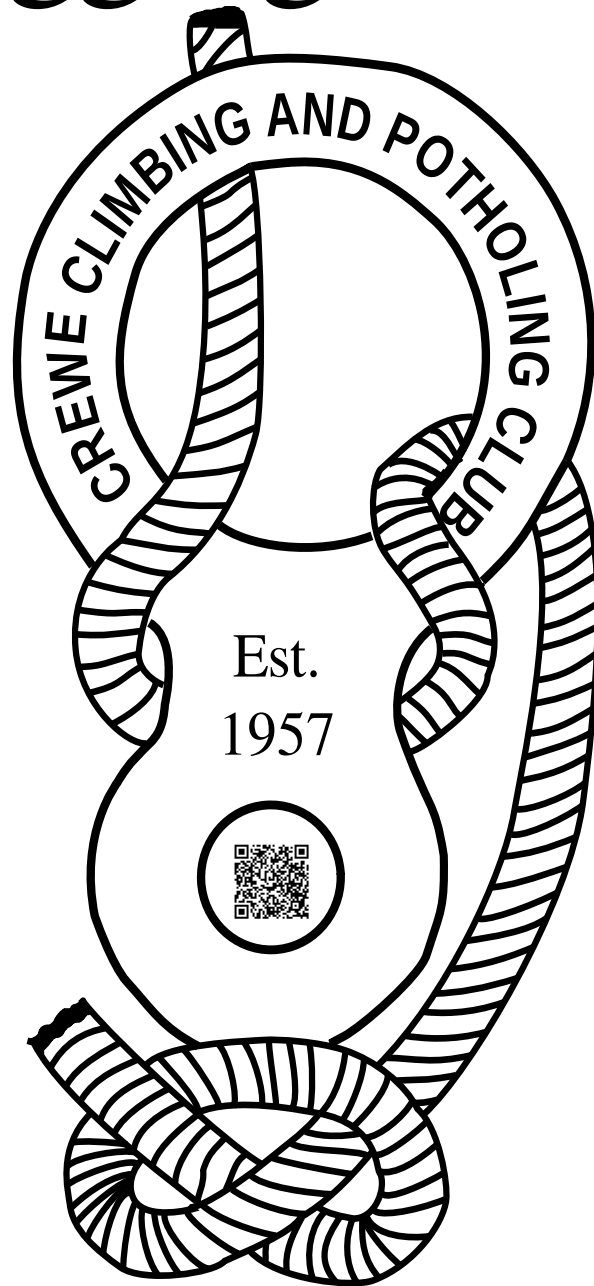



# Peak District Rigging Guide



Edition 17.4  
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.ccp.org.uk/rigging.html>.

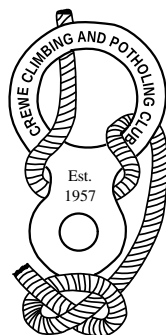
The provision of a rigging topo, or other rigging details does not mean that access to the cave is allowed, or safe. Check on the Derbyshire Caving Association's (DCA) Peak District Caving web site for the latest access information (<https://www.peakdistrictcaving.info>). Peak District Caving also gives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

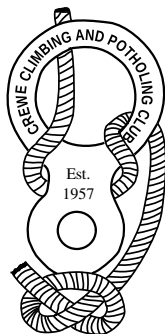
If you are unsure about SRT, or safe rigging methods then we recommend joining a reputable club, or attending a training course. These rigging guides are provided for the use of experienced cavers only. The provision of a guide does not mean that the route is safe and the caver must use her, or his own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











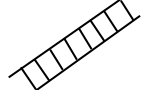









Fixed ropes should be treated with the greatest of caution. Especially those heading upwards, where the upper anchors and rope condition cannot be checked before trusting your life to them. A few have been installed by DCA and the Peak Cavern Keyholders and have a regular inspection and replacement schedule.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

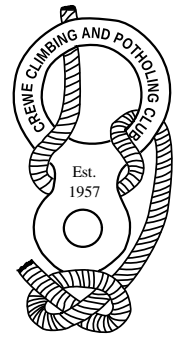
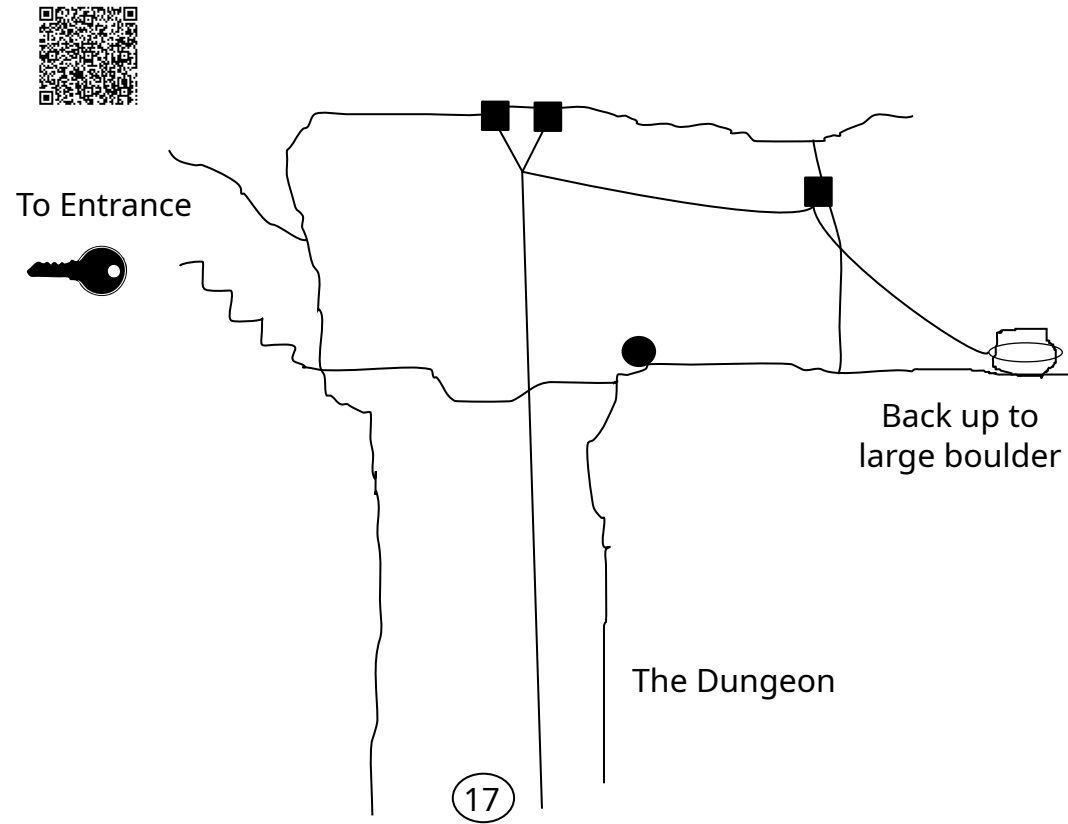
We've made our best efforts to make this guide as accurate as we can. CCPC can accept no responsibility for any errors, or omissions in the guide. If you find any errors, or wish to make any suggestions, then please let us know. There is a feedback form on the rigging guide web site.



# Key

|   |   |
|---|---|
| Pitch depth (metres)  | 9   |
| Descent distance to deviation (m)   | -3  |
| Rope length (m)   |    |
| Rope length for entire route (m)  | <br>    |
| Thread belay. Natural, or drilled   |  D      |
| Scaffold bar belay  |    |
| 8mm spit, rawl bolt etc   |    |
| Stainless steel permanent anchor<br>IC, Eco, BP, DMM, goujon, P38, Fixe etc.<br>Spike, or flake | <br>  |
| Deviation   |    |
| Fixed ladder  |   |
| Pull through, or Pull Up  | <br> |
| 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)   |    |

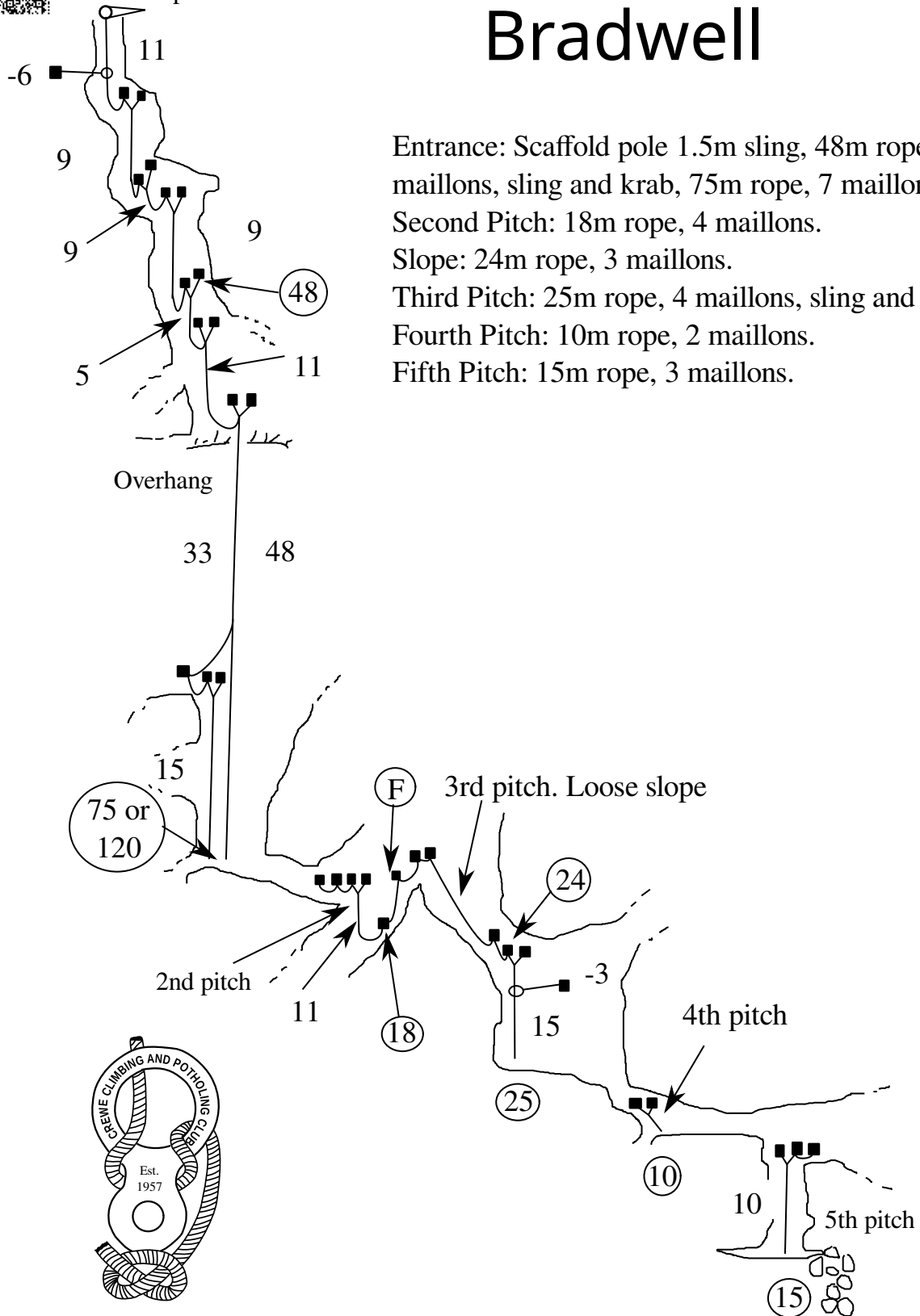
# Bagshawe Cavern Bradwell



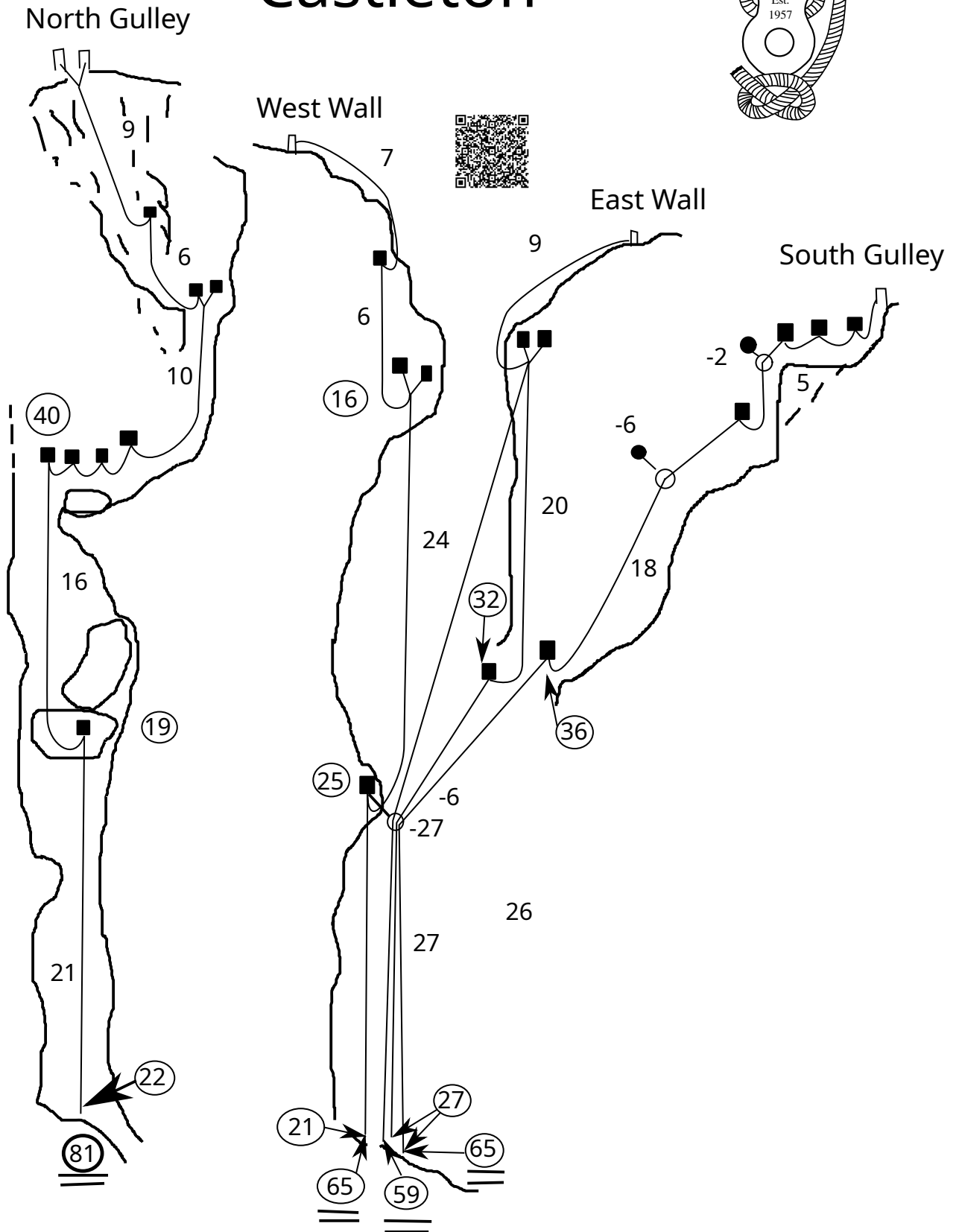
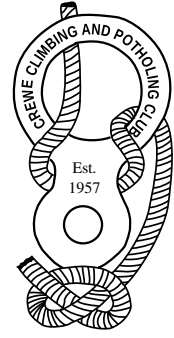
# Long Rake Founder Shaft Bradwell



Bar for belay.  
No backup!

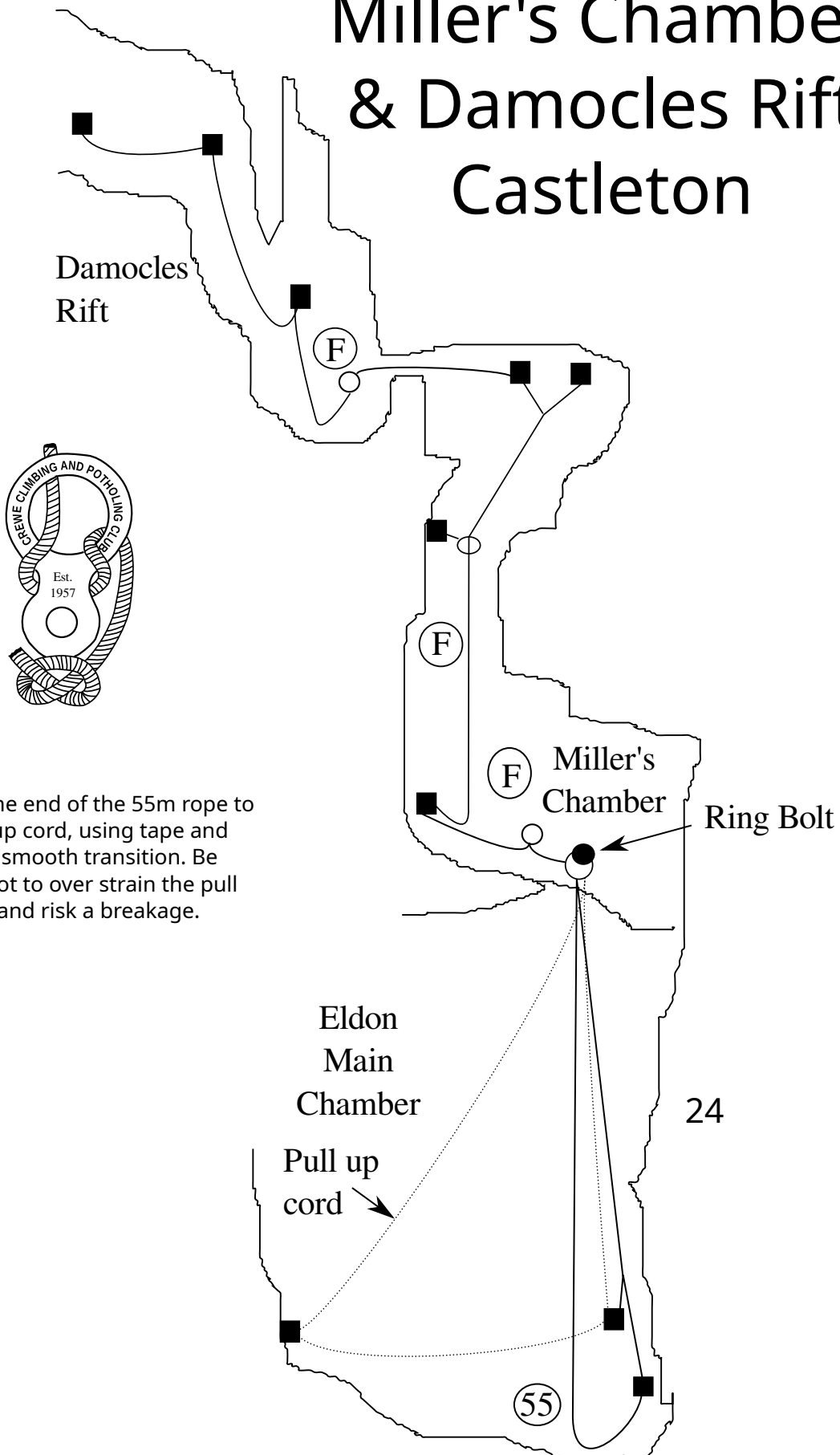


# Eldon Hole Castleton





# 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.

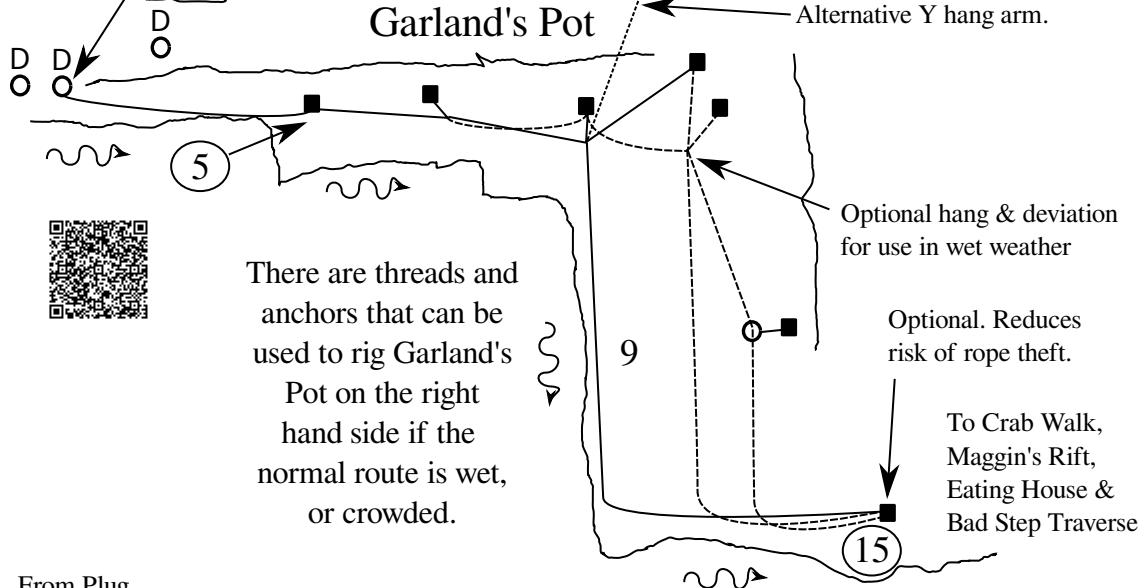
# Giant's Hole topo 1. Main Route

## Castleton

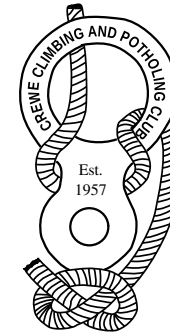
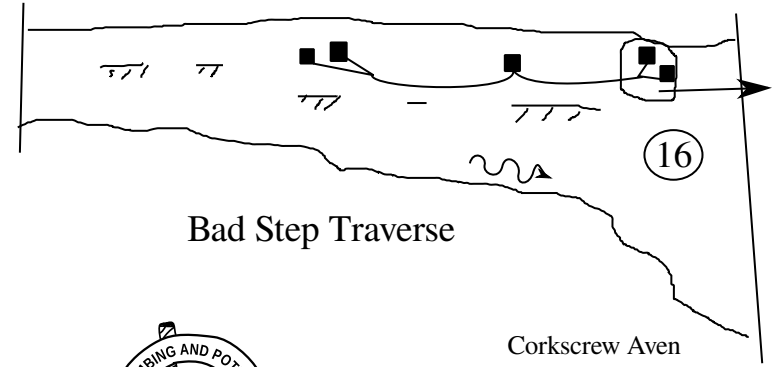
Thread belays upstream.  
Useful with novice parties

Garland's Pot

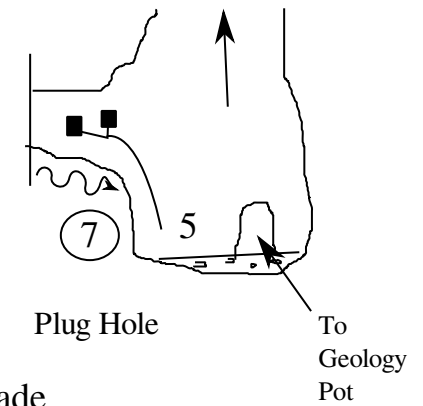
Alternative Y hang arm.



