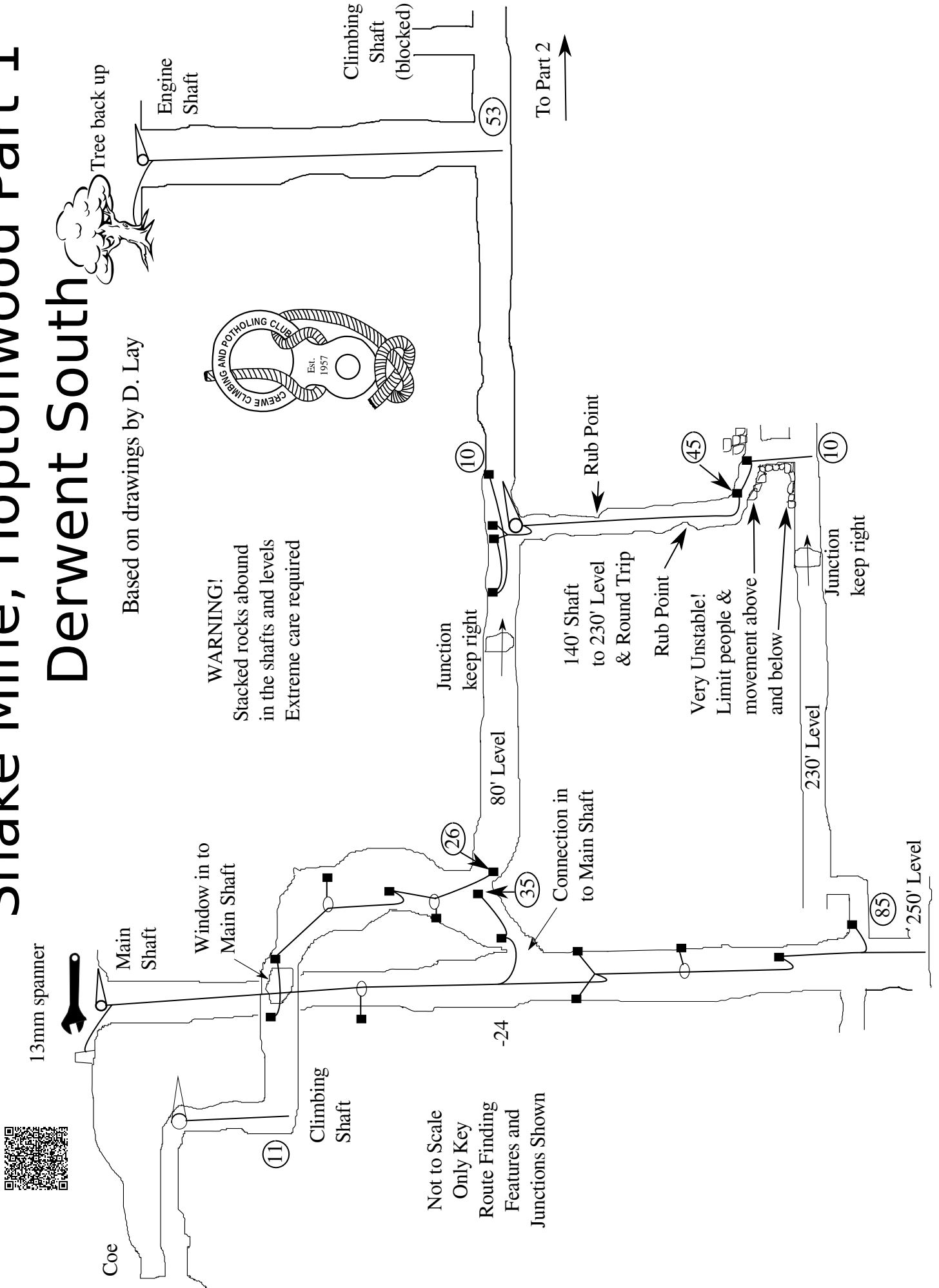


Two internal SRT practice pitches. Up dip from the Upper Entrance, to left and right hand side of a chamber.

Snake Mine, Hoptonwood Part 1

Derwent South

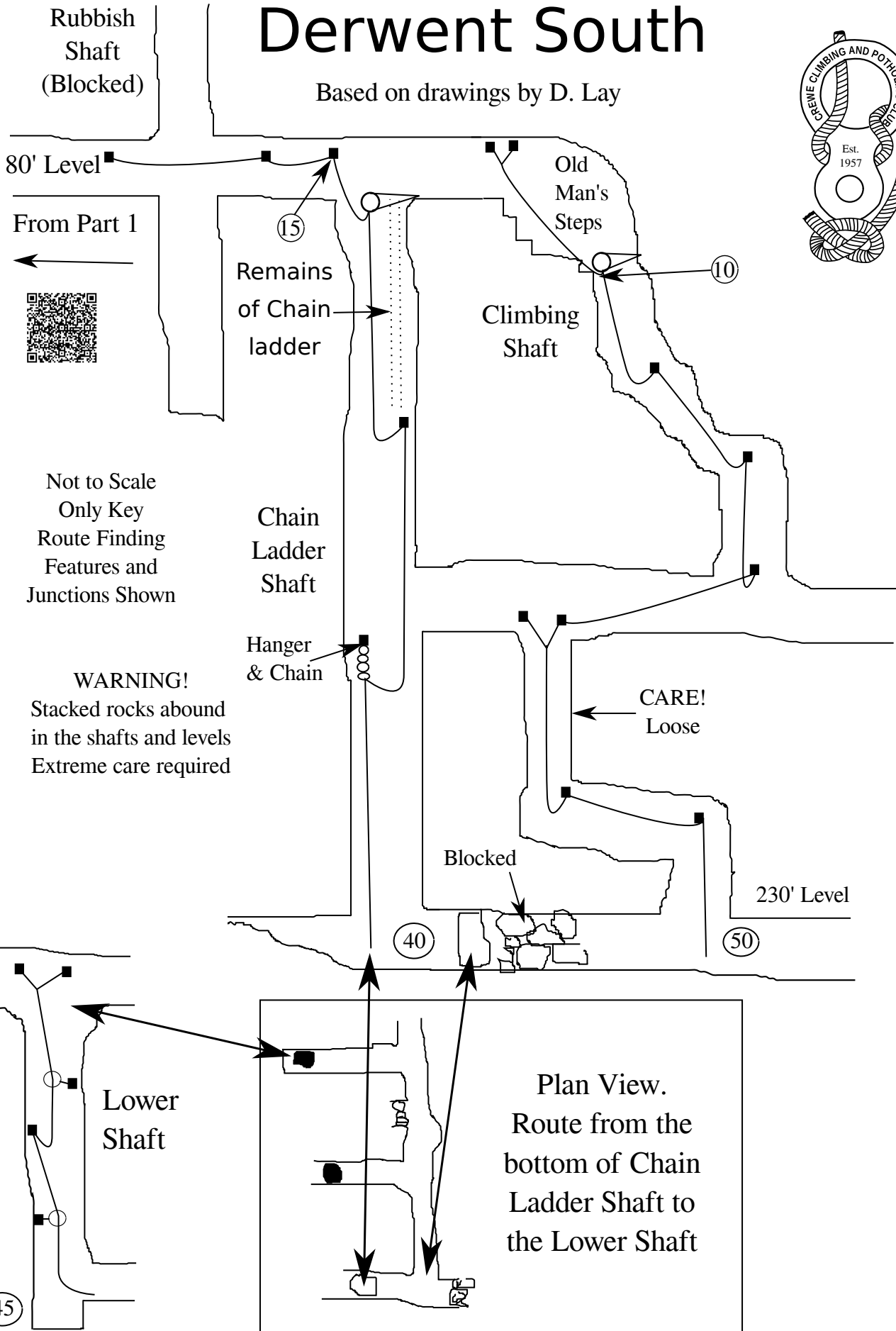
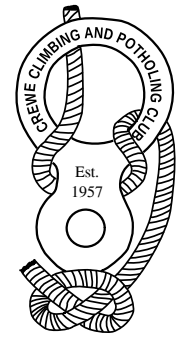
Based on drawings by D. Lay