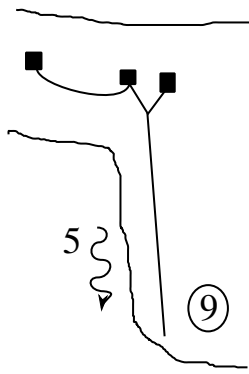
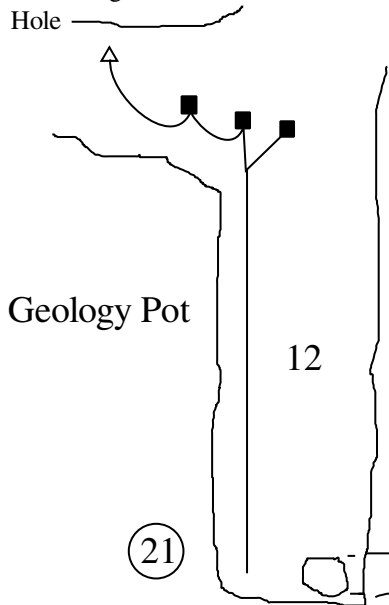
There are threads and anchors that can be used to rig Garland's Pot on the right hand side if the normal route is wet, or crowded.



Corkscrew Aven  
Caution. Fixed rope on suspect anchors!

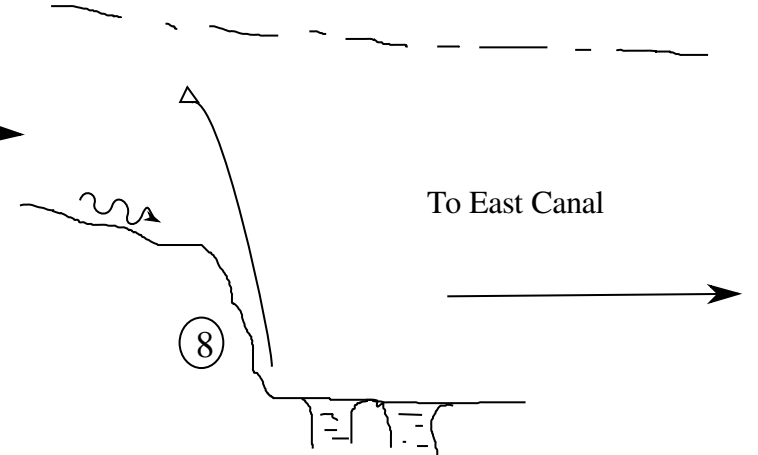


From Plug Hole



Cascade leading to Far Curtain

Spout Hall Cascade

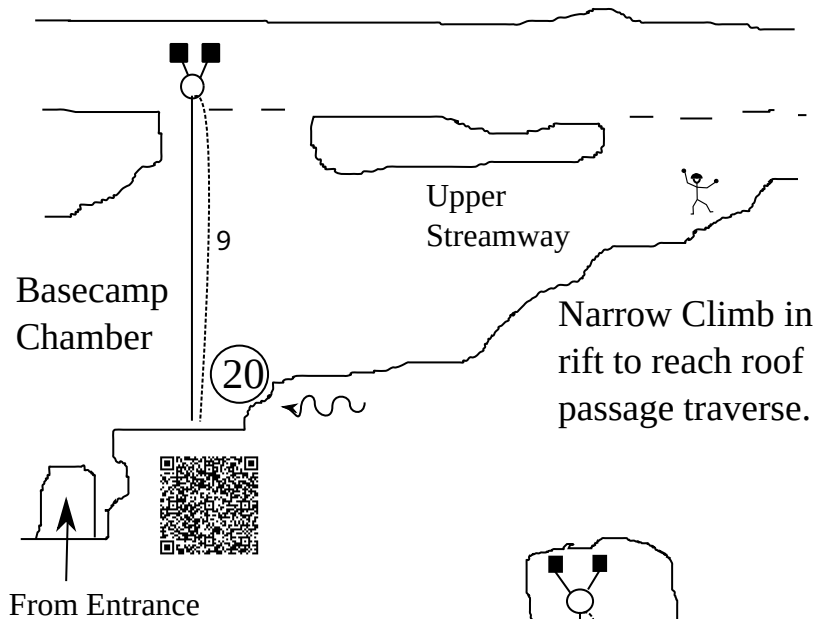


# Giant's Hole topo 2. Other Pitches

## Castleton

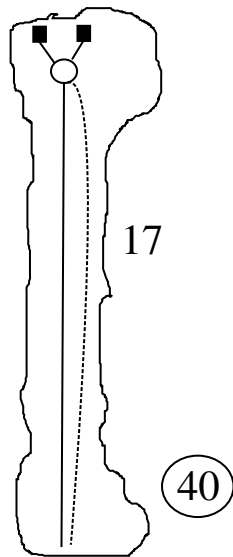
### Basecamp Chamber

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



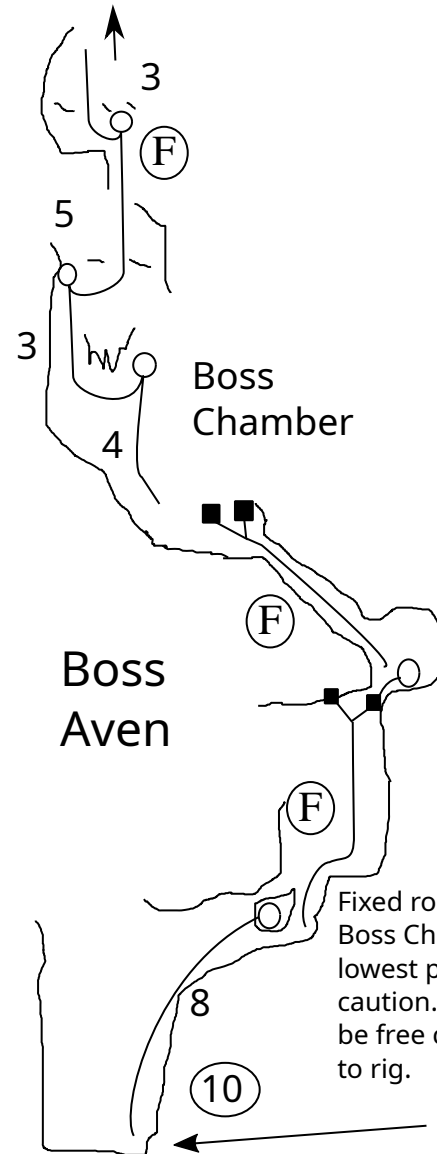
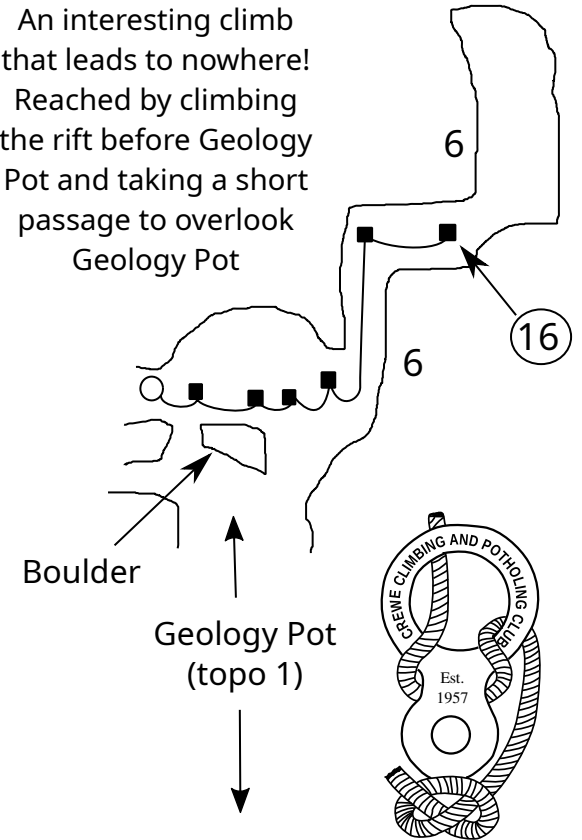
**Pull Through  
from the Upper  
Series to the  
Crabwalk**

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

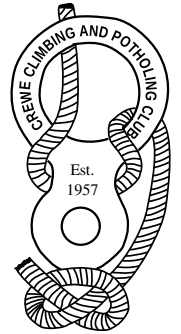
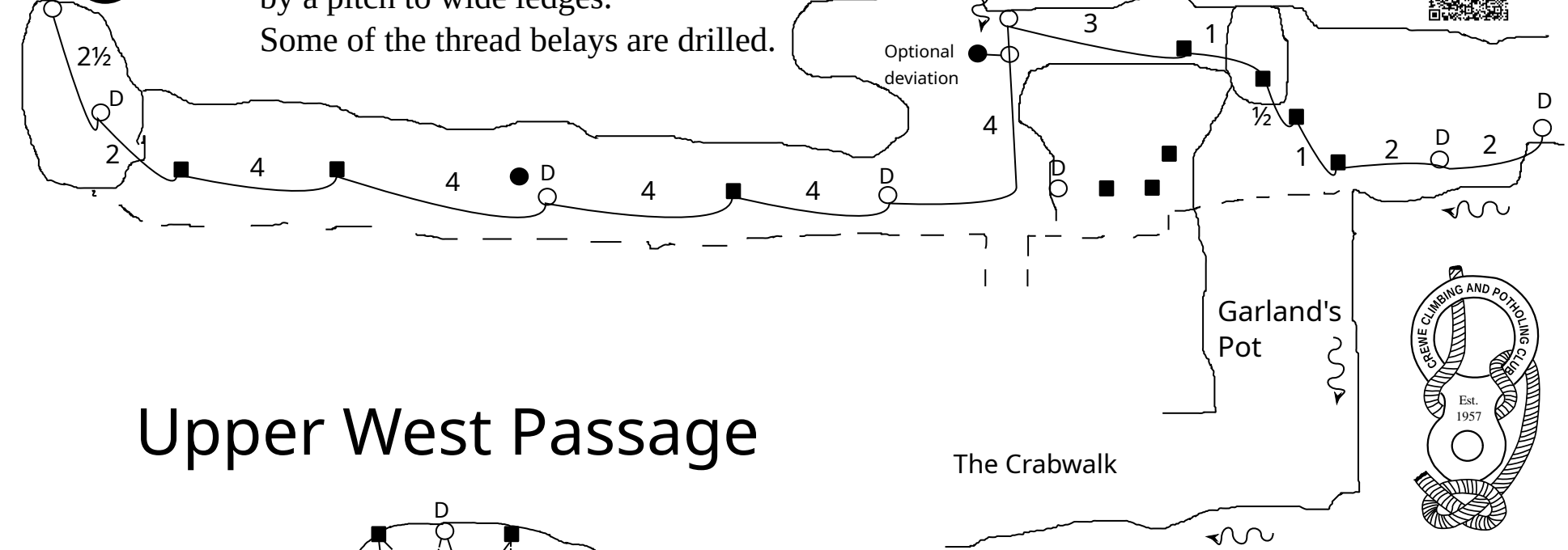


# Giant's Hole topo 3. Castleton Garland's Pot to Chert Hall

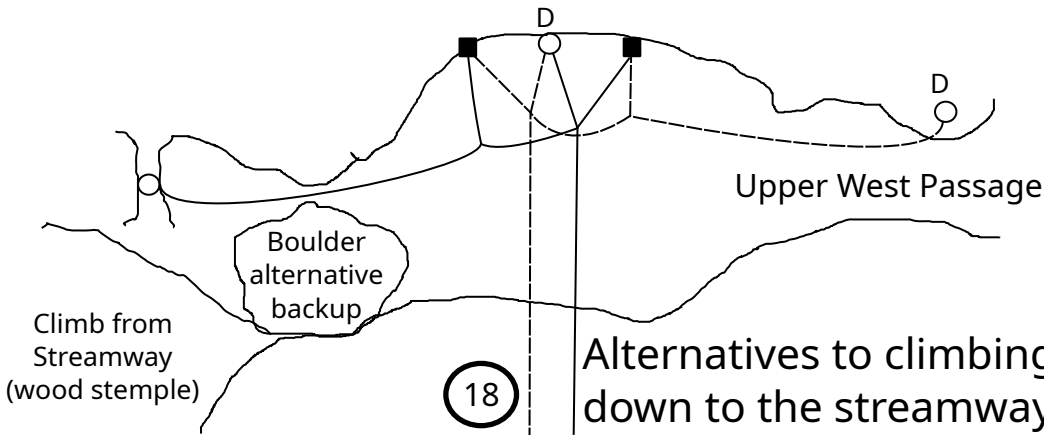
A high level route around the right hand side (facing downstream) of Garlands Pot.  
A climb up to a 4m long tunnel, followed  
by a pitch to wide ledges.  
Some of the thread belays are drilled.



Chert Hall (50)



## Upper West Passage



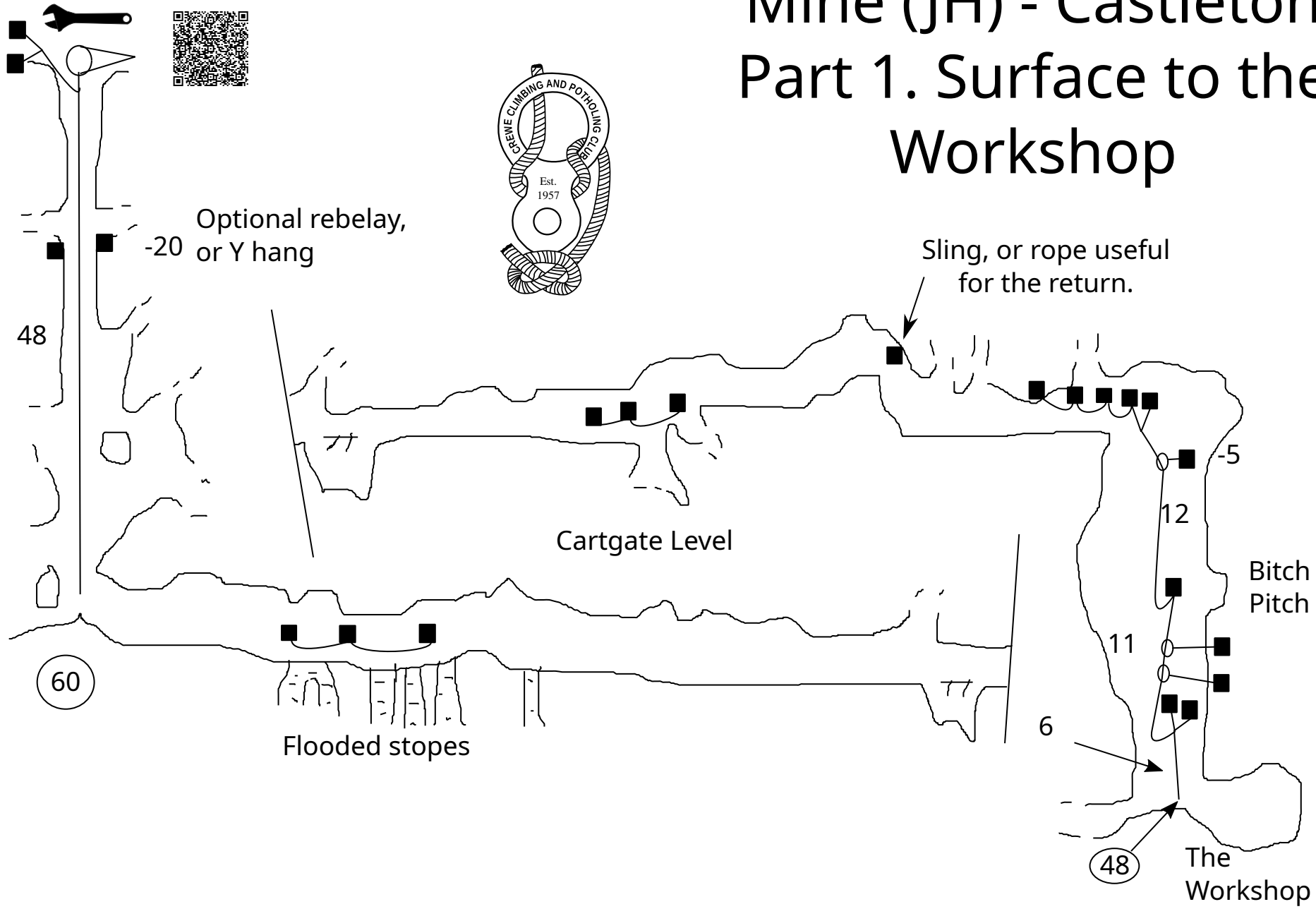
Alternatives to climbing back down to the streamway.