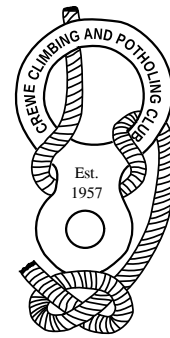
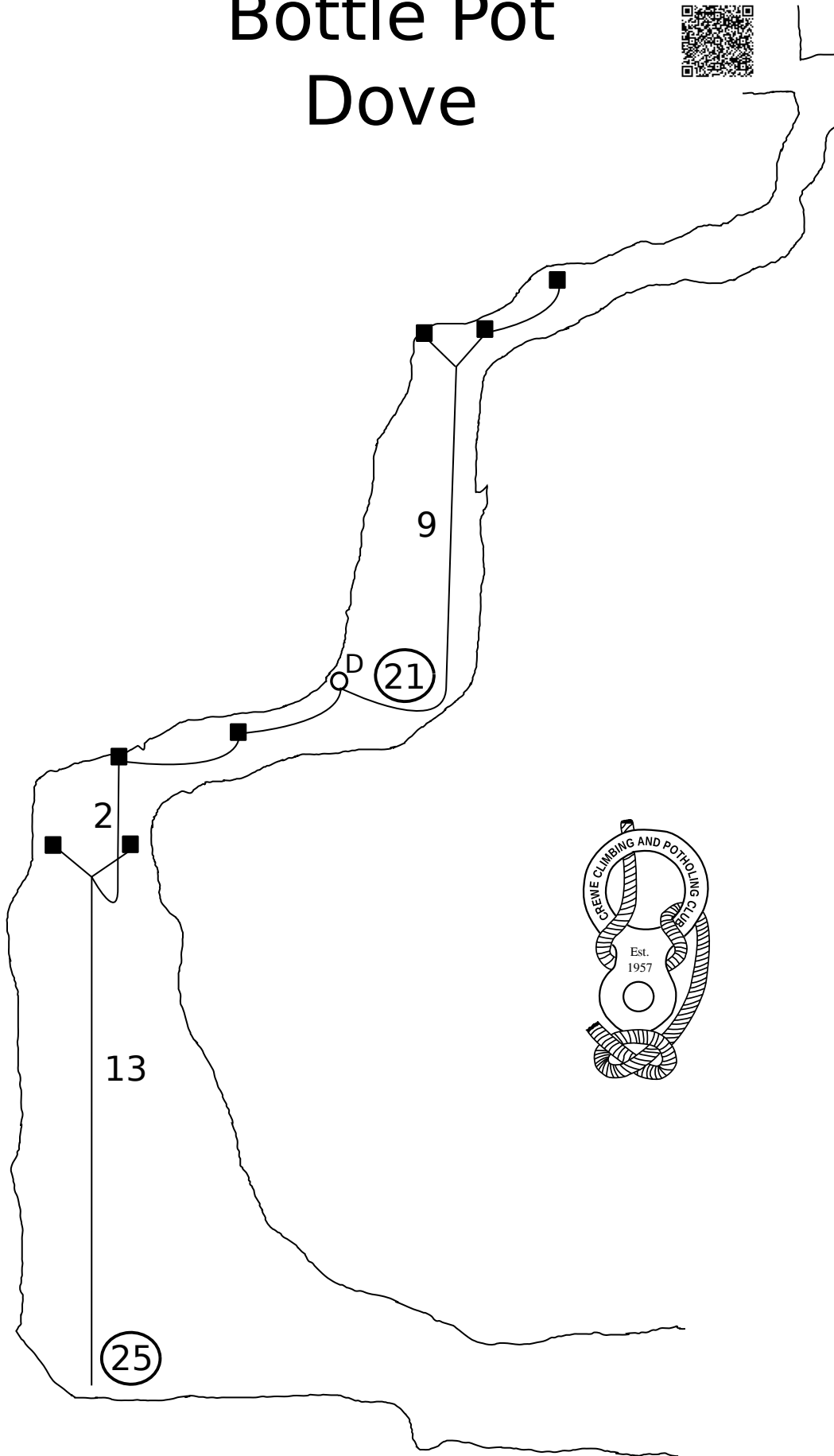
Snake Mine, Hoptonwood Part 2

Derwent South

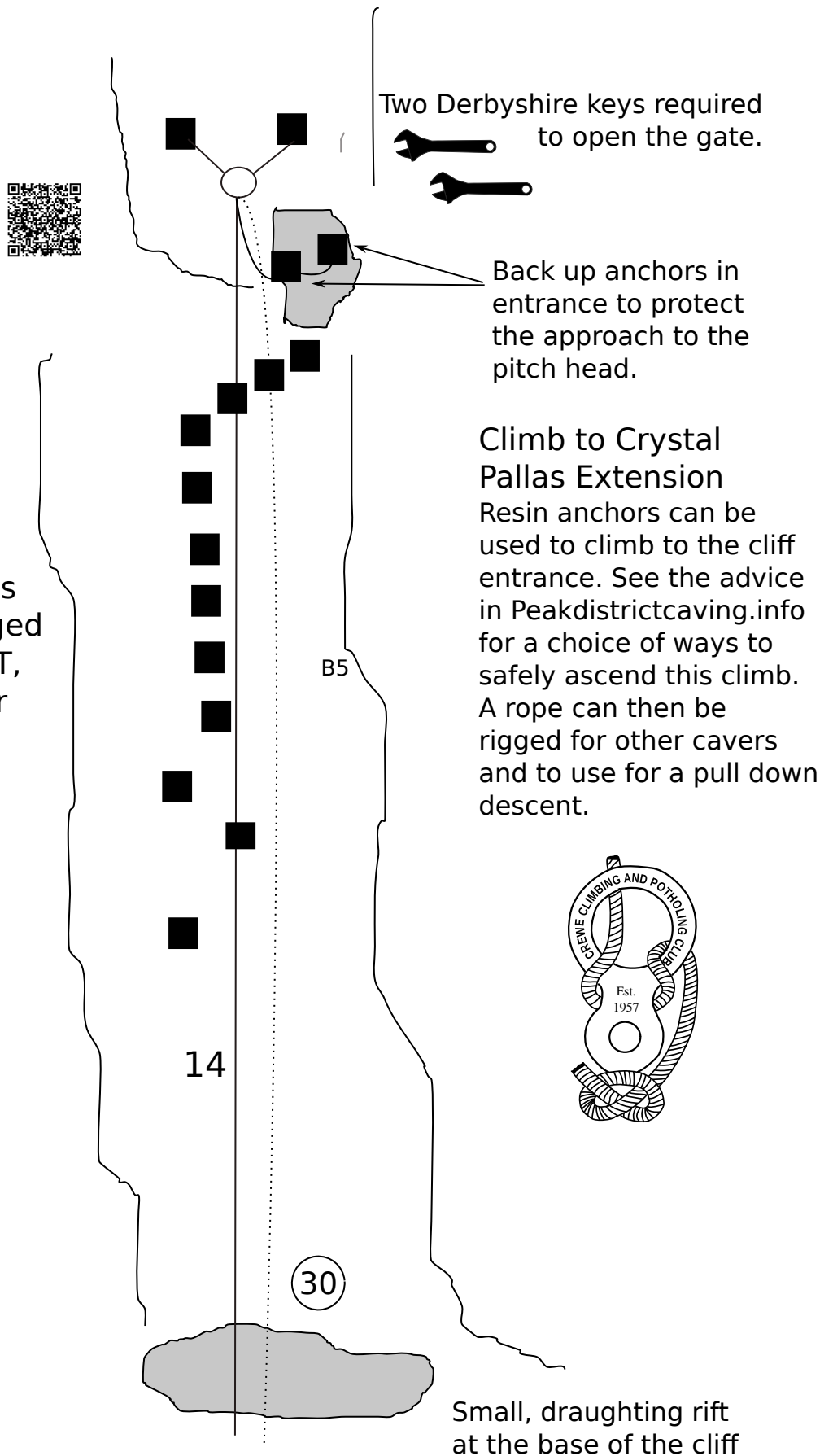
Based on drawings by D. Lay



Bottle Pot Dove



Owl Hole - Dove

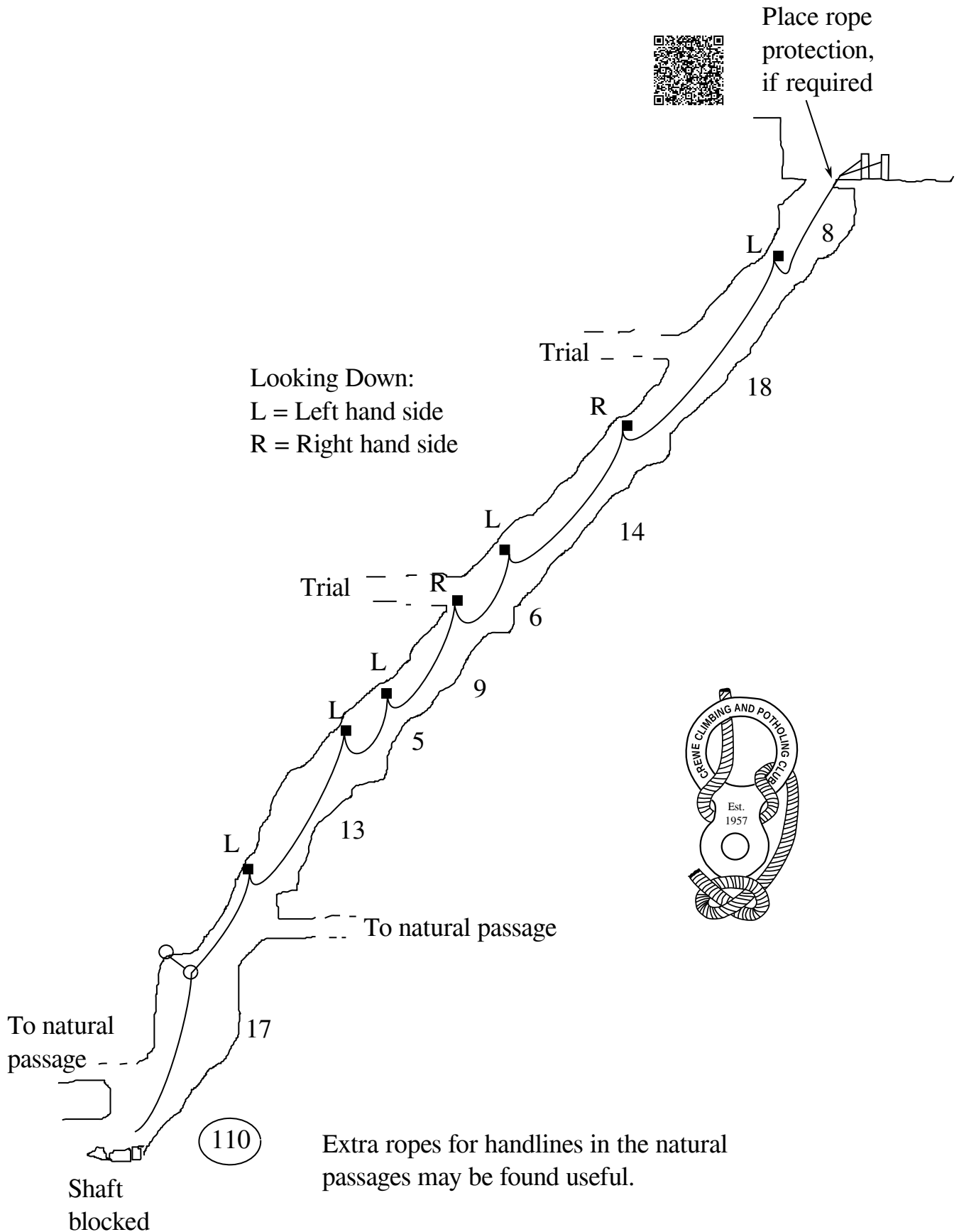


Pitch to Crystal Pallas chamber can be rigged from naturals for SRT, or with an 8m ladder and 15m lifeline.

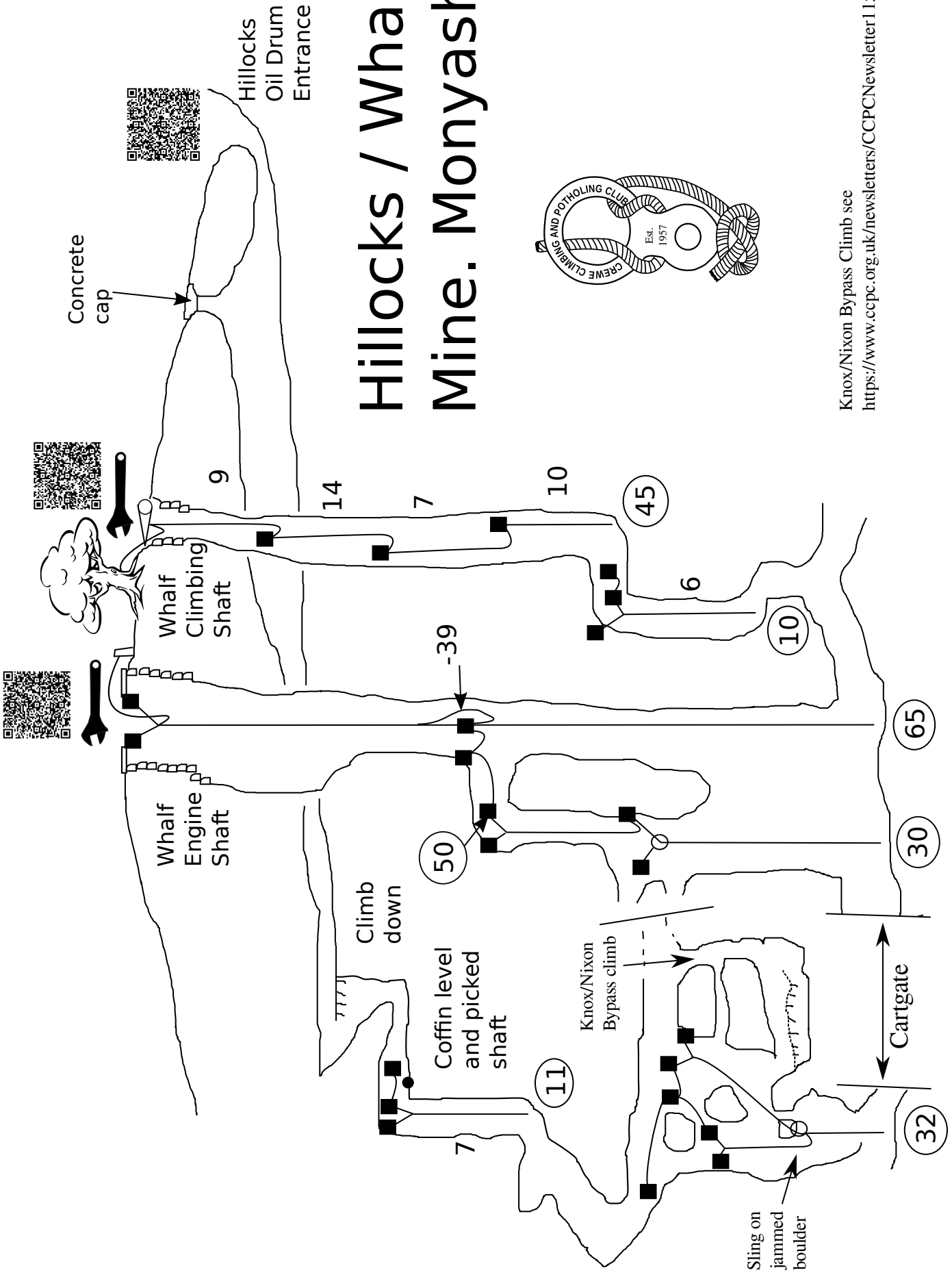
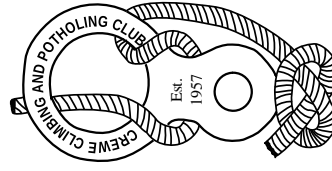
Based on a sketch by Kai Trusson and Birmingham Student Caving Club