(18)

# James Hall Over Engine Mine (JH) - Castleton

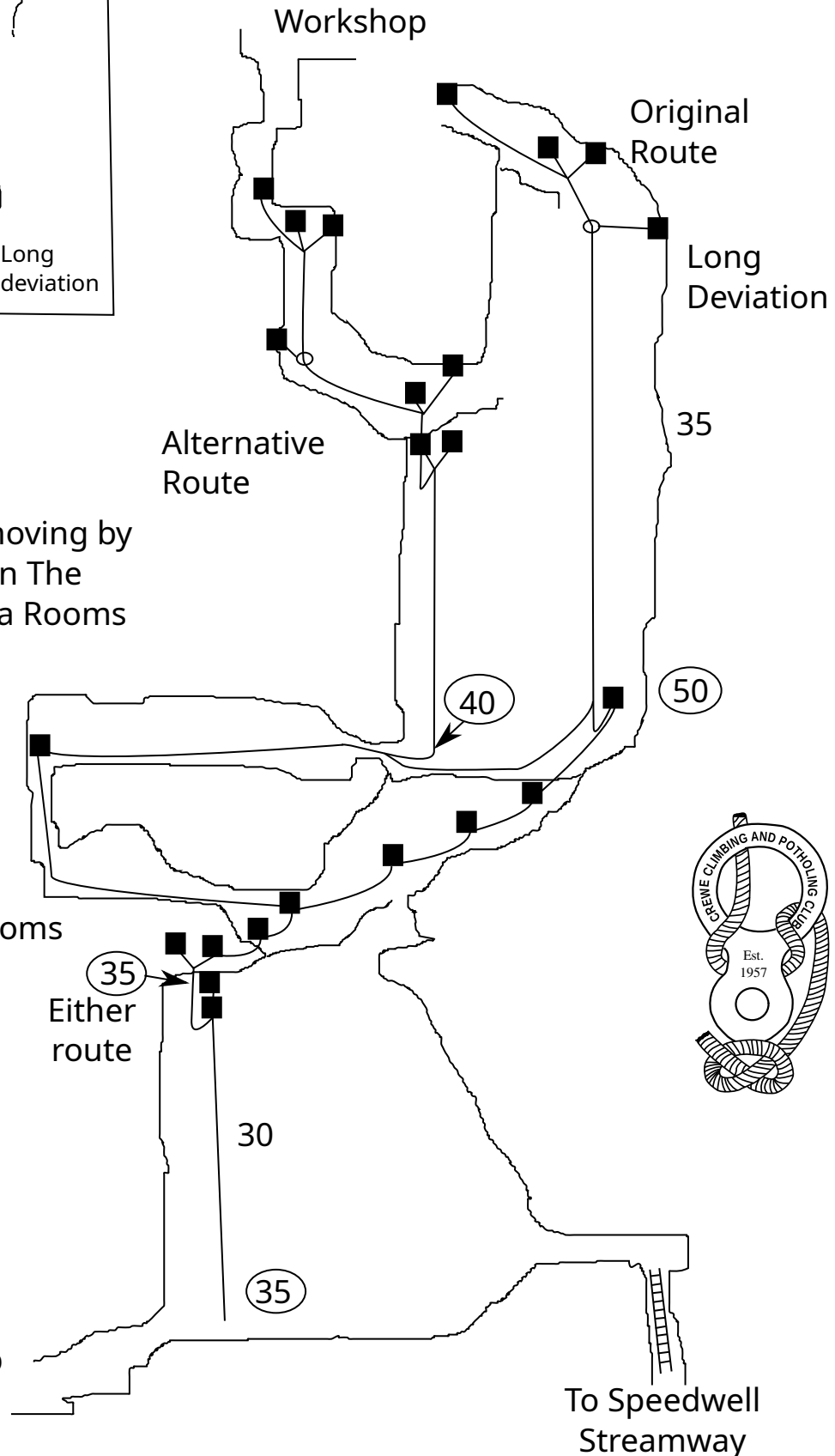
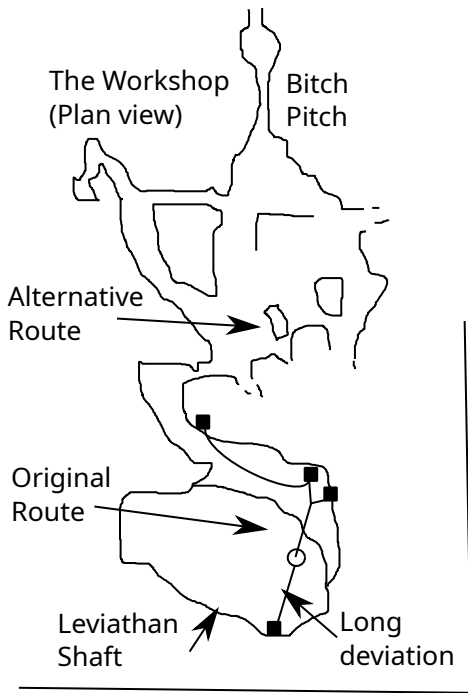
## Part 1. Surface to the Workshop

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

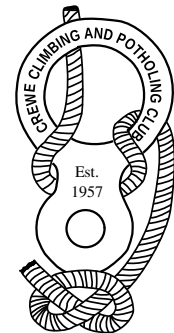


# James Hall Over Engine Mine (JH) - Castleton

## Part 2 - Leviathan

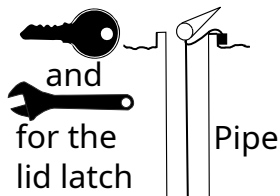


Take care when moving by mining artefacts in The Workshop and Tea Rooms

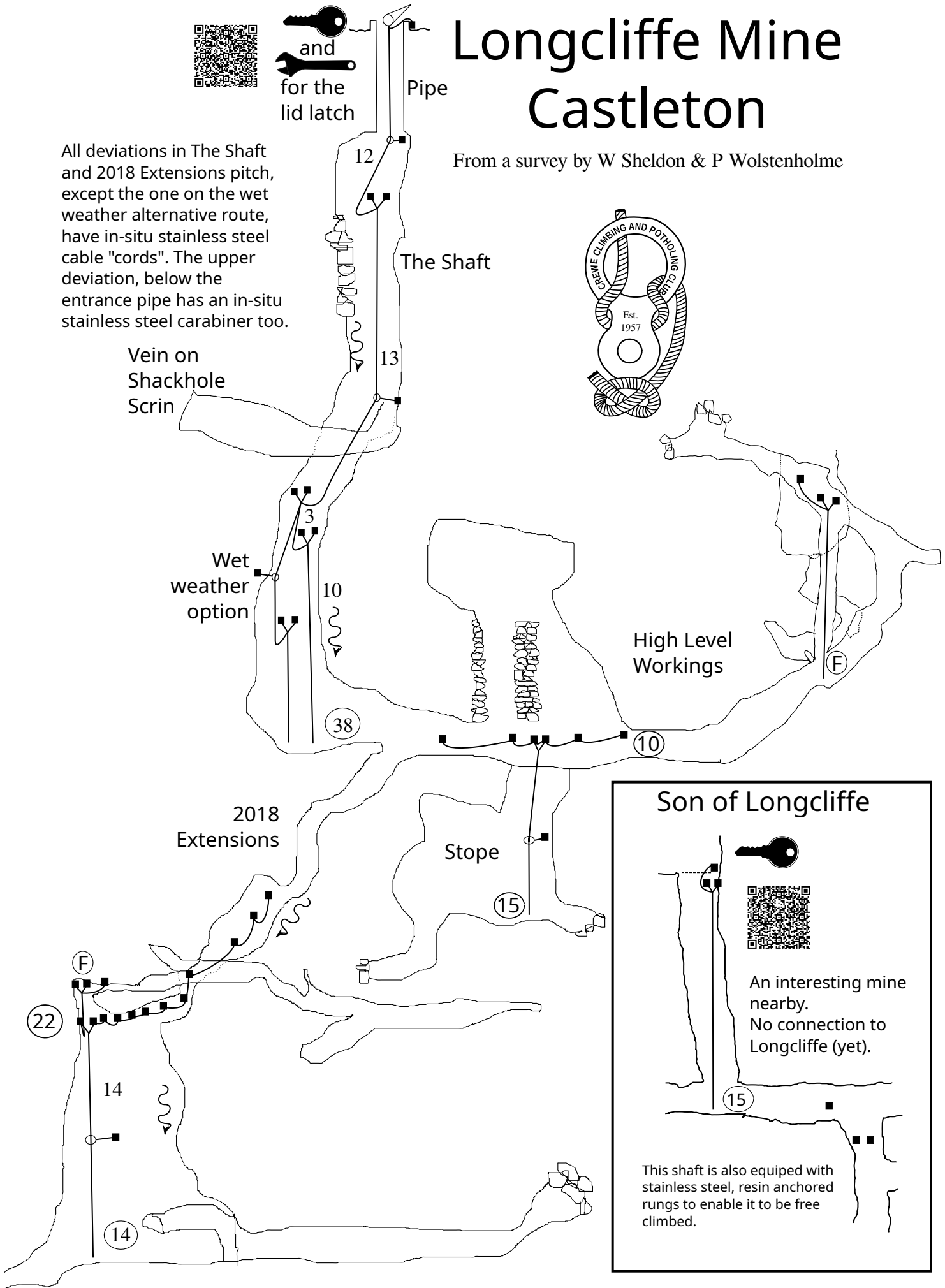
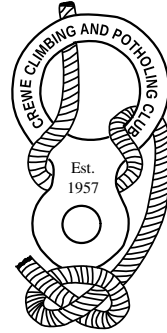


# Longcliffe Mine Castleton

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.

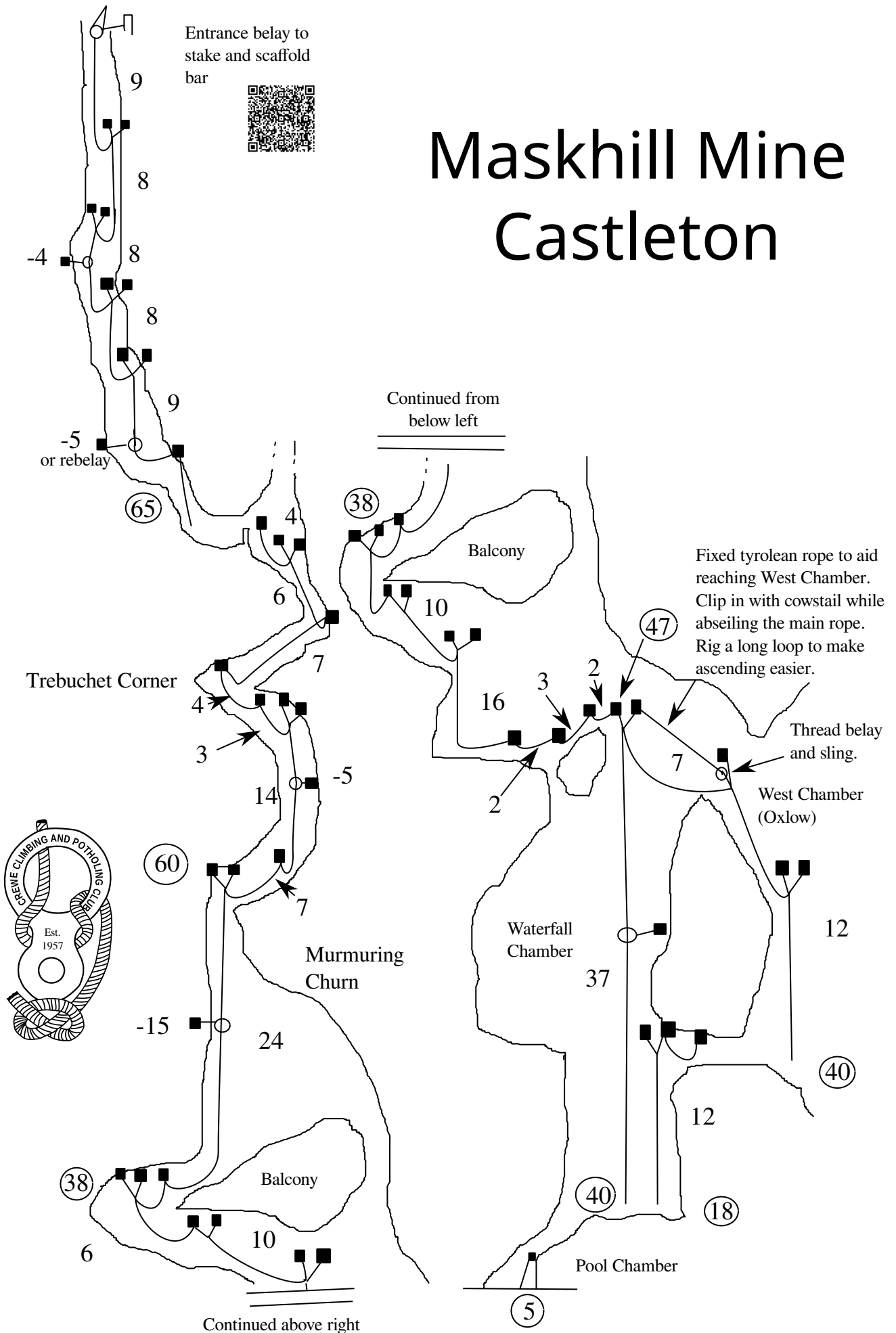


### Son of Longcliffe

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

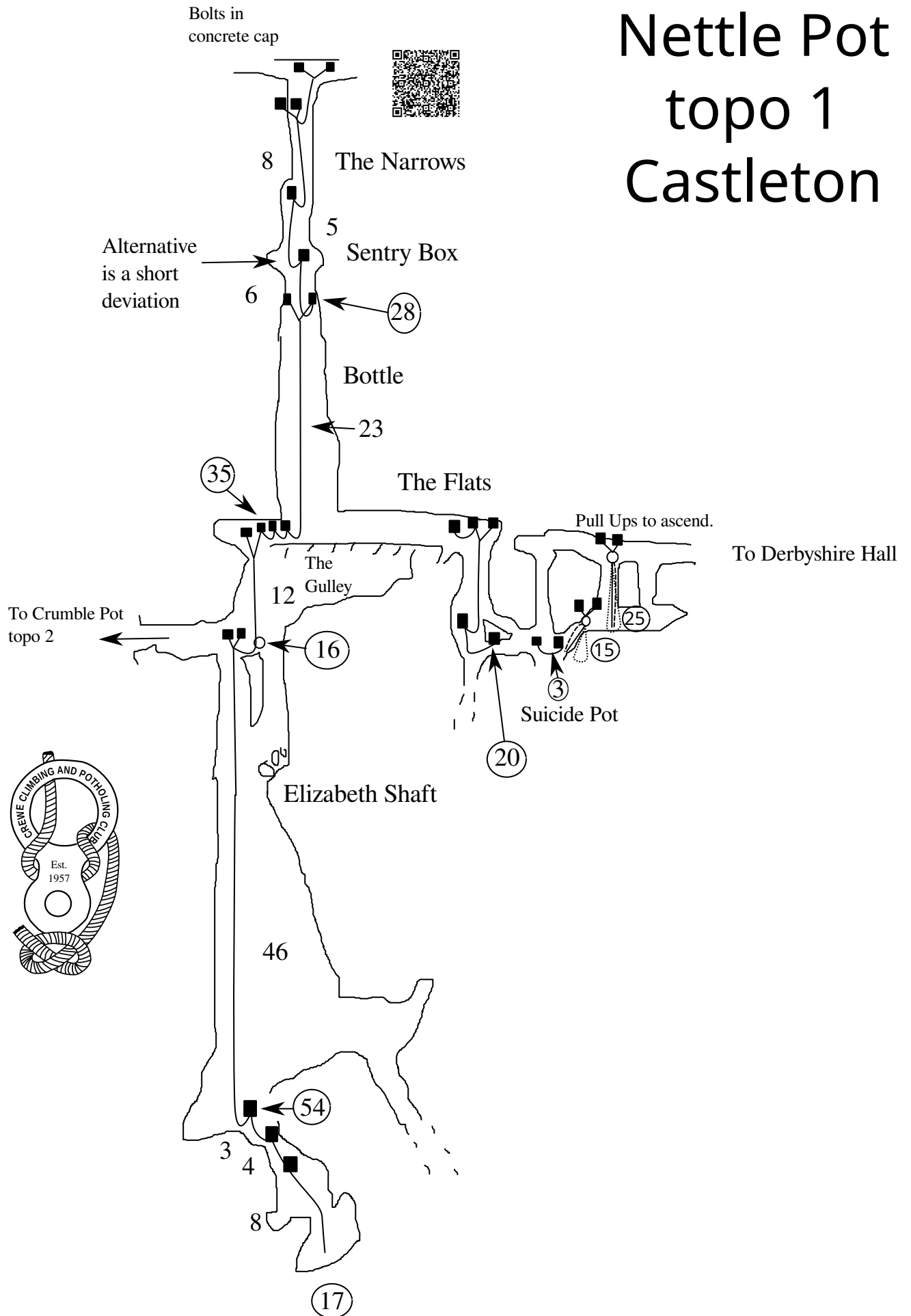
This shaft is also equipped with stainless steel, resin anchored rungs to enable it to be free climbed.