Robin's Shaft Mine Dove

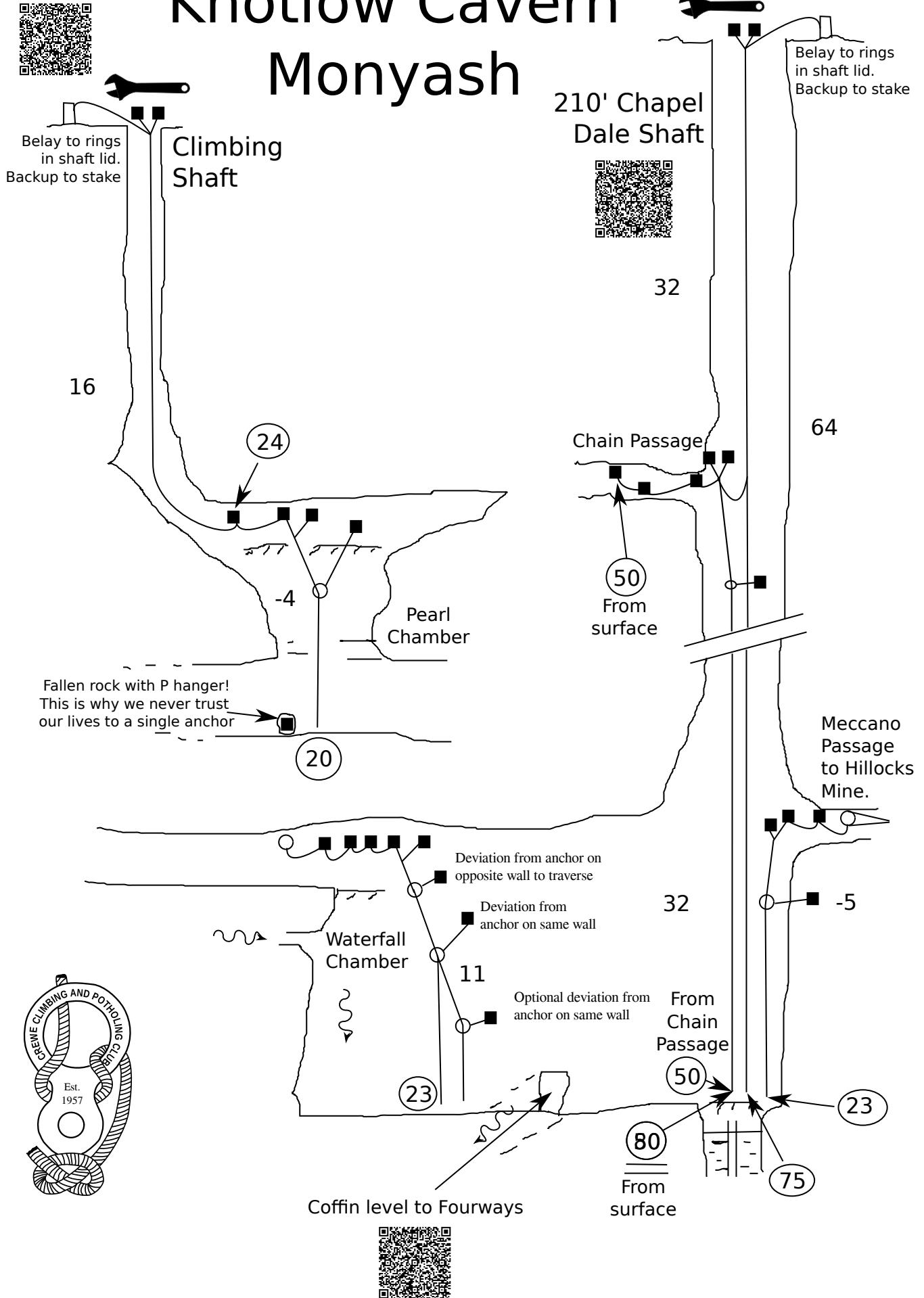


Hillocks / Whalf Mine. Monyash

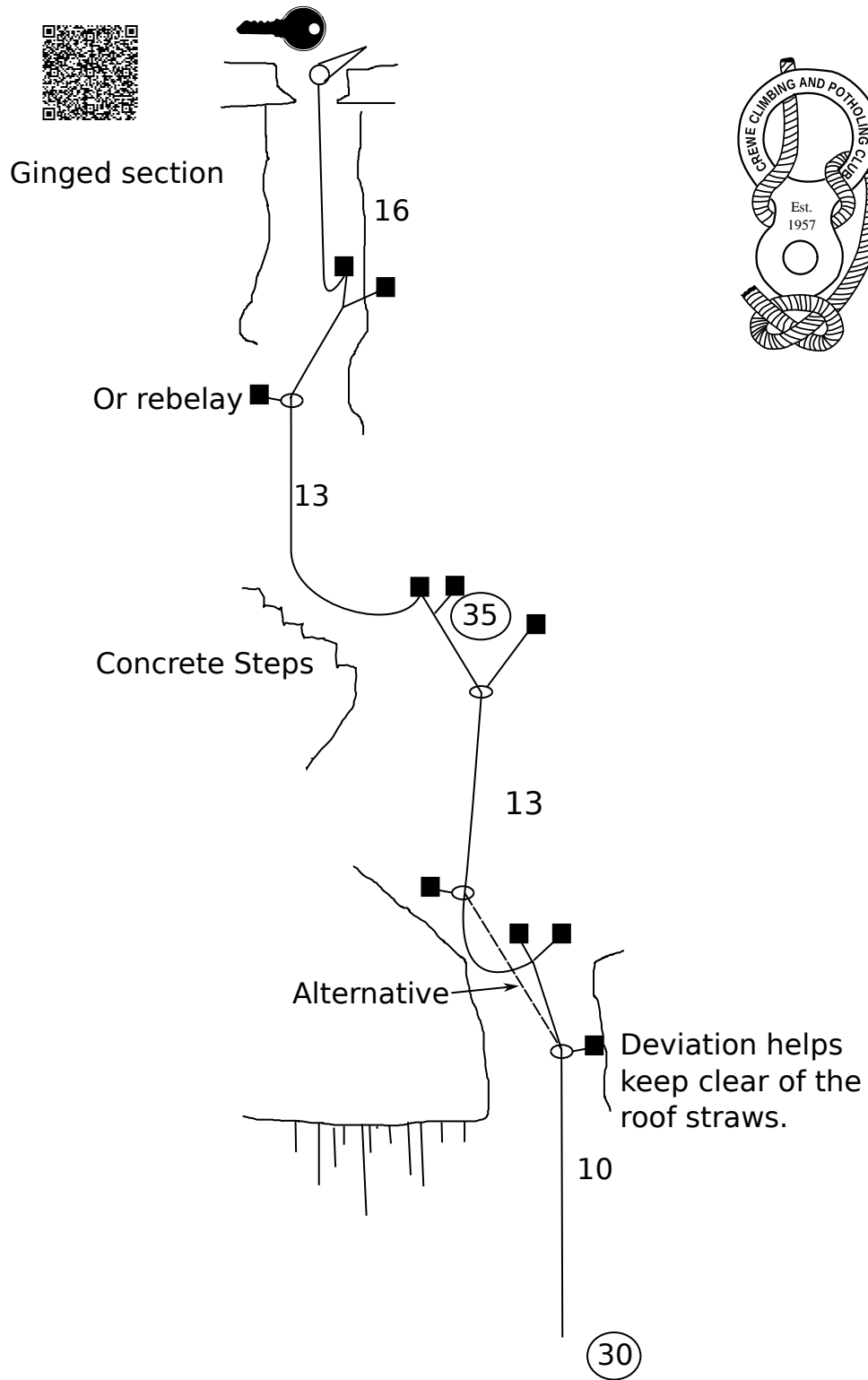


Knox/Nixon Bypass Climb sec
<https://www.ccpcc.org.uk/newsletters/CCPCNewsletter115.pdf>