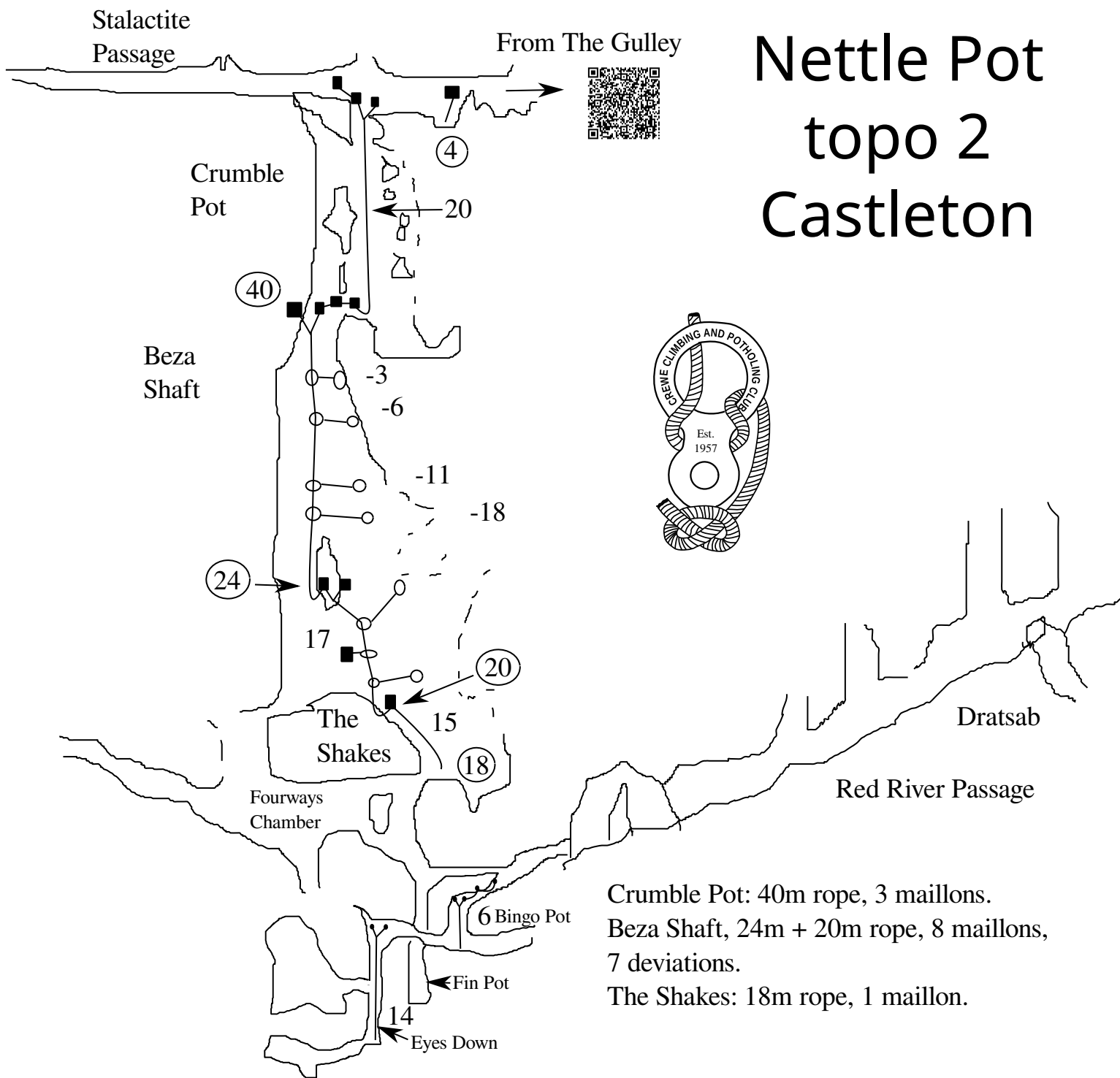
# Maskhill Mine Castleton





# Nettle Pot topo 1 Castleton



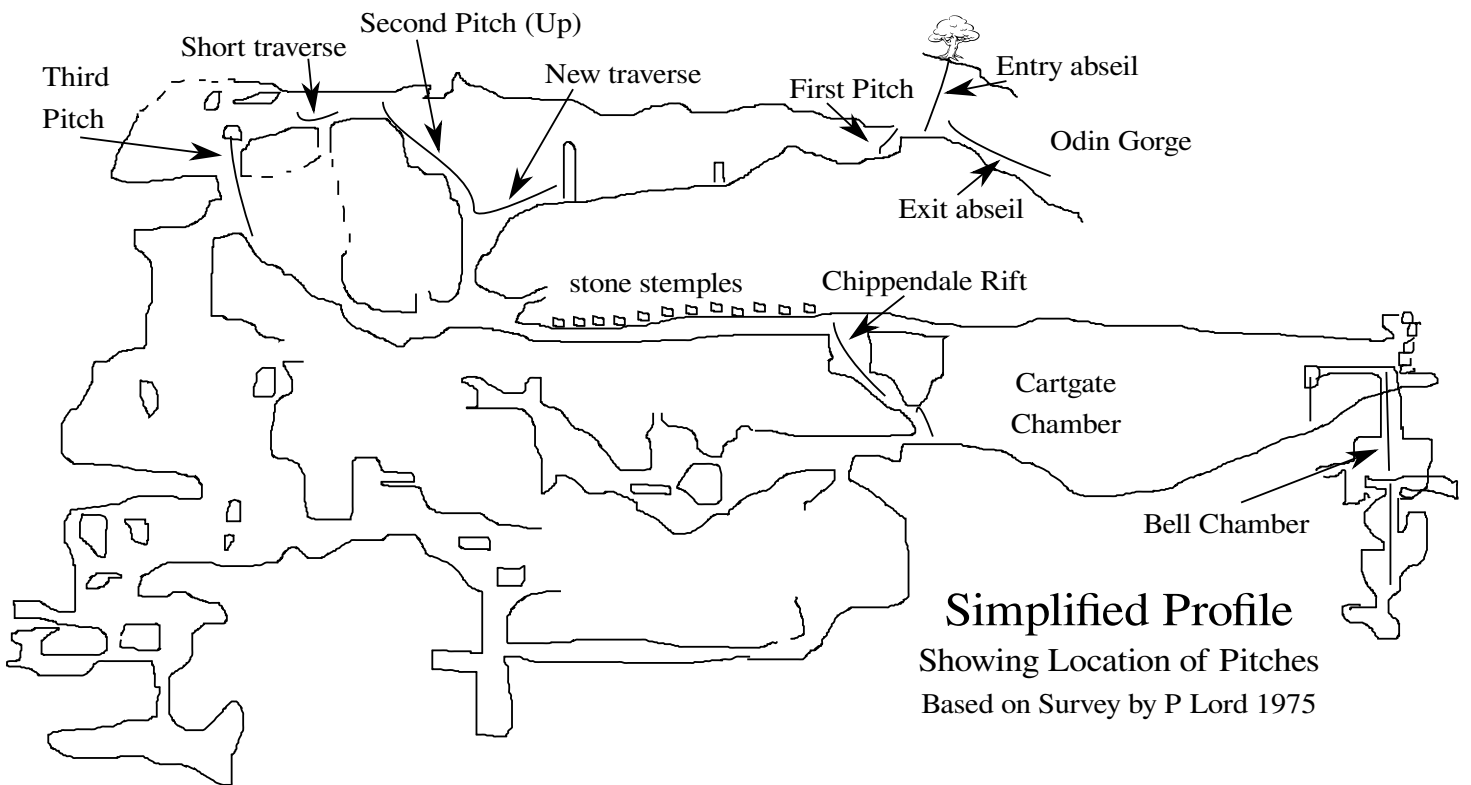
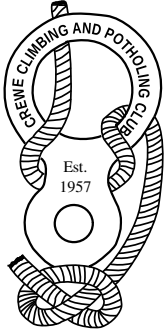
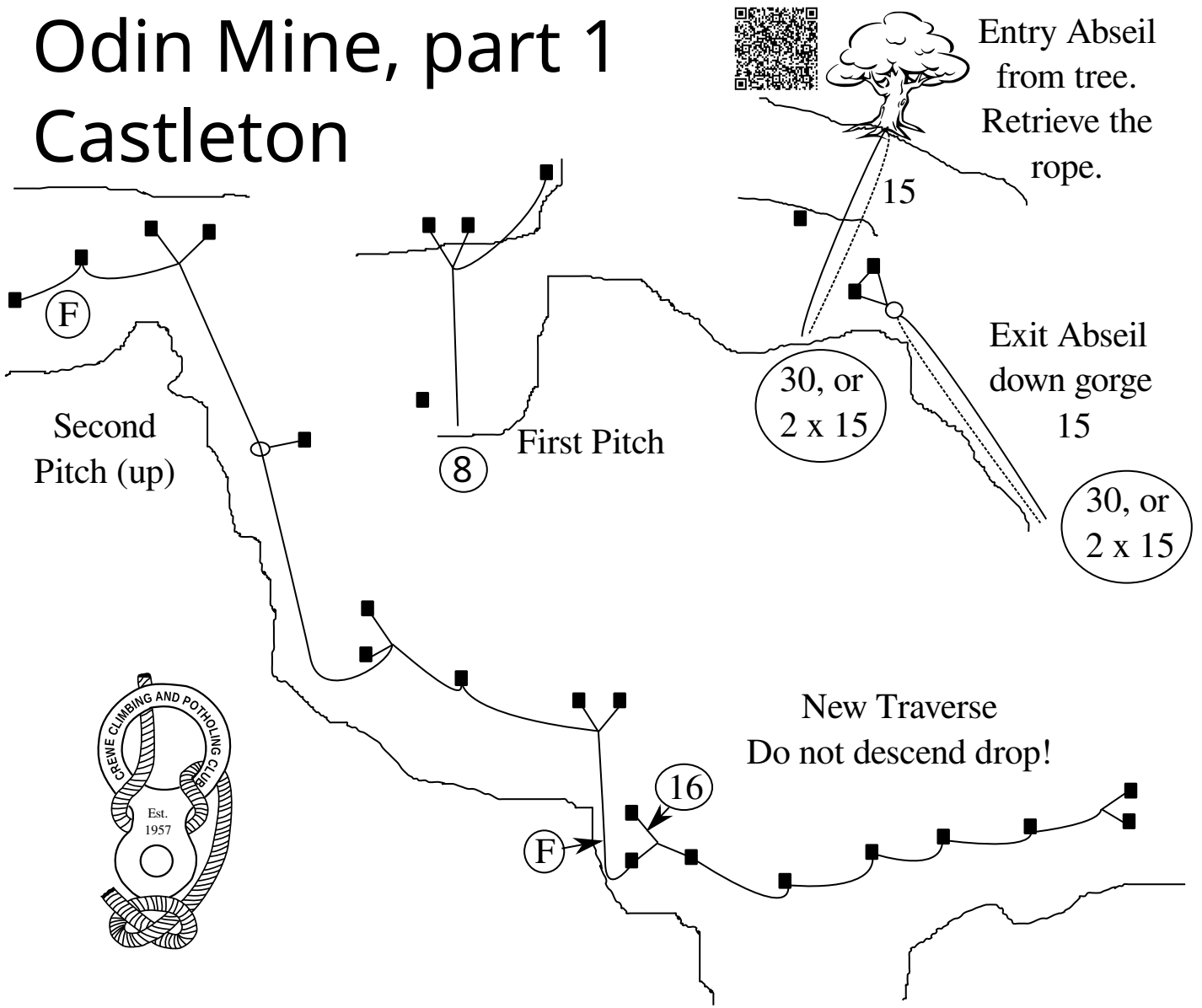


# Nettle Pot topo 2 Castleton

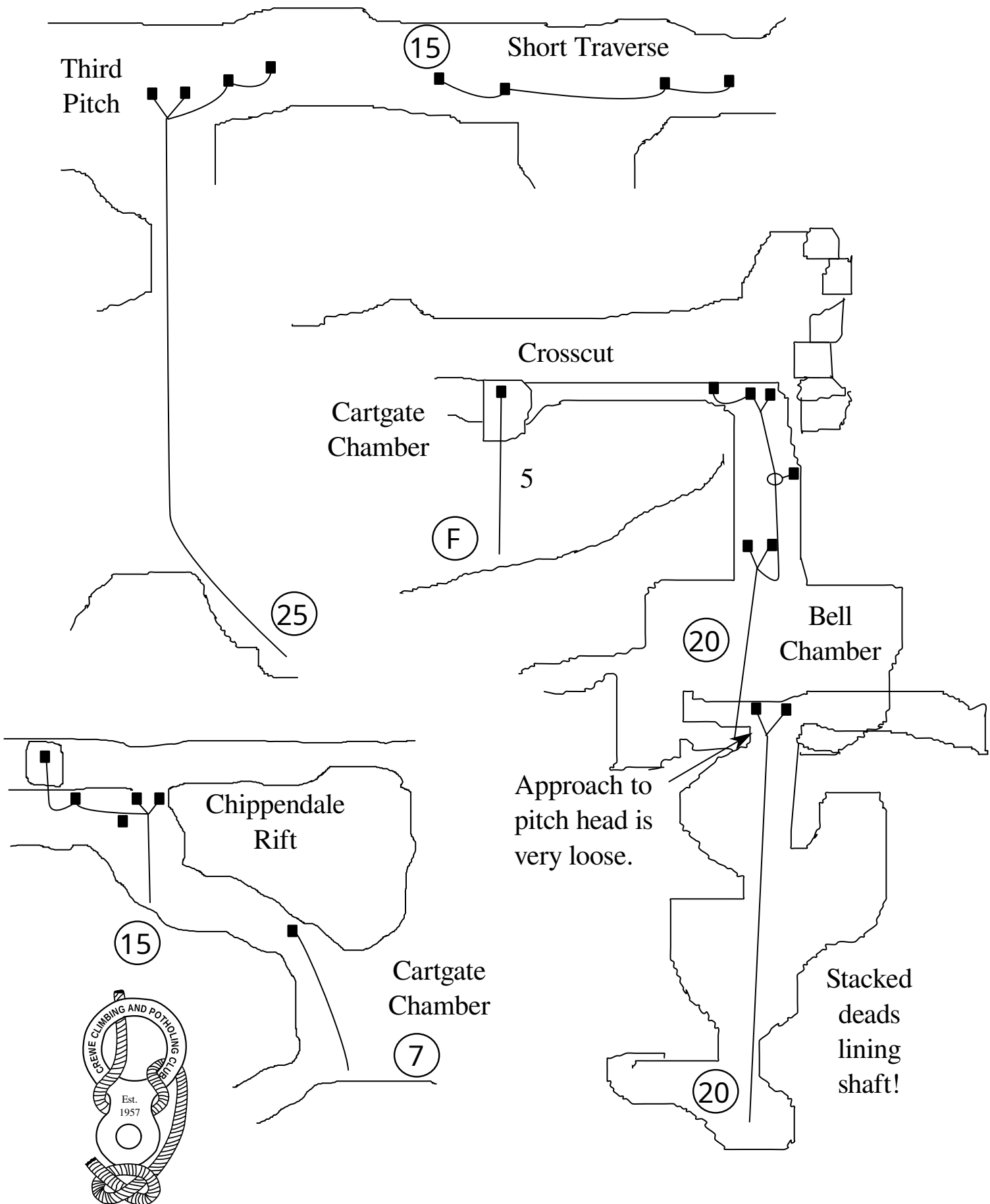
Crumble Pot: 40m rope, 3 maillons.  
 Beza Shaft, 24m + 20m rope, 8 maillons,  
 7 deviations.  
 The Shakes: 18m rope, 1 maillon.

**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.

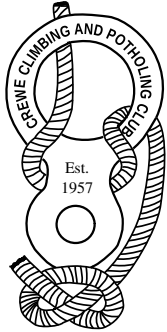
# Odin Mine, part 1 Castleton



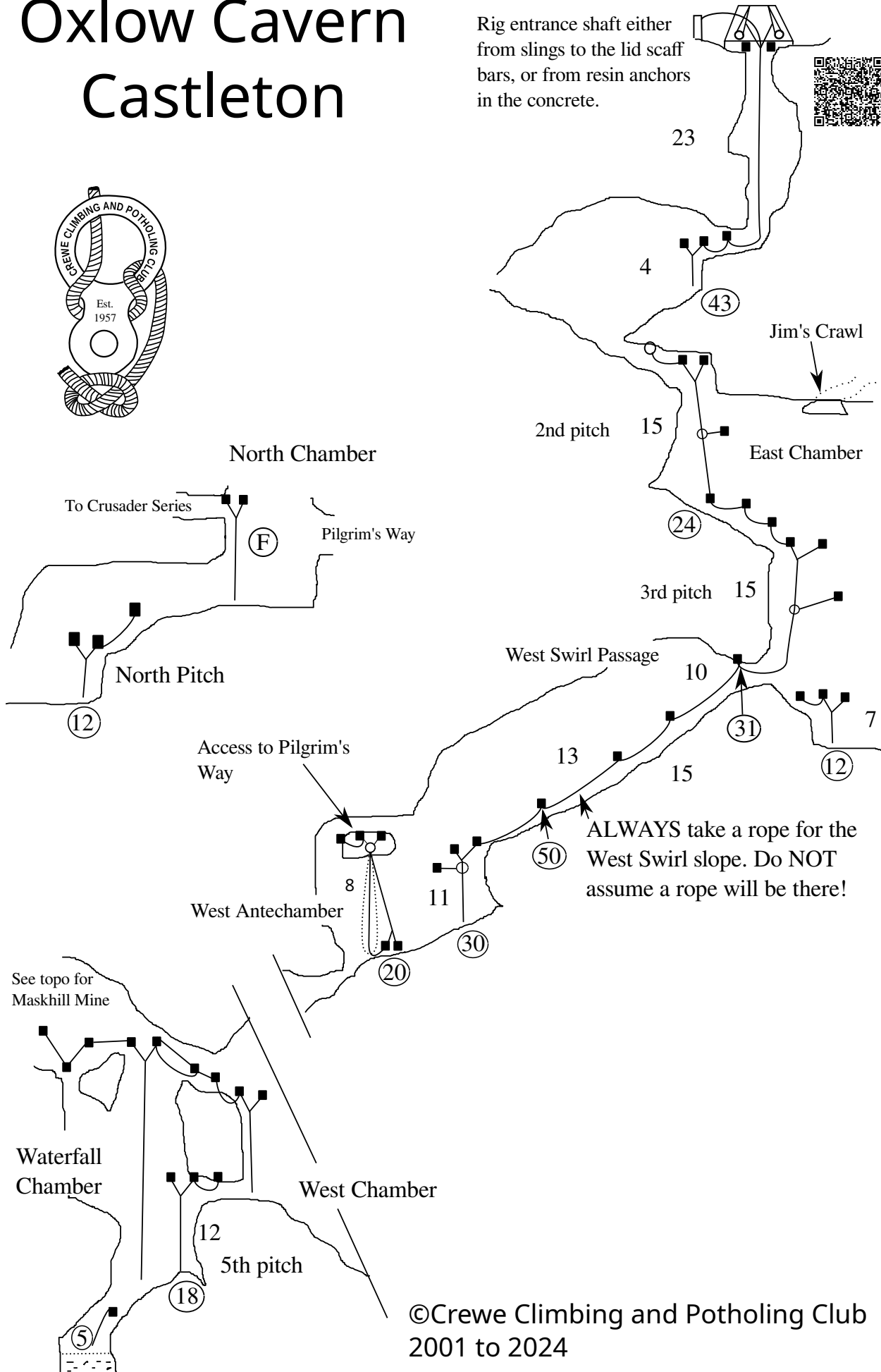
# Odin Mine, part 2. Castleton



# Oxlow Cavern Castleton

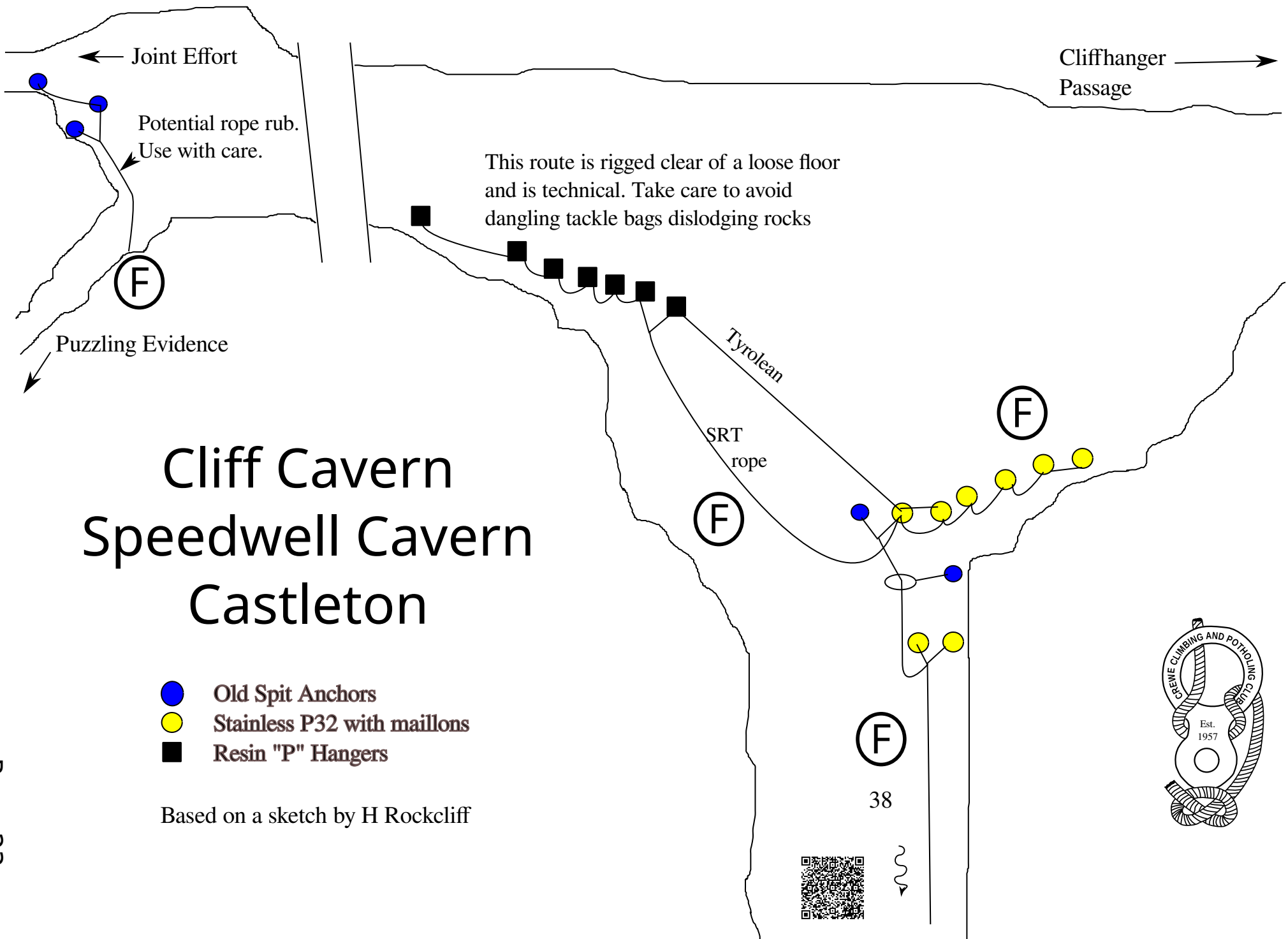


Rig entrance shaft either from slings to the lid scaff bars, or from resin anchors in the concrete.



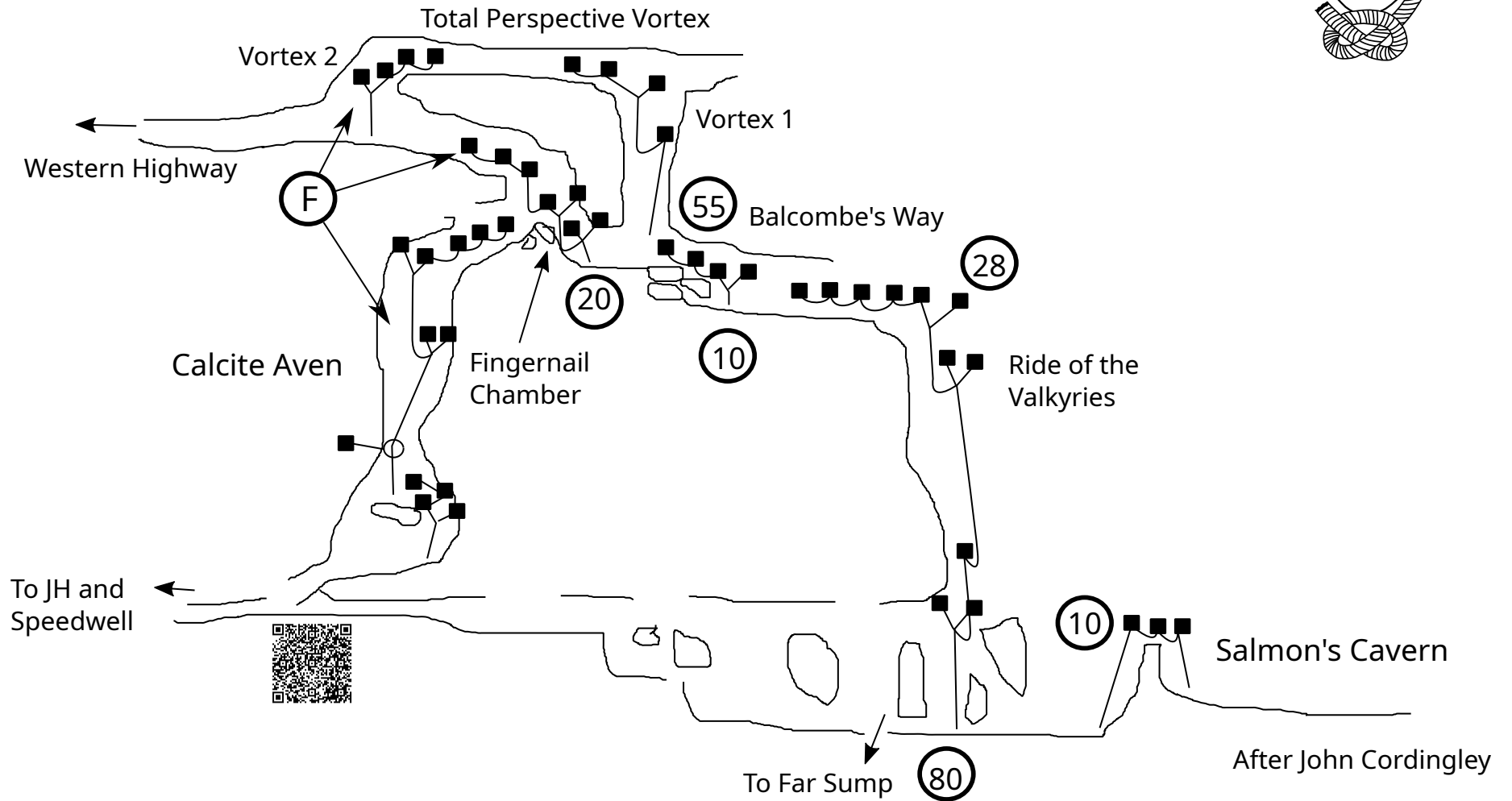
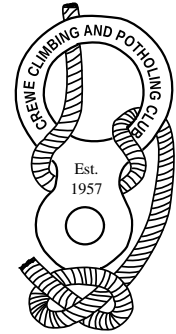
©Crewe Climbing and Potholing Club  
2001 to 2024





# Cliff Cavern Speedwell Cavern Castleton

# Far Sump Extensions Peak Cavern / Speedwell Castleton

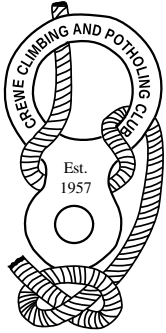




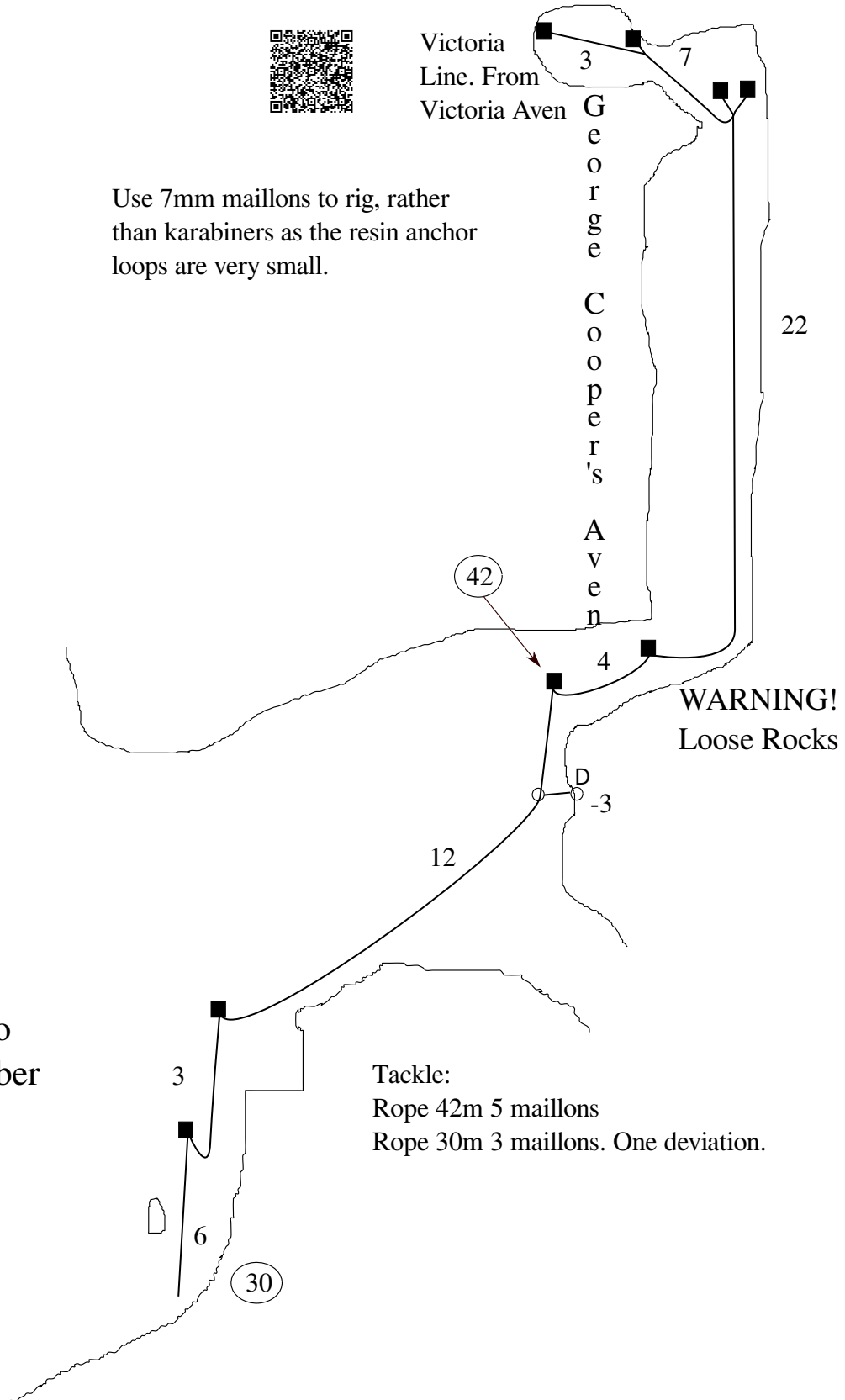
# George Cooper's Aven Peak Cavern Castleton



Victoria  
Line. From  
Victoria Aven



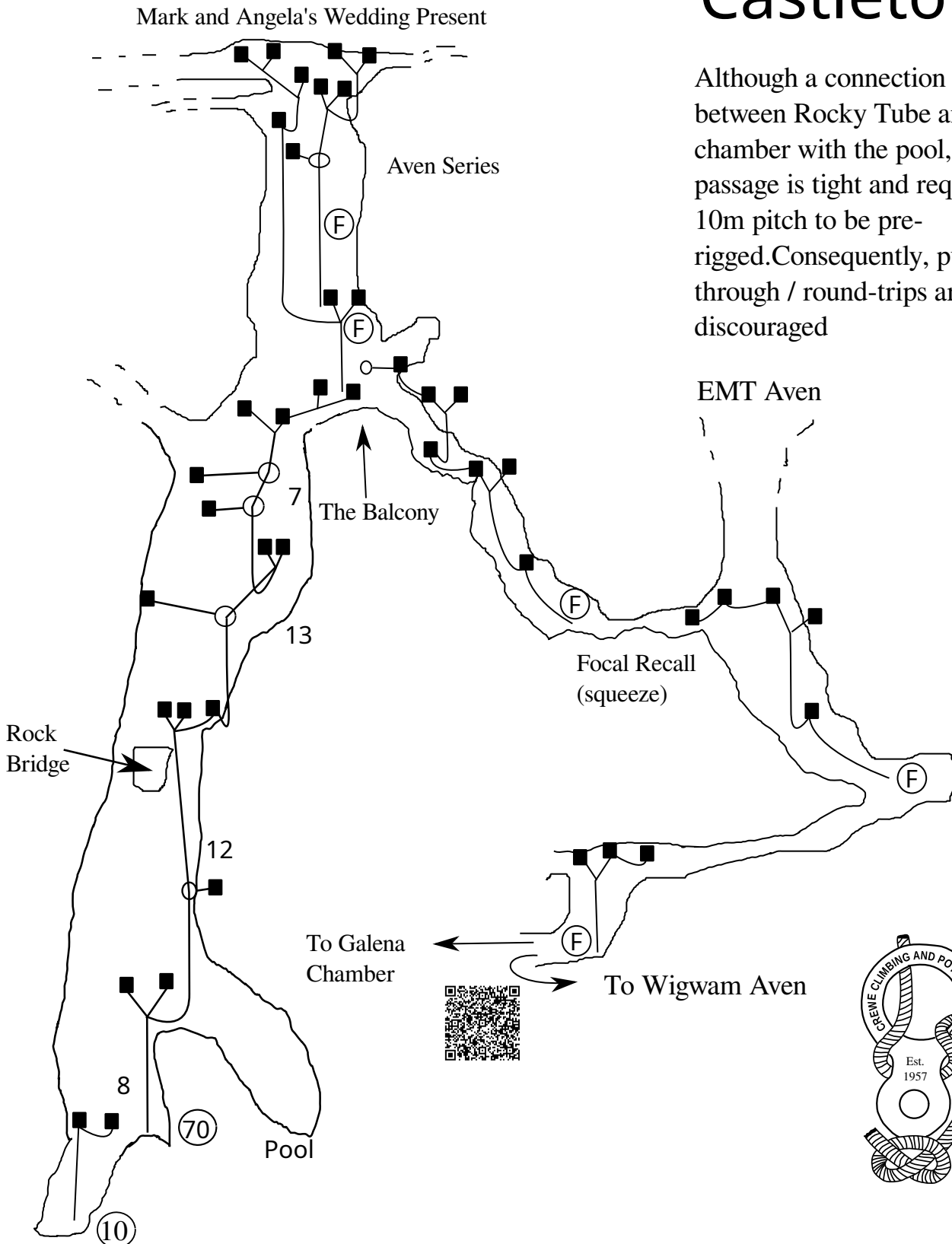
Use 7mm maillons to rig, rather than karabiners as the resin anchor loops are very small.



Echo Chamber

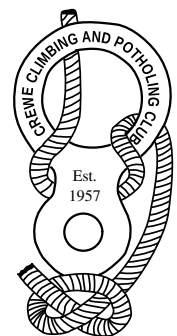
Tackle:  
Rope 42m 5 maillons  
Rope 30m 3 maillons. One deviation.

# 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.

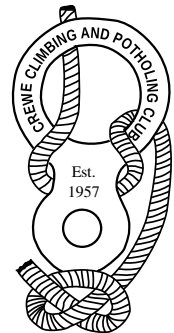
**DANGER!** →  
Large loose  
slab below the  
traverse line.  
Do not step.  
Use bolted foot  
holds above.

Rope to Rope transfer  
(requires technical  
SRT proficiency)

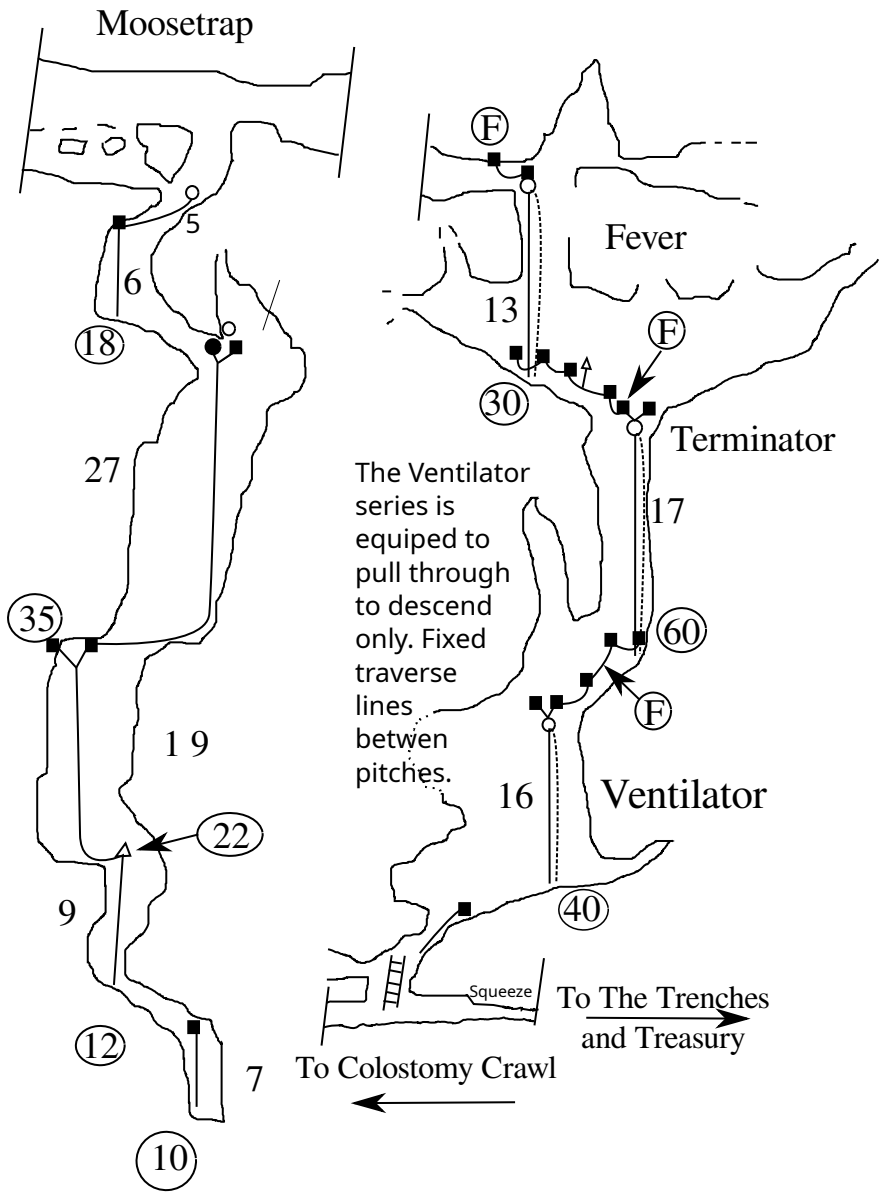
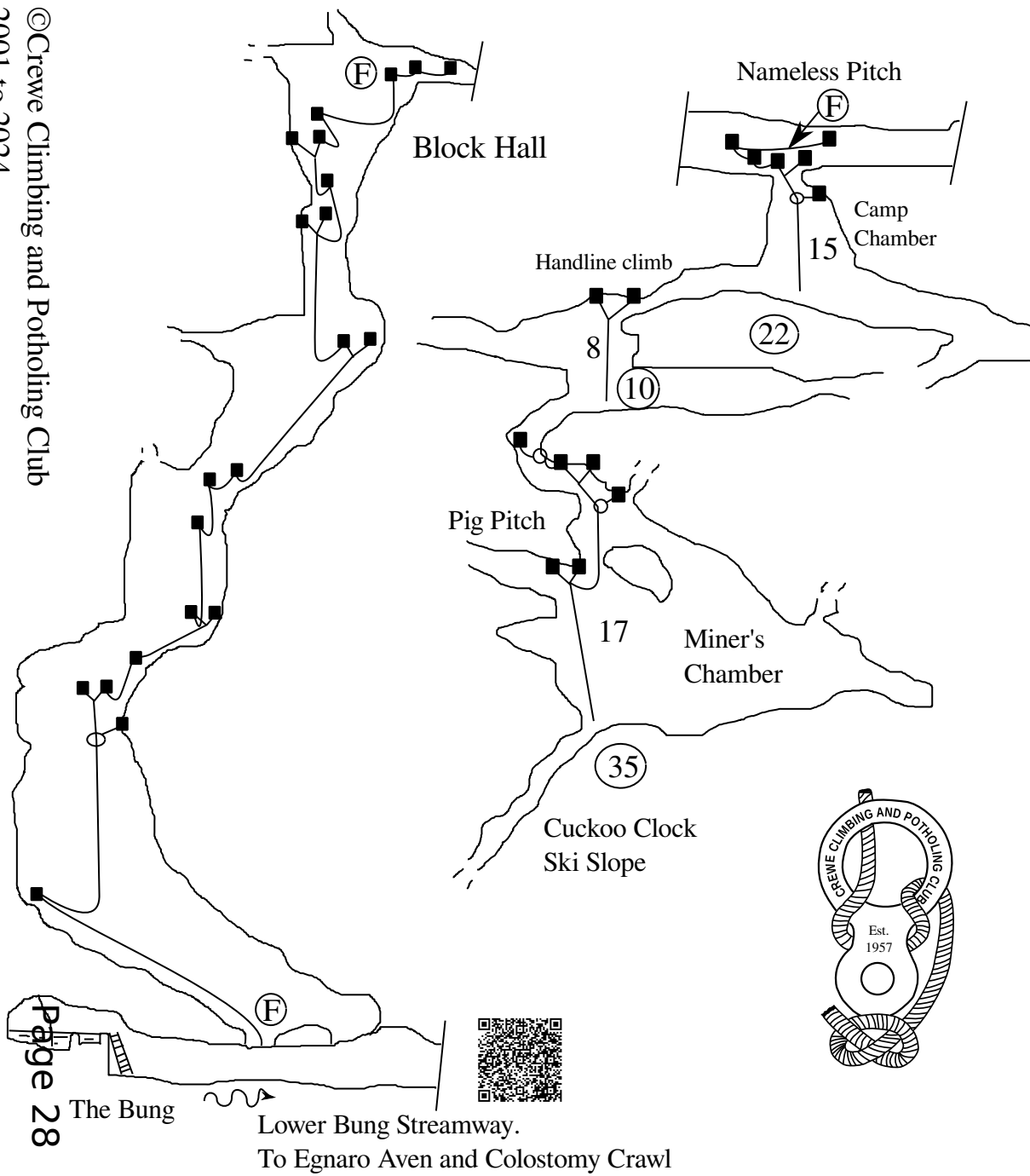
Right Hand  
Route

Left Hand  
Route

**DANGER!**  
Do NOT stand  
on rock bridge

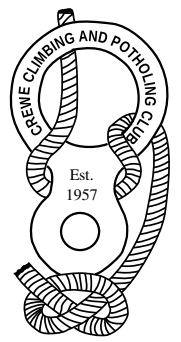


(F)



The Ventilator series is equipped to pull through to descend only. Fixed traverse lines between pitches.

To Colostomy Crawl  
To The Trenches and Treasury



# White River Series Peak Cavern / Speedwell Castleton



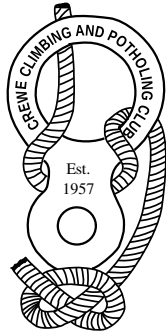
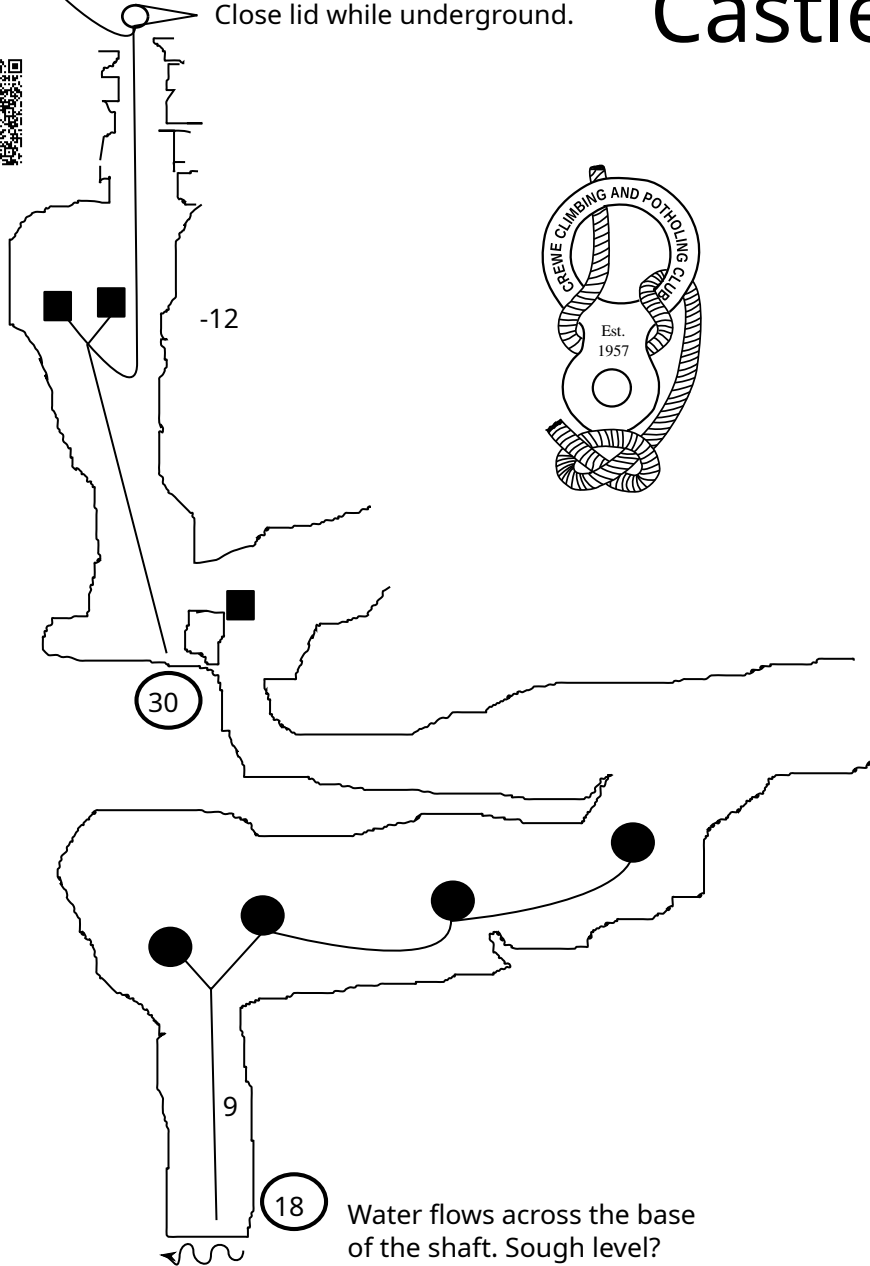
# Pindale End Mine Castleton



Upper Shaft



Close lid while underground.