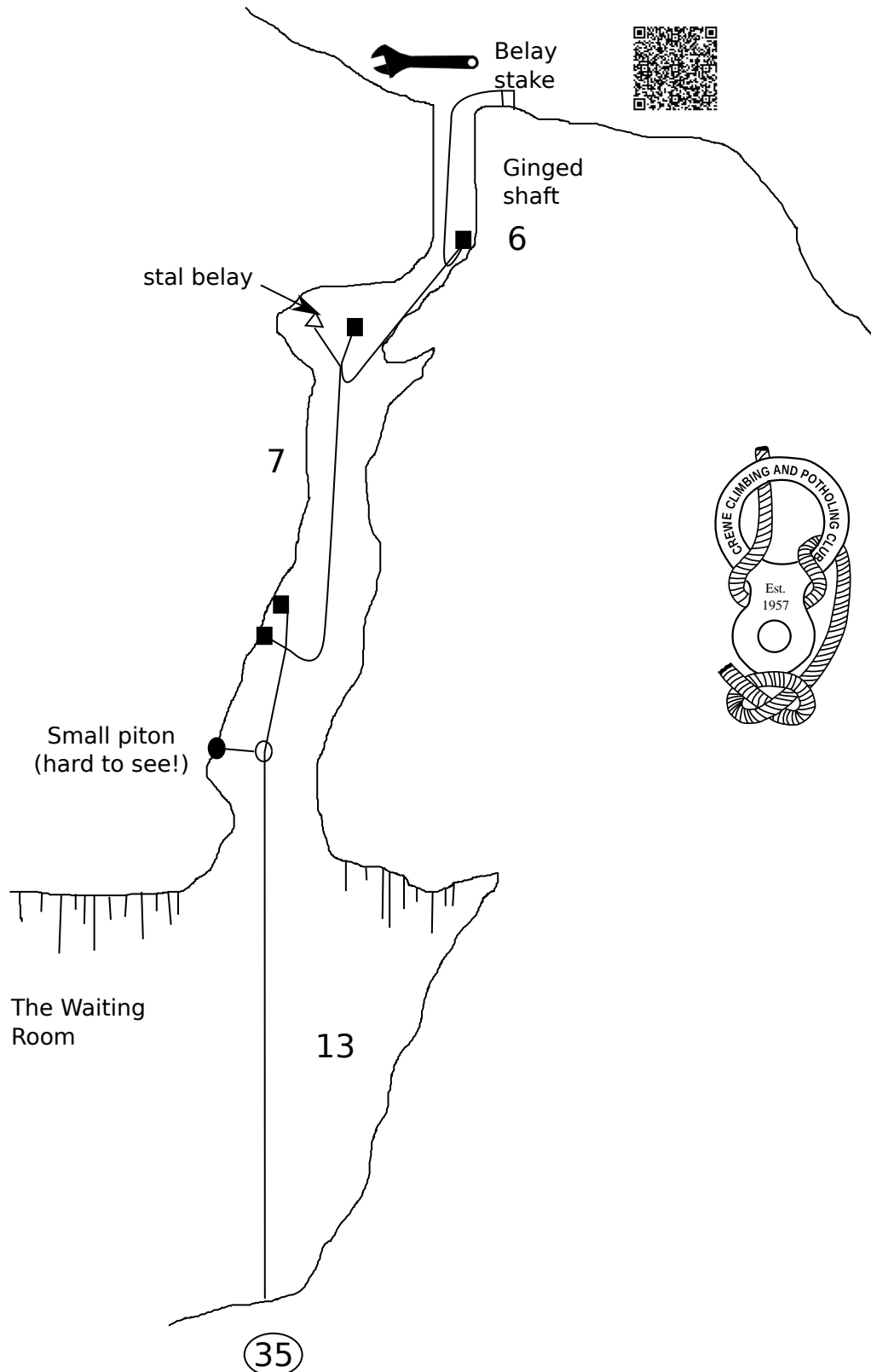
Knotlow Cavern Monyash



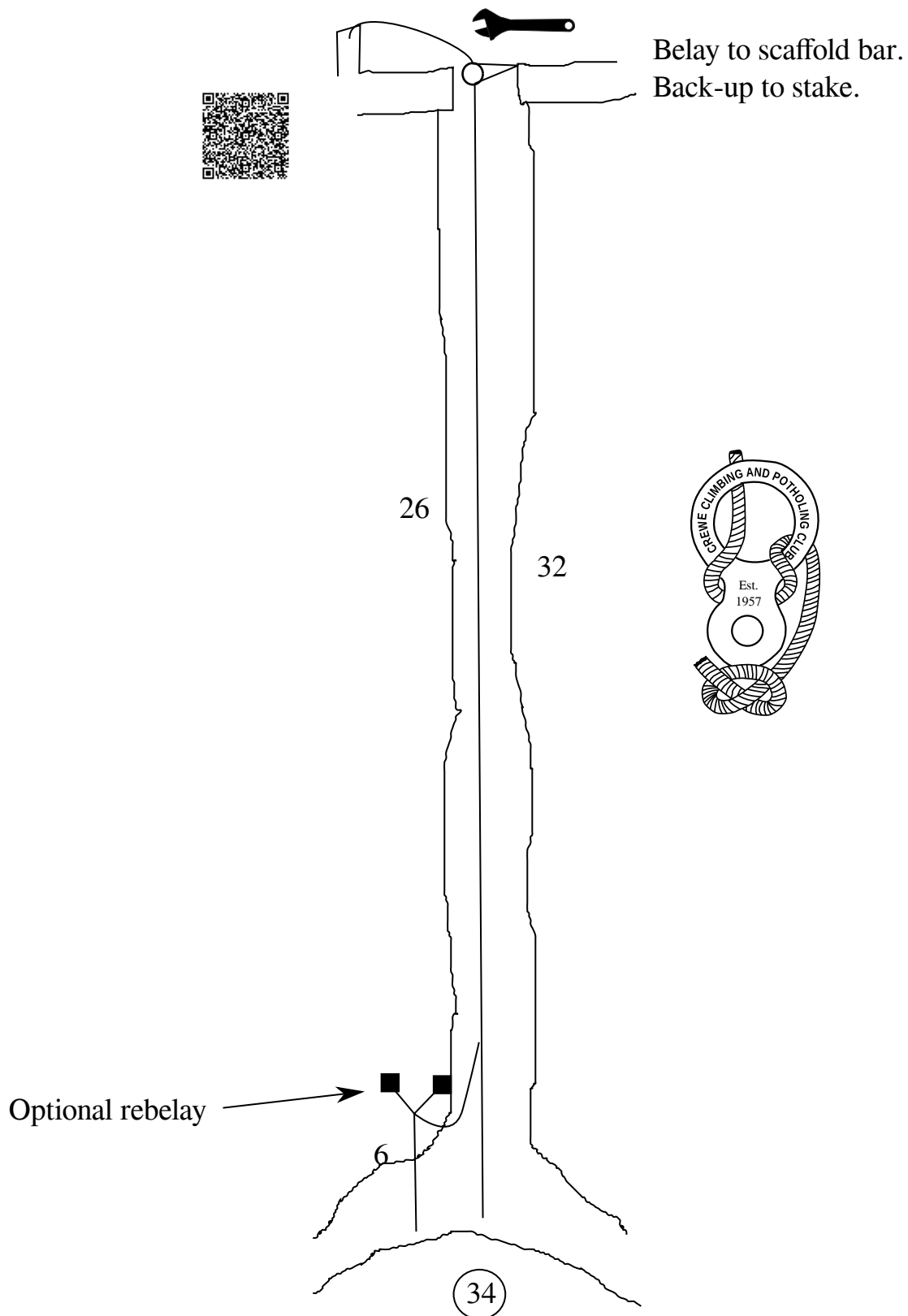
Lathkill Head Cave Garden Path Lathkill Dale



Lathkill Head Cave Top Entrance Lathkill Dale

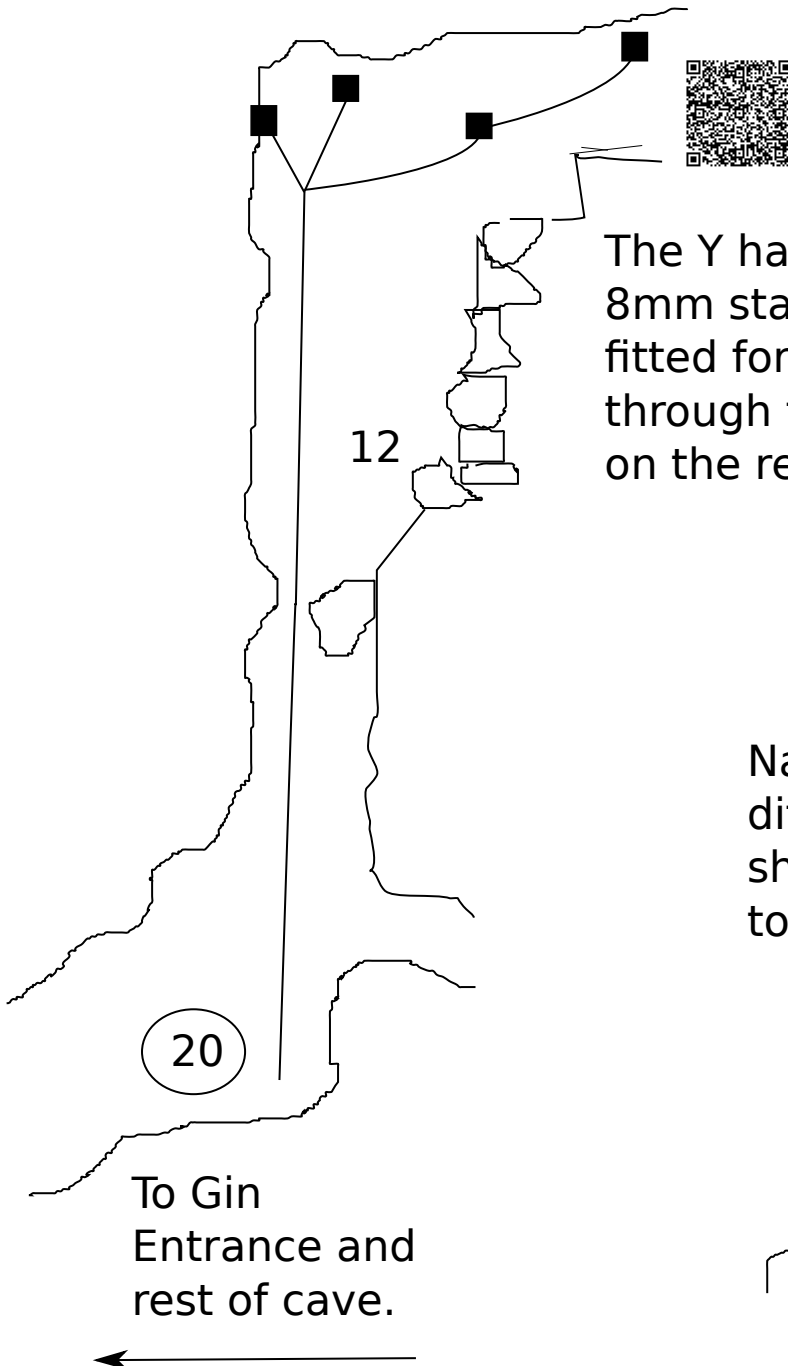
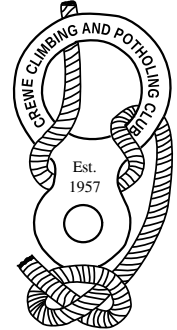