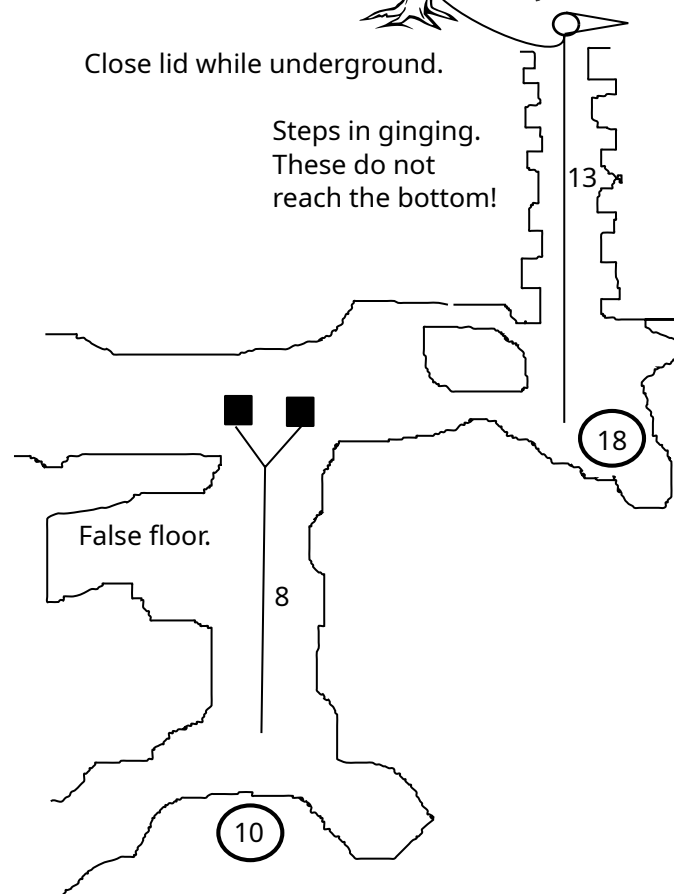
Lower Shaft



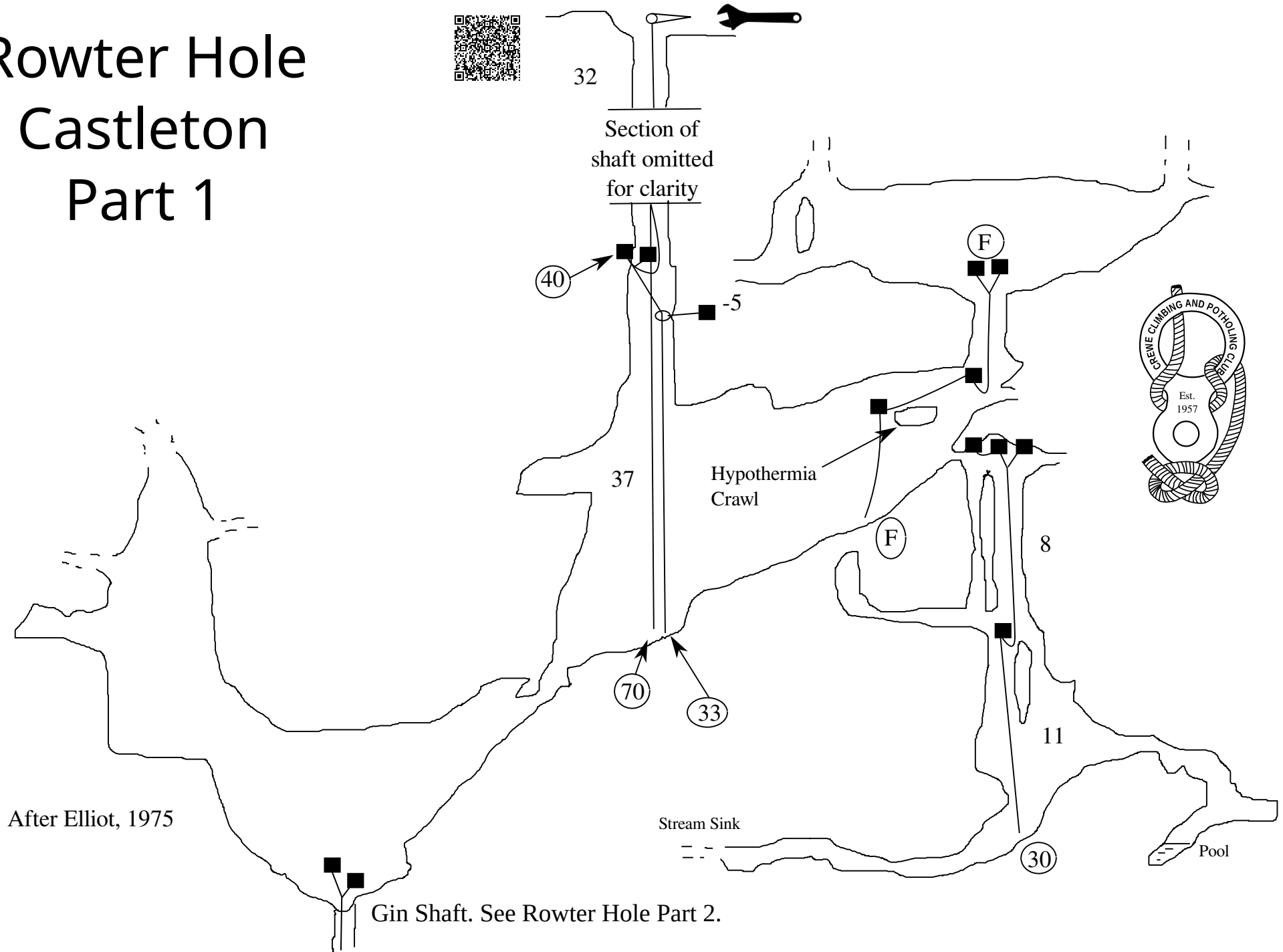
Close lid while underground.

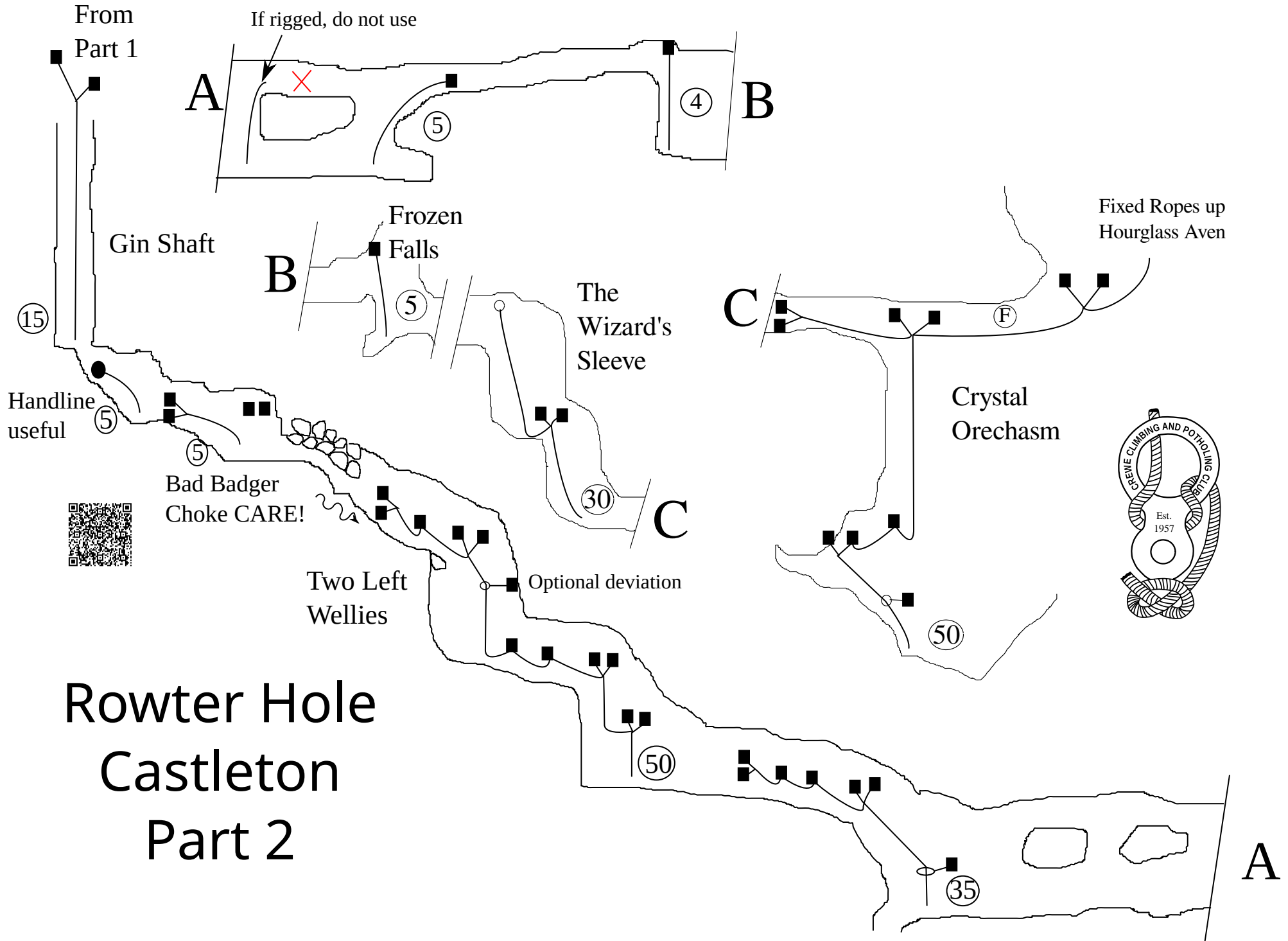


Steps in ginging.  
These do not reach the bottom!

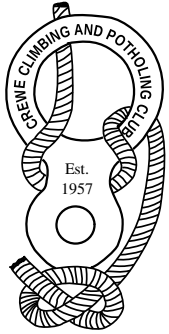


# Rowter Hole Castleton Part 1

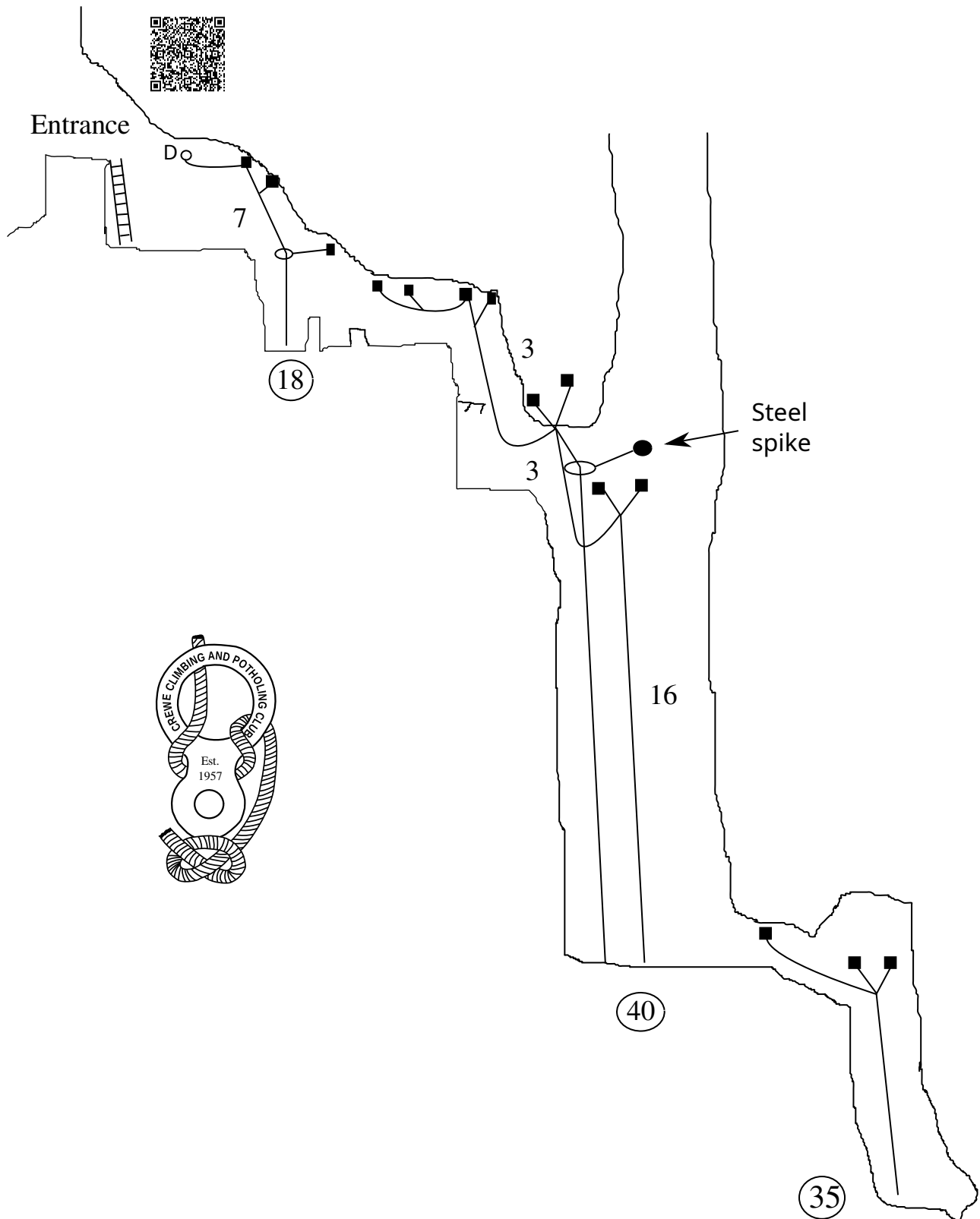




# Rowter Hole Castleton Part 2

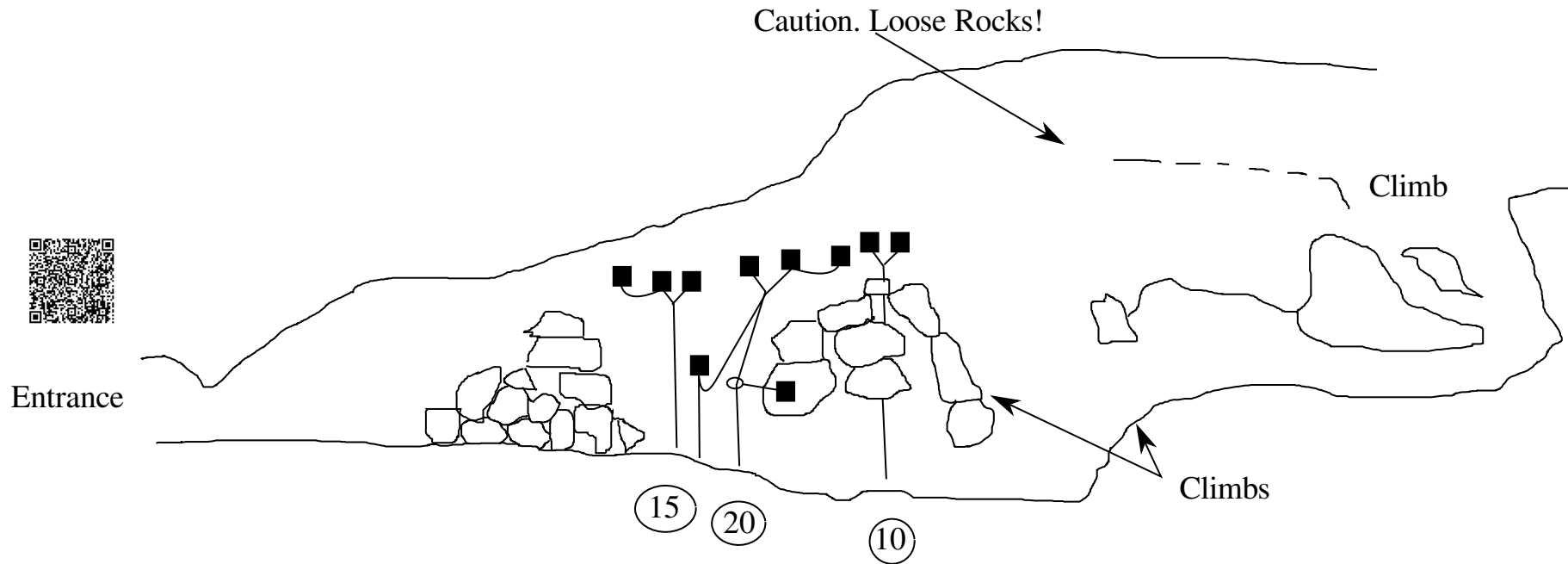


# Snelslow Swallet Castleton





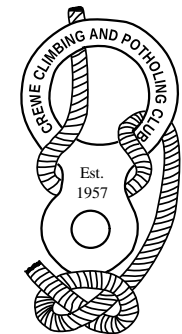
# Suicide Cave Castleton



First Pitch: 15 m rope, 3 maillons.

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

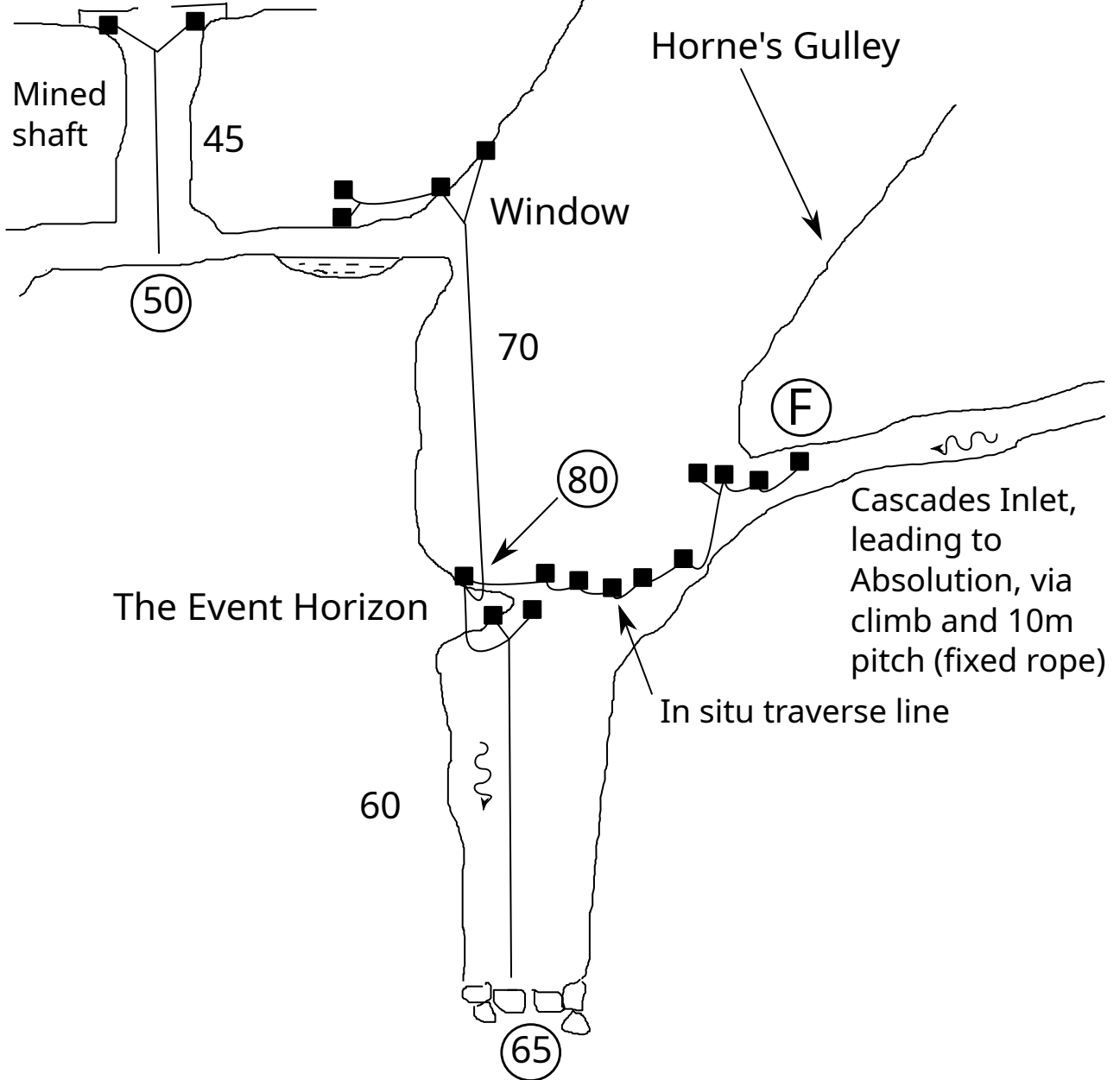
Third pitch: 10 m rope, 2 maillons.