Water Icicle Close Cavern Lathkill Dale



Carlswark Cavern Stoney Middleton

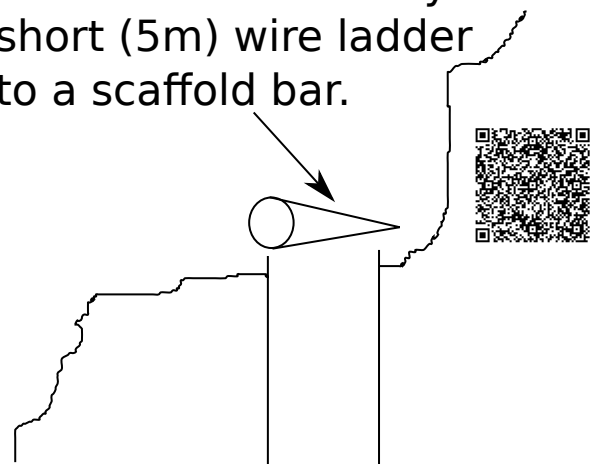
Eyam Dale Shaft



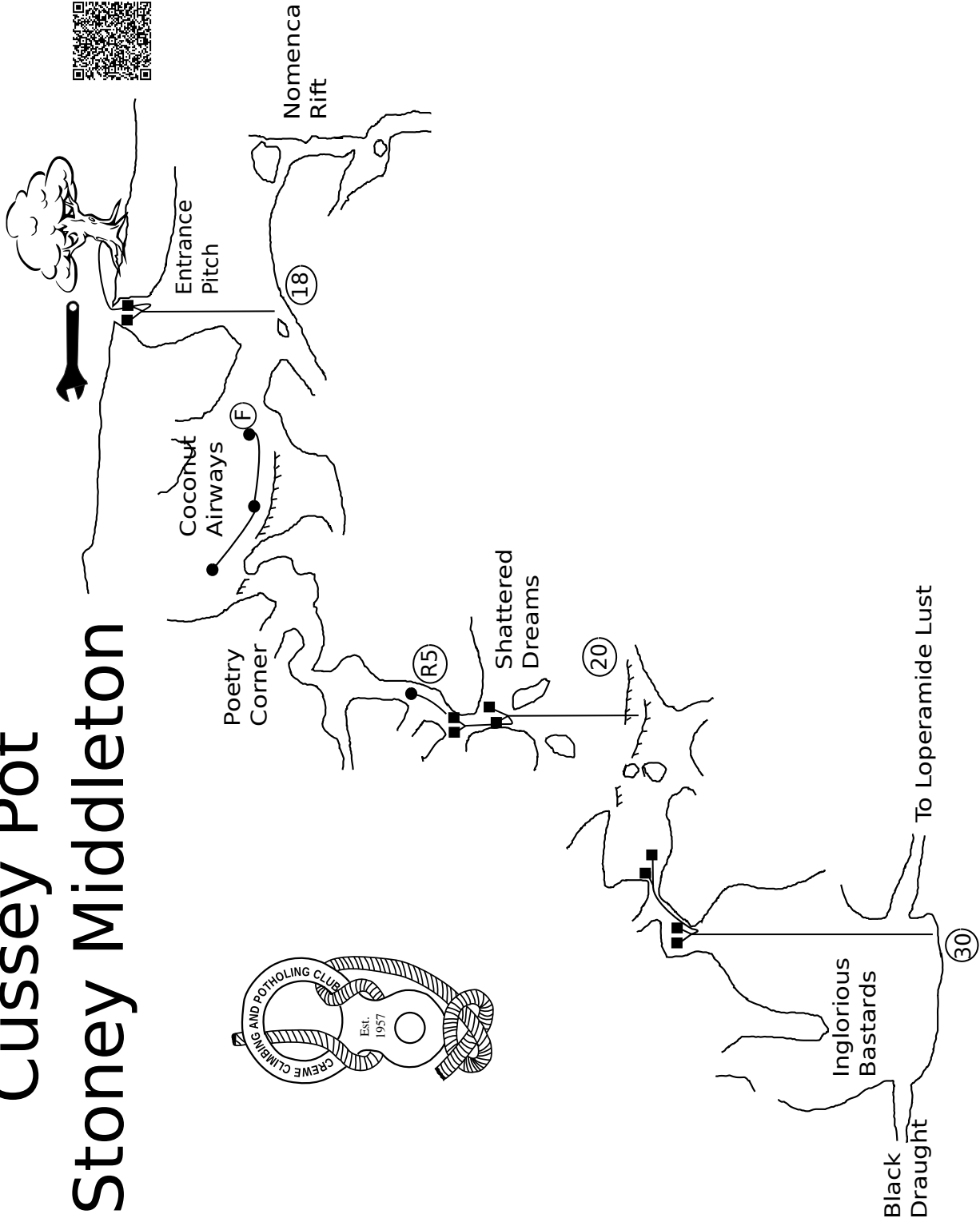
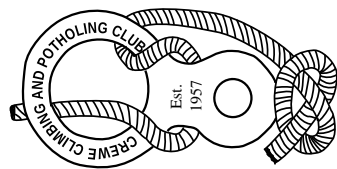
The Y hang anchors have 8mm stainless steel rings fitted for to use on pull-through trips to save wear on the resin anchors.

Flower Pot

Narrow plastic pipe is difficult to exit. Belay a short (5m) wire ladder to a scaffold bar.

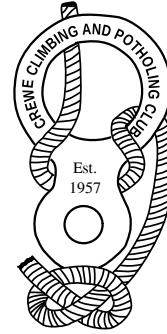
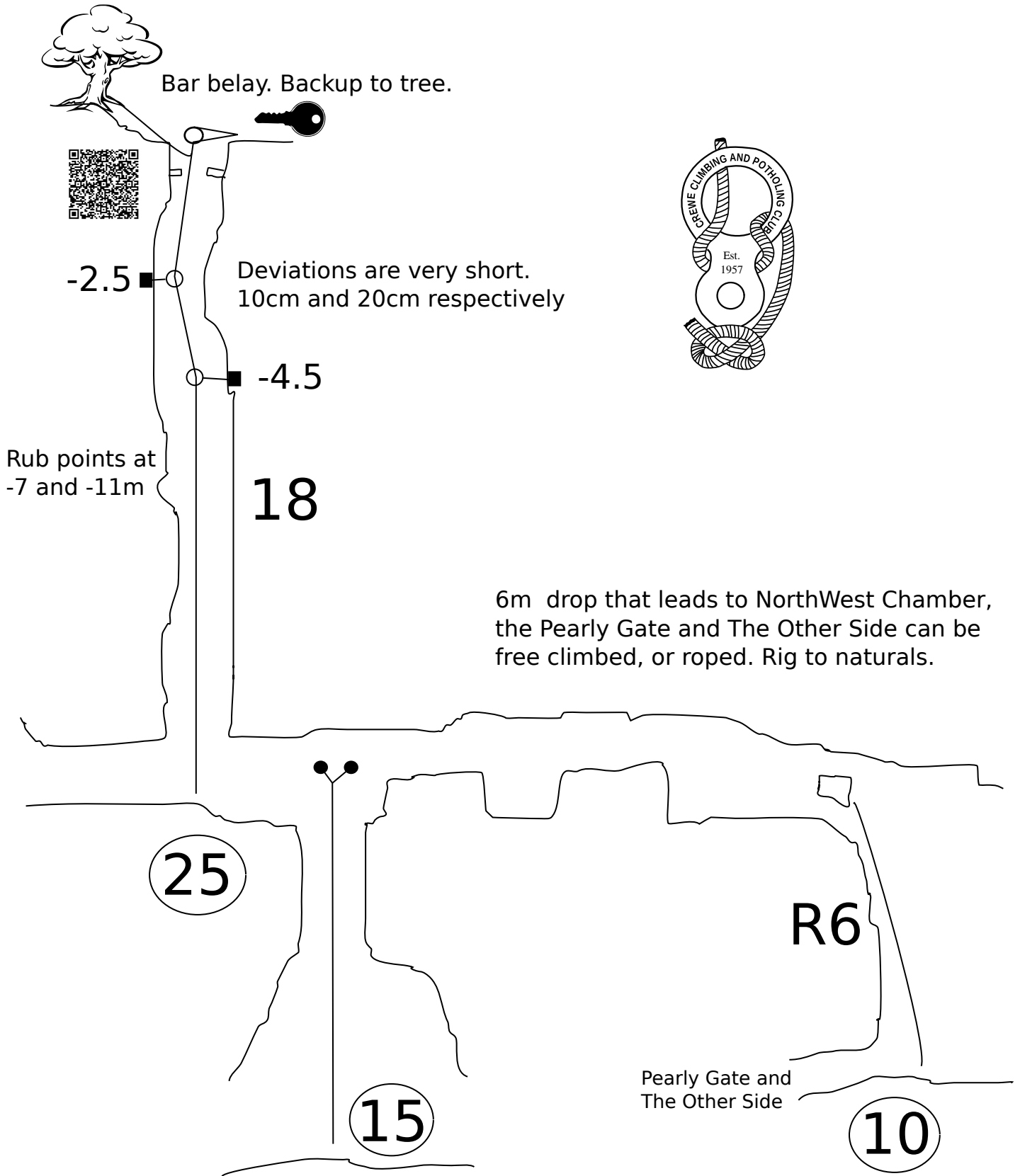