# Titan Castleton



Cap and lid on entrance



The Event Horizon

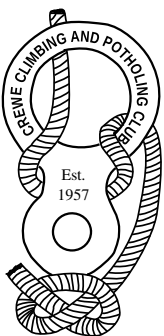
Horne's Gulley

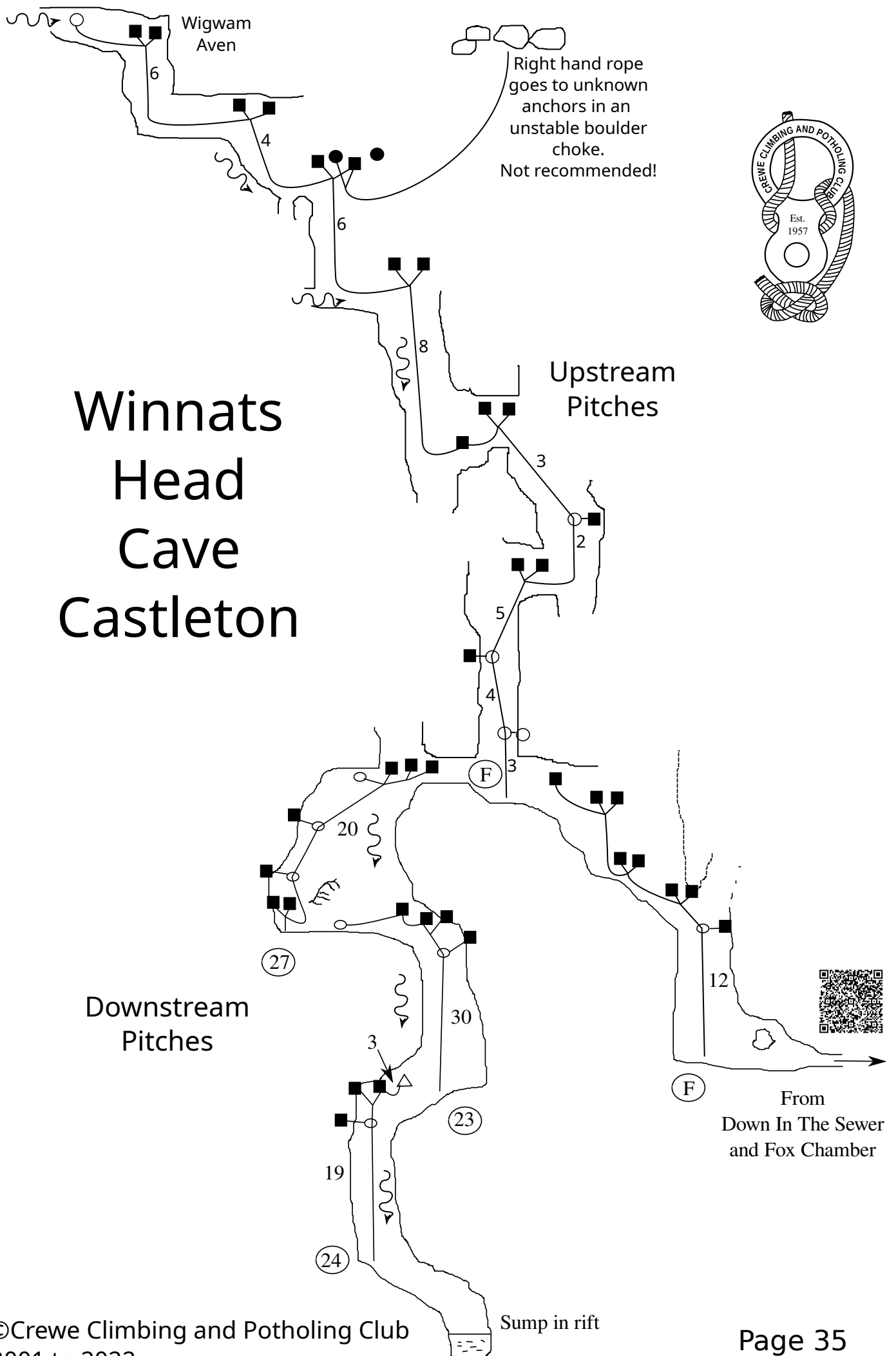
Window

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

In situ traverse line

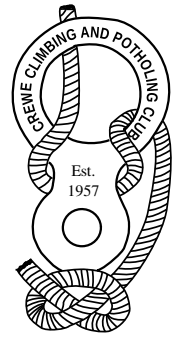
Boulder choke, leading down to  
Blarney's Breakdown and Far Sump  
Extensions, JH and Peak Cavern.





# Winnats Head Cave Castleton

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



Upstream  
Pitches

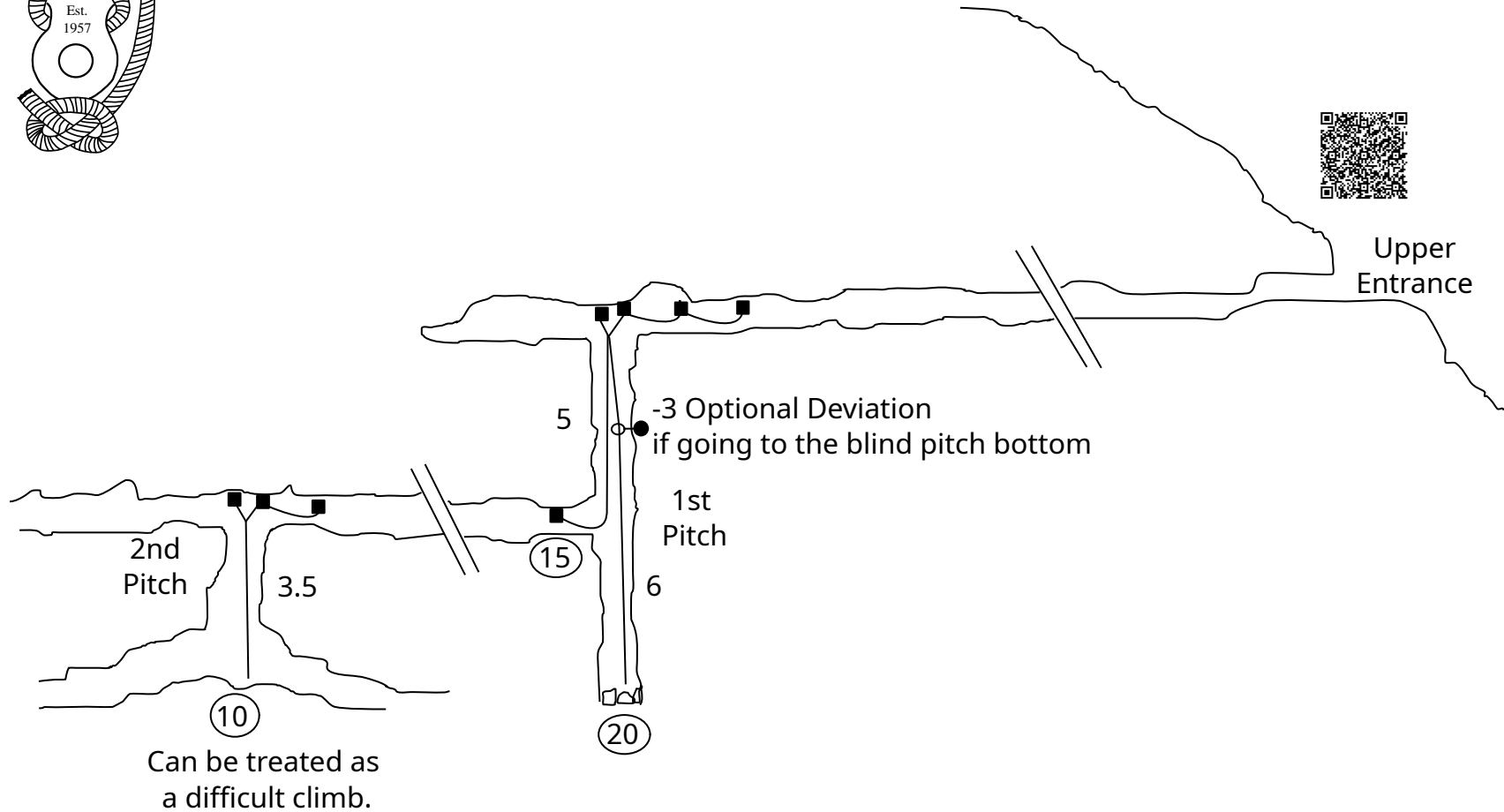
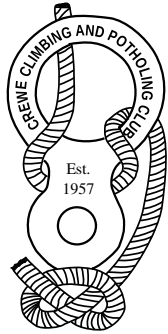
Downstream  
Pitches



From  
Down In The Sewer  
and Fox Chamber

Sump in rift

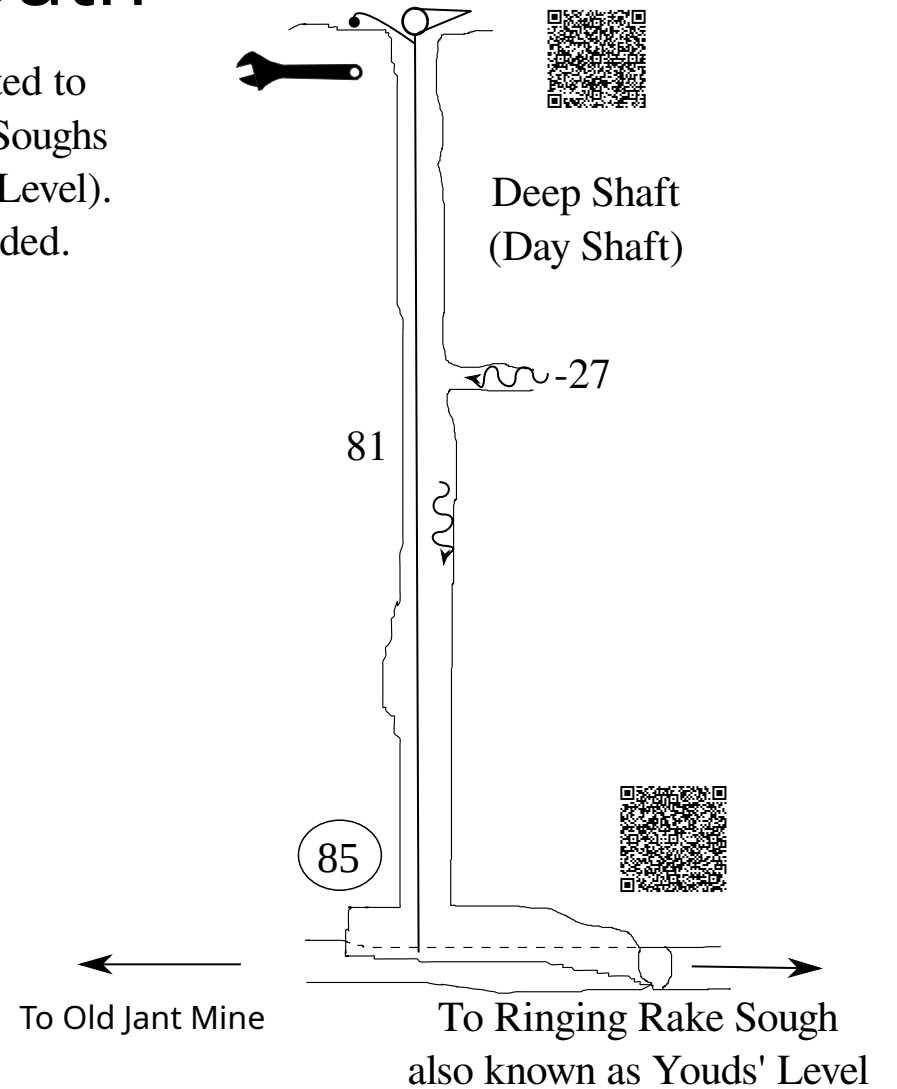
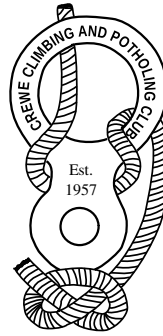
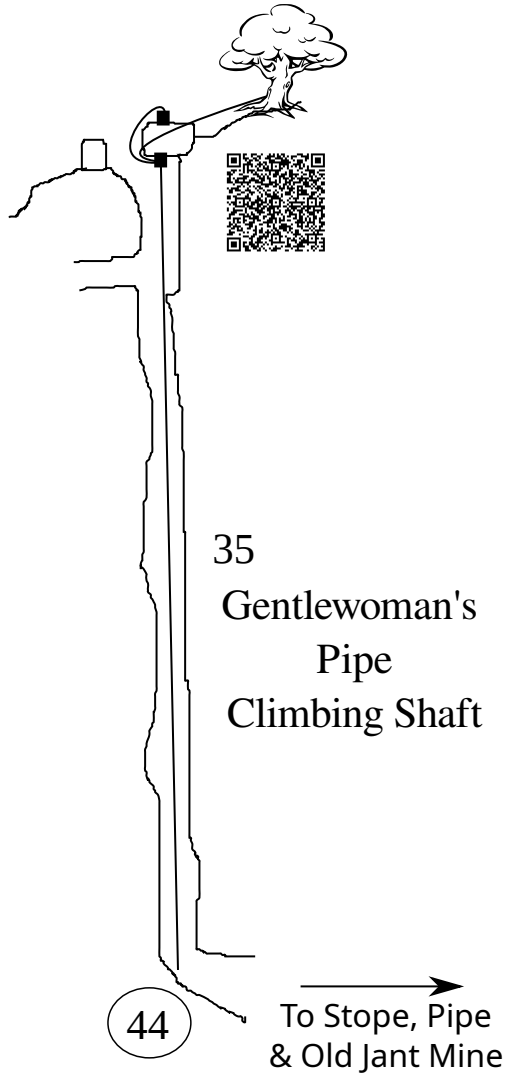
# Clatterway Levels - Bonsall Derwent South



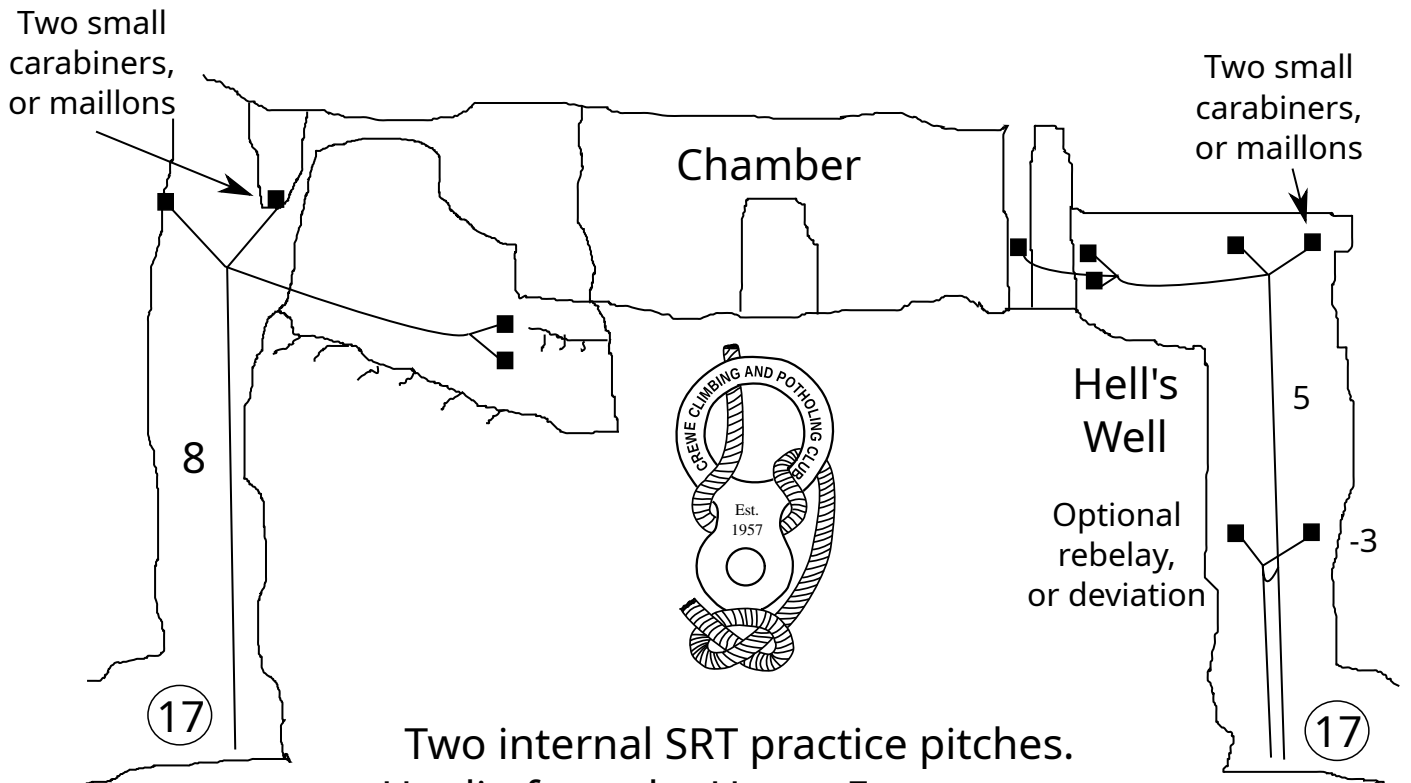
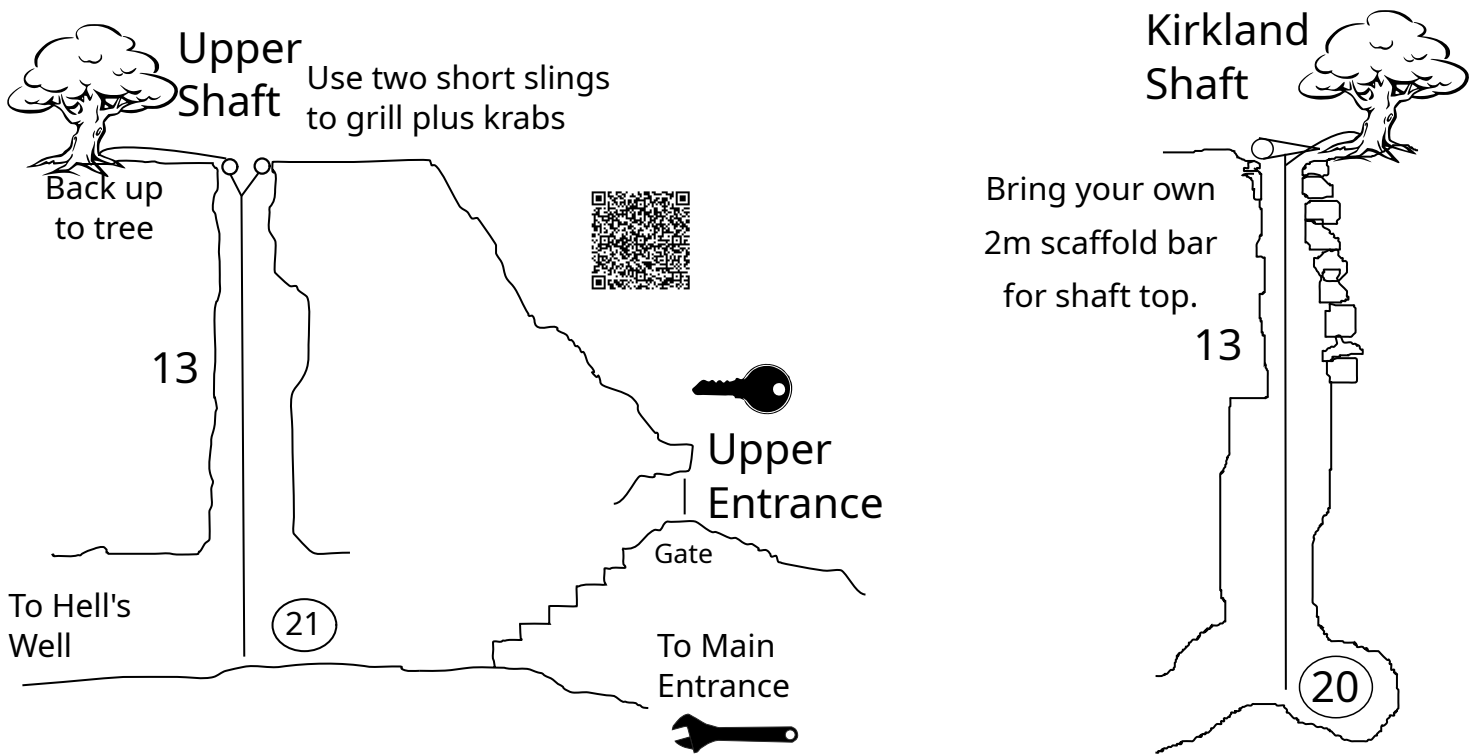
From a sketch by Steve Knox 2001.  
See <https://www.ccpc.org.uk/newsletters/CCPCNewsletter73.pdf>