Cussey Pot Stoney Middleton

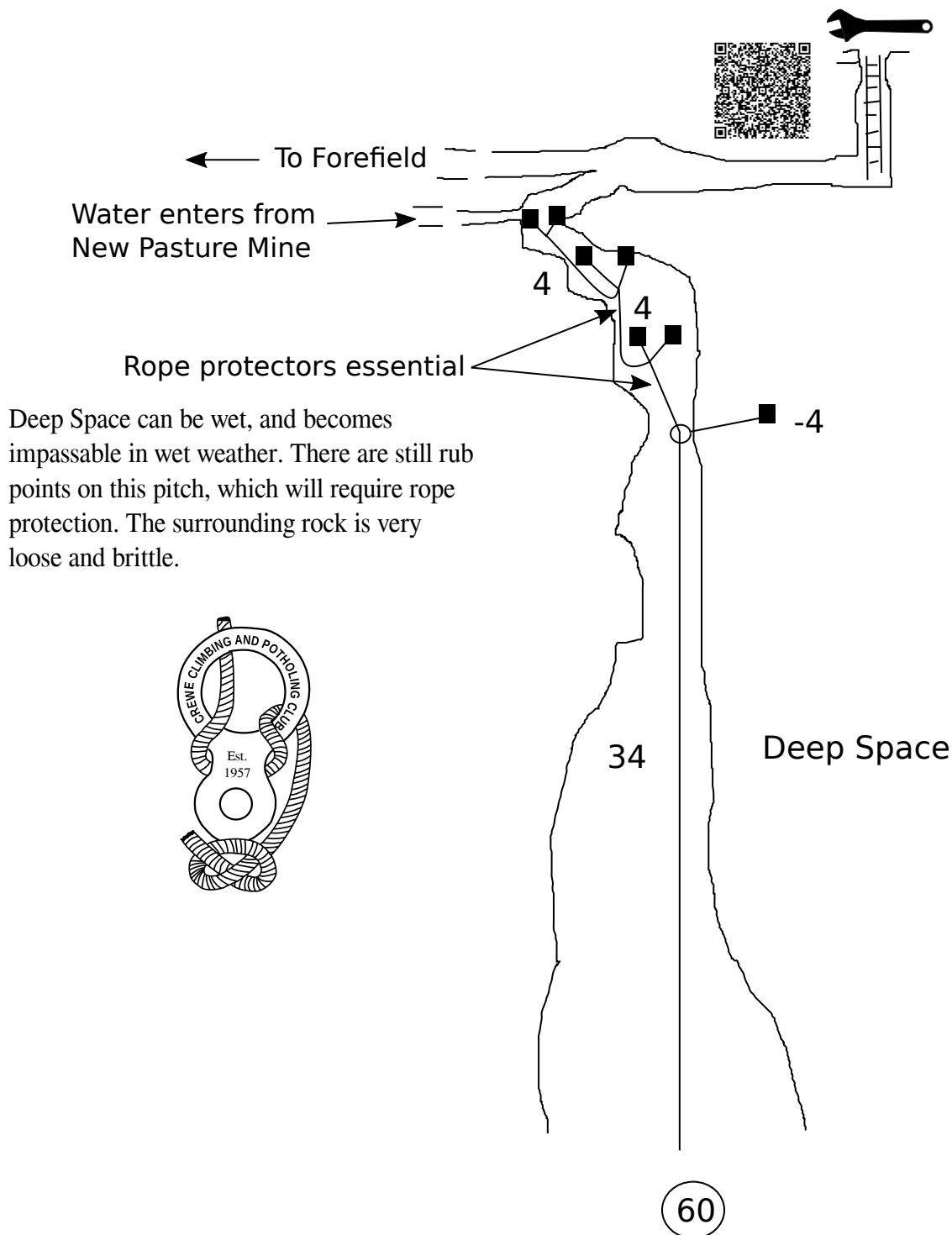


Eyam Dale House Cave

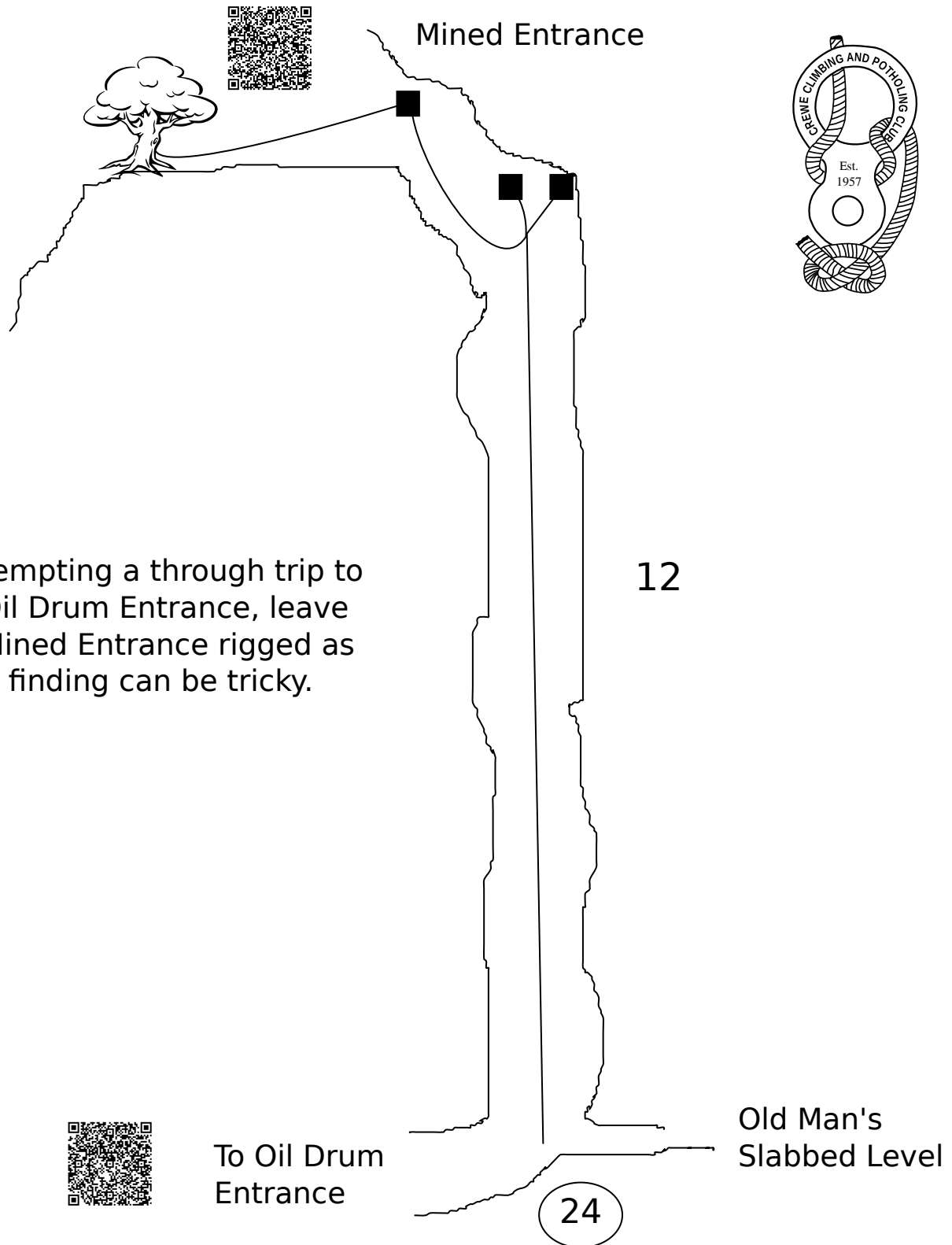
Stoney Middleton



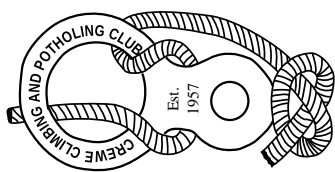
Hungerhill Swallet Stoney Middleton



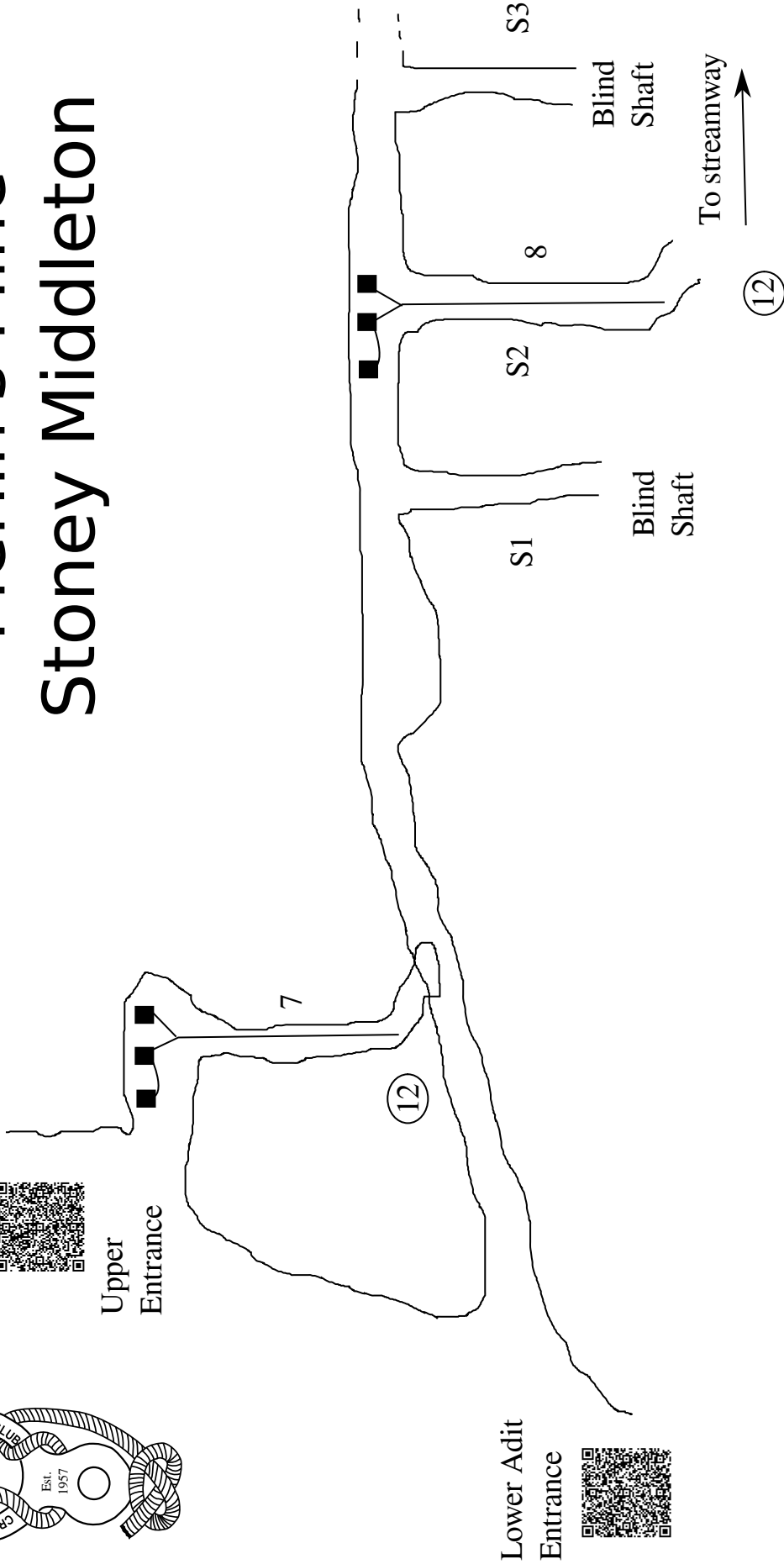
Lay-by Pot Stoney Middleton



Merlin's Mine Stoney Middleton



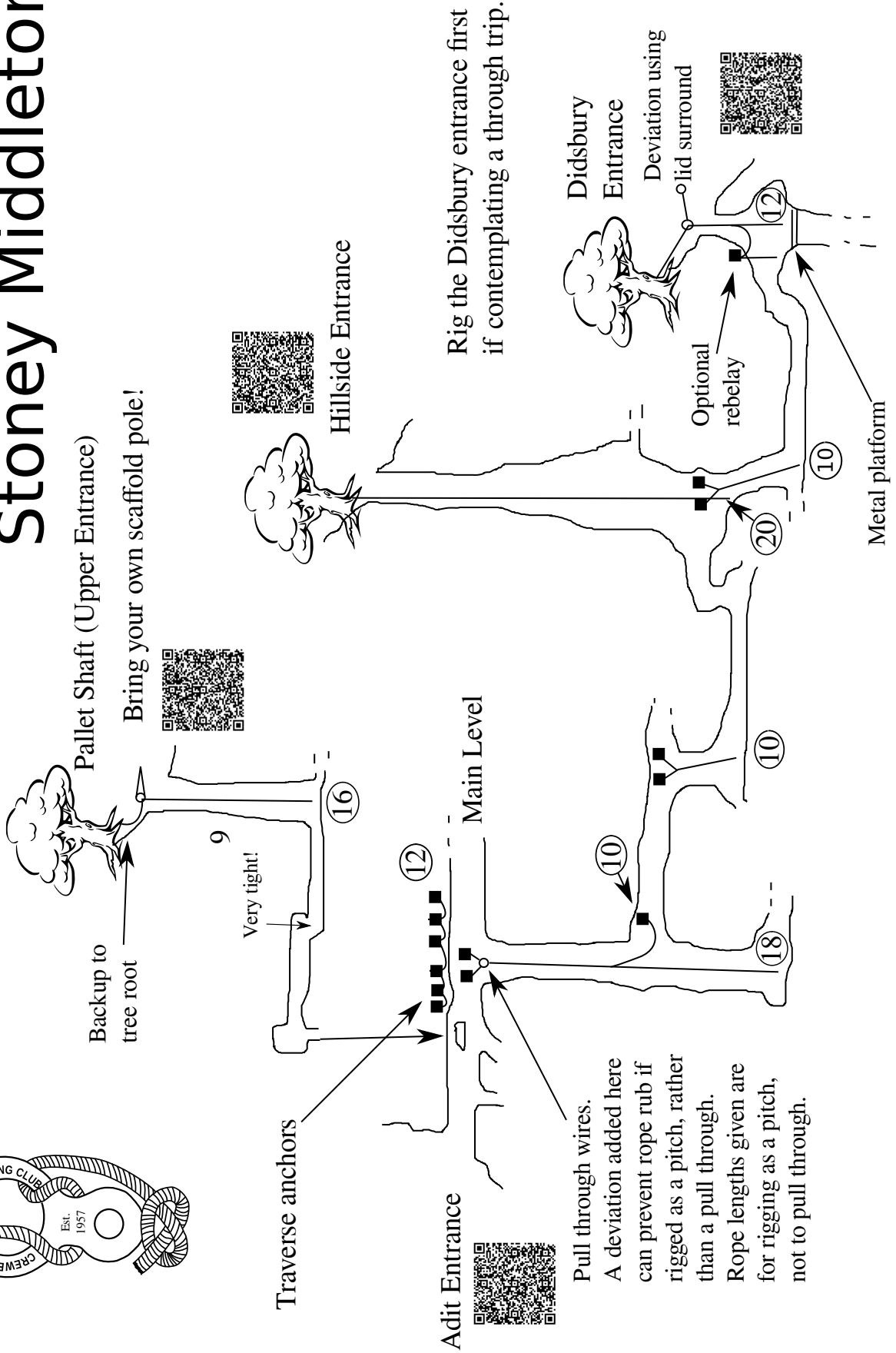
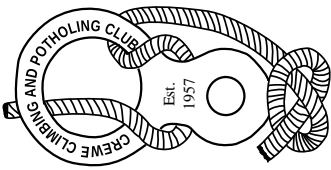
Upper
Entrance



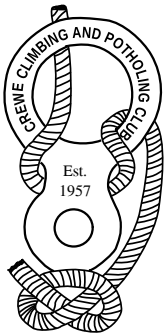
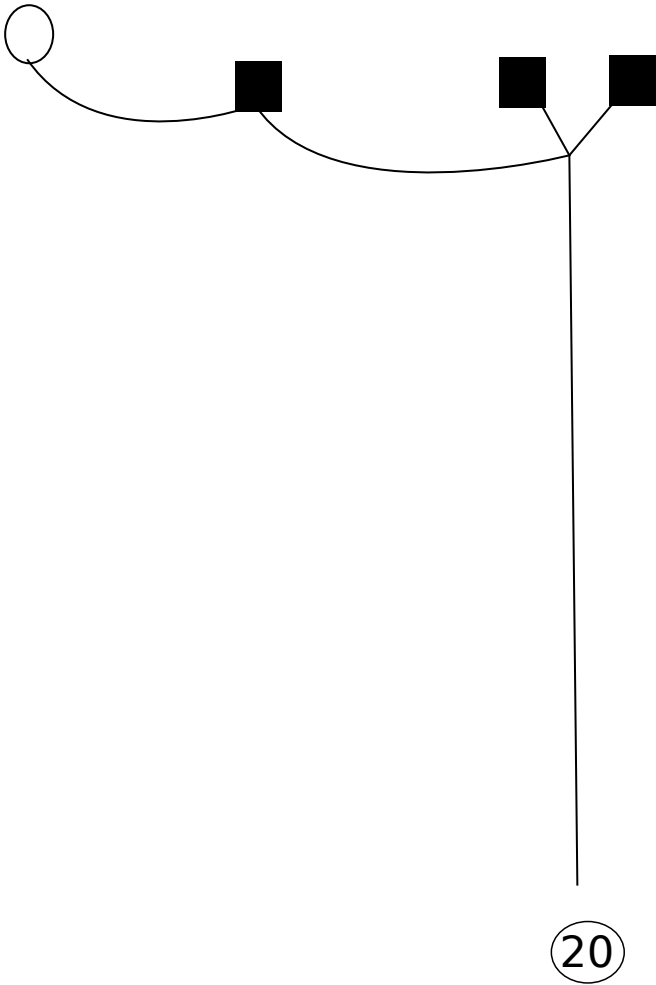
Lower Adit
Entrance



Nickergrove Mine Stoney Middleton



Streaks Pot Stoney Middleton



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