# 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.

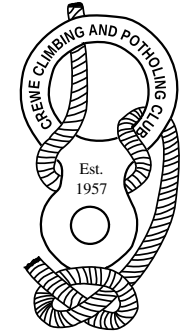
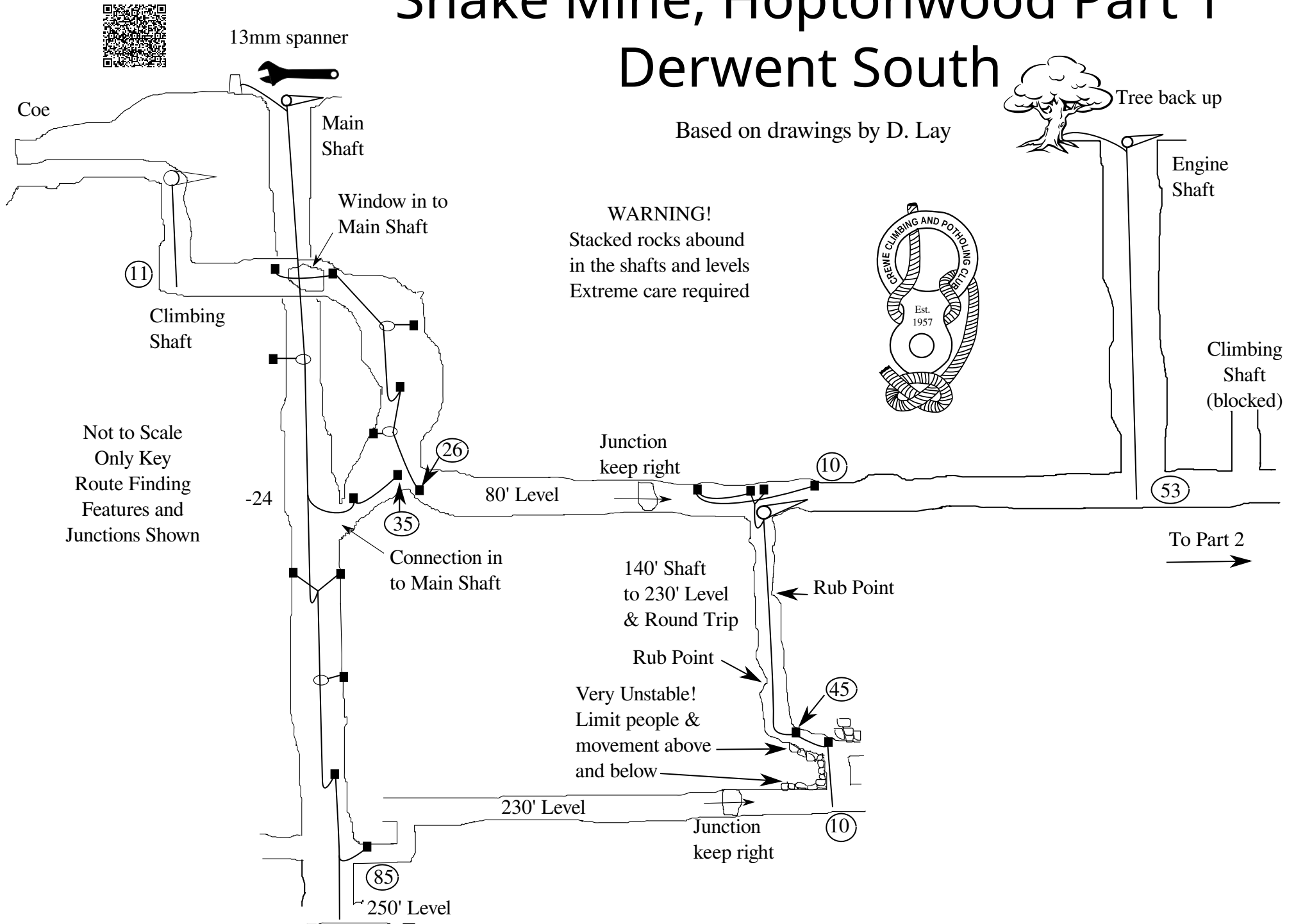


# Devonshire Cavern Derwent South



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

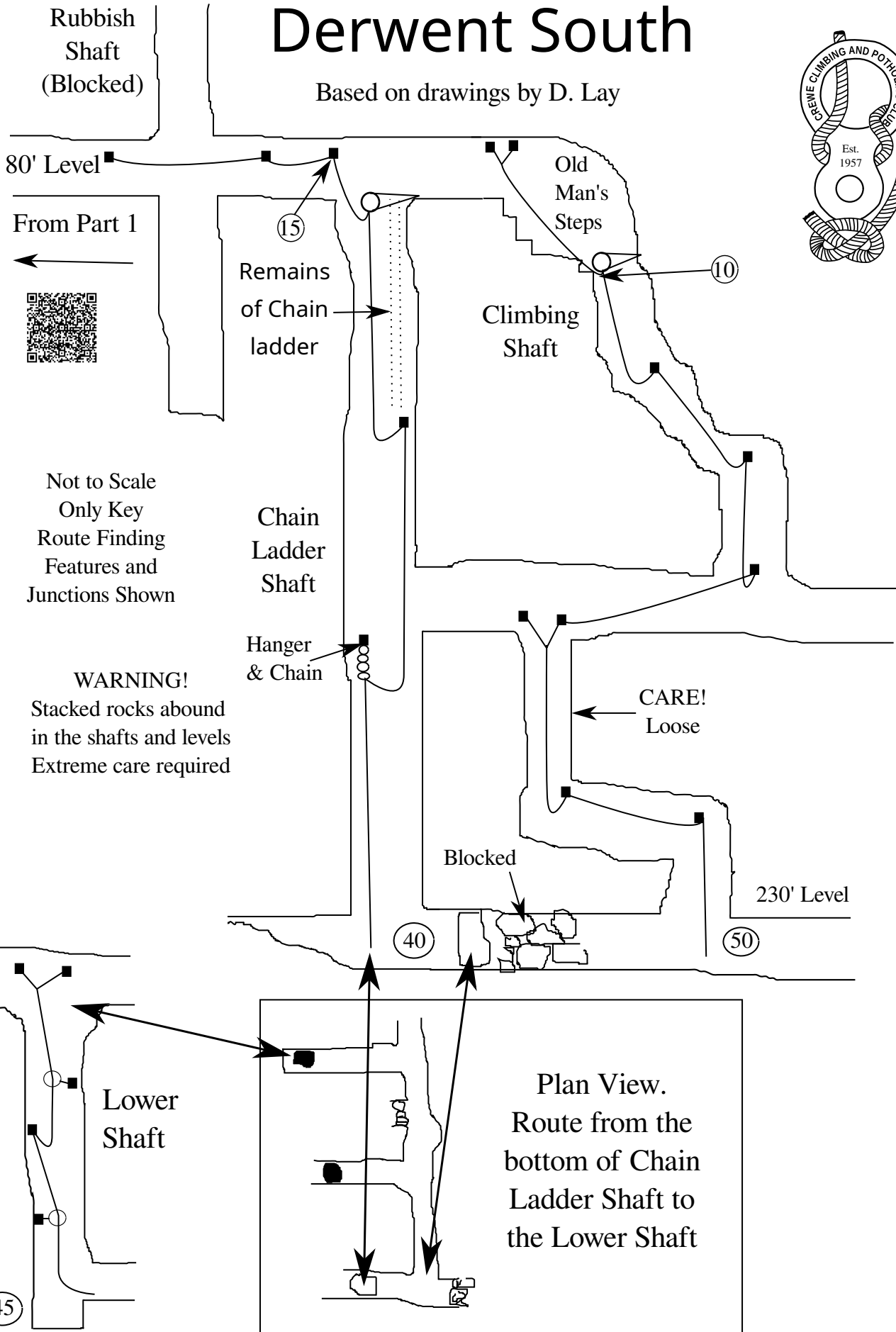
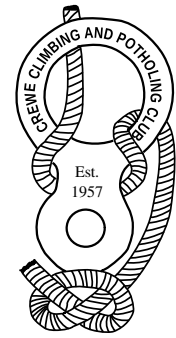
# Snake Mine, Hoptonwood Part 1 Derwent South



# Snake Mine, Hoptonwood Part 2

## Derwent South

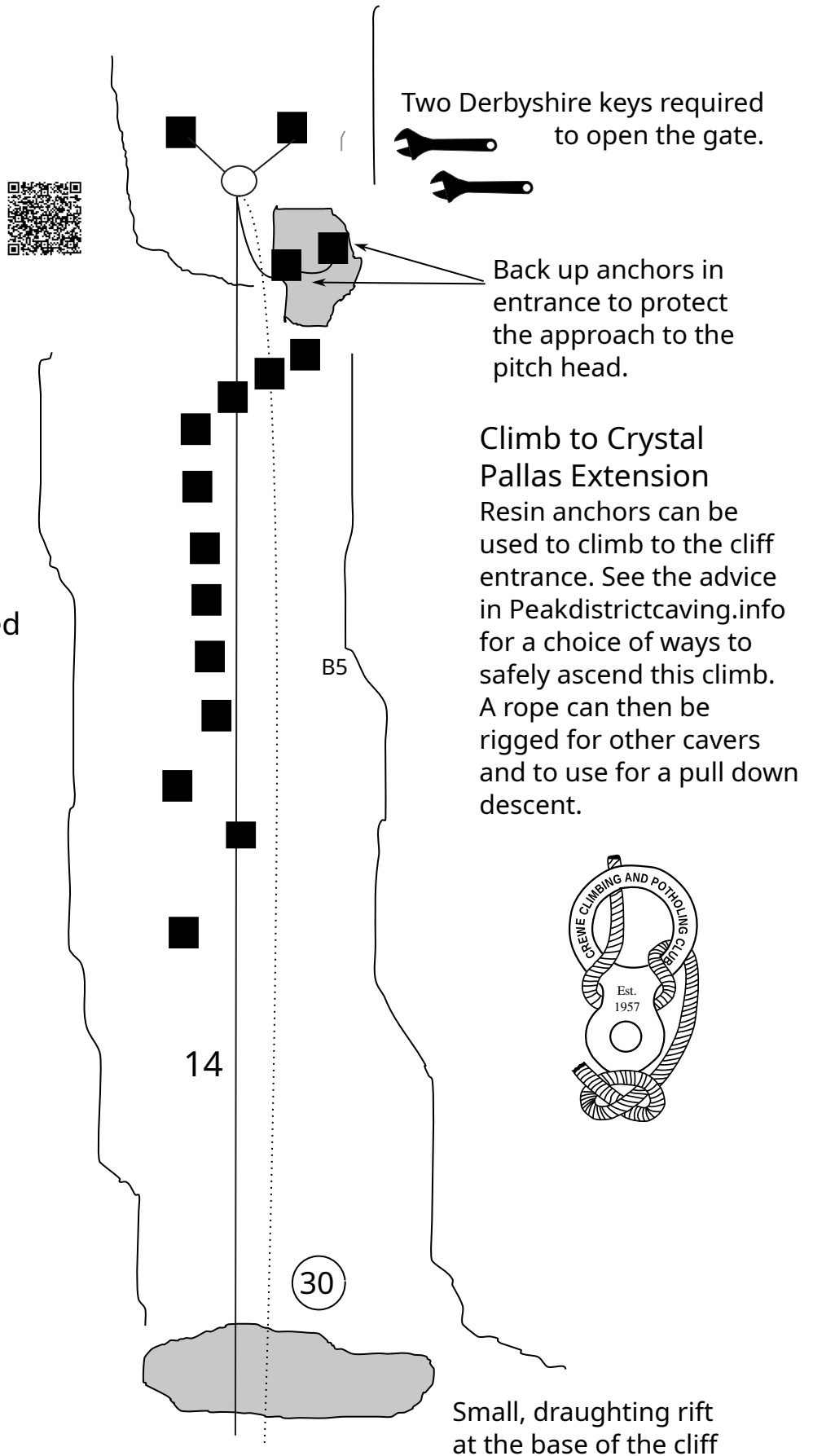
Based on drawings by D. Lay







# Owl Hole - Dove

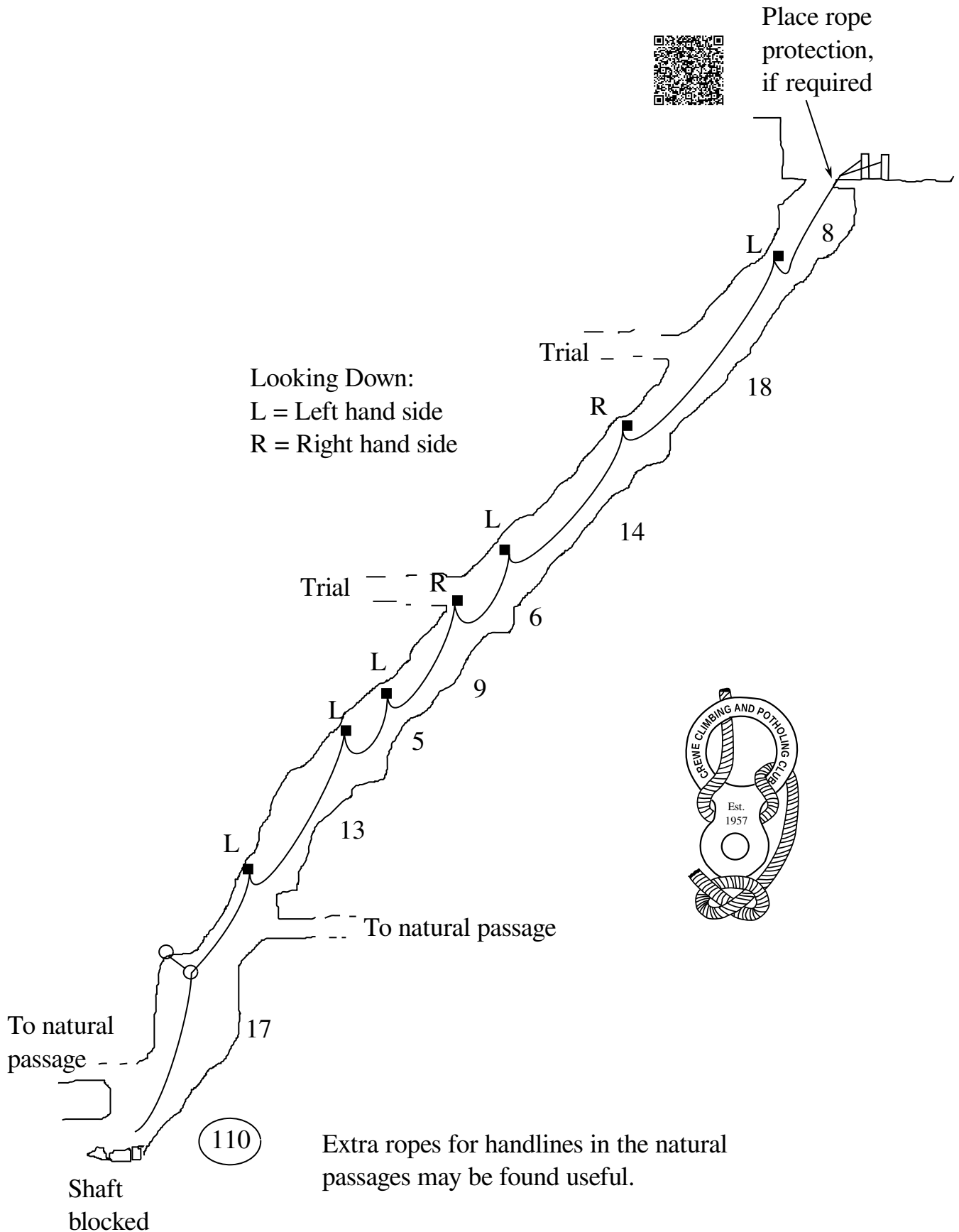


Pitch to Crystal Pallas chamber can be rigged from naturals for SRT, or with an 8m ladder and 15m lifeline.

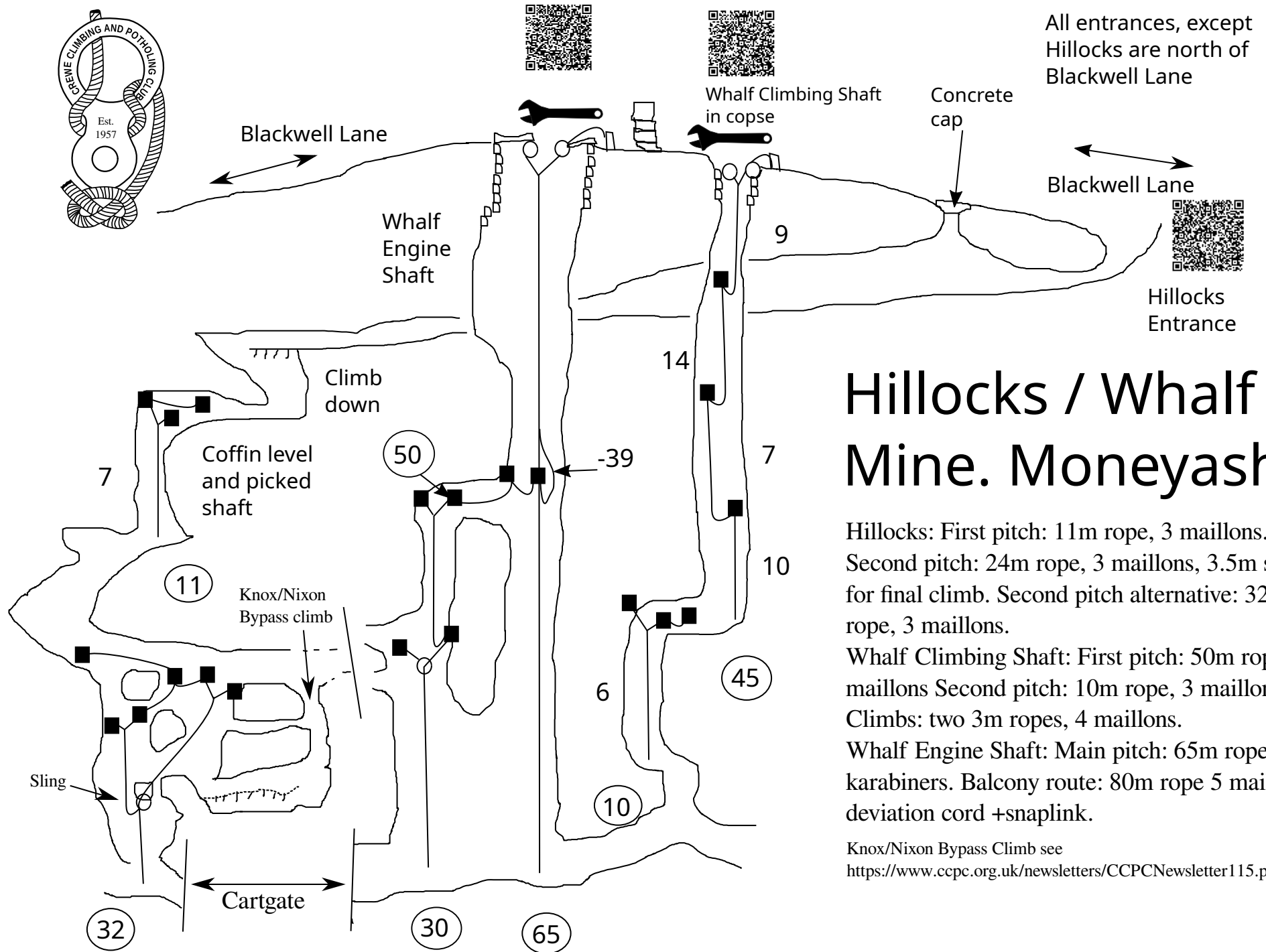
Based on a sketch by Kai Trusson and Birmingham Student Caving Club



# Robin's Shaft Mine Dove



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



All entrances, except Hillocks are north of Blackwell Lane

# Hillocks / Whalf Mine. Moneyash

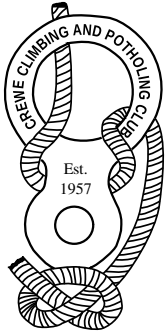
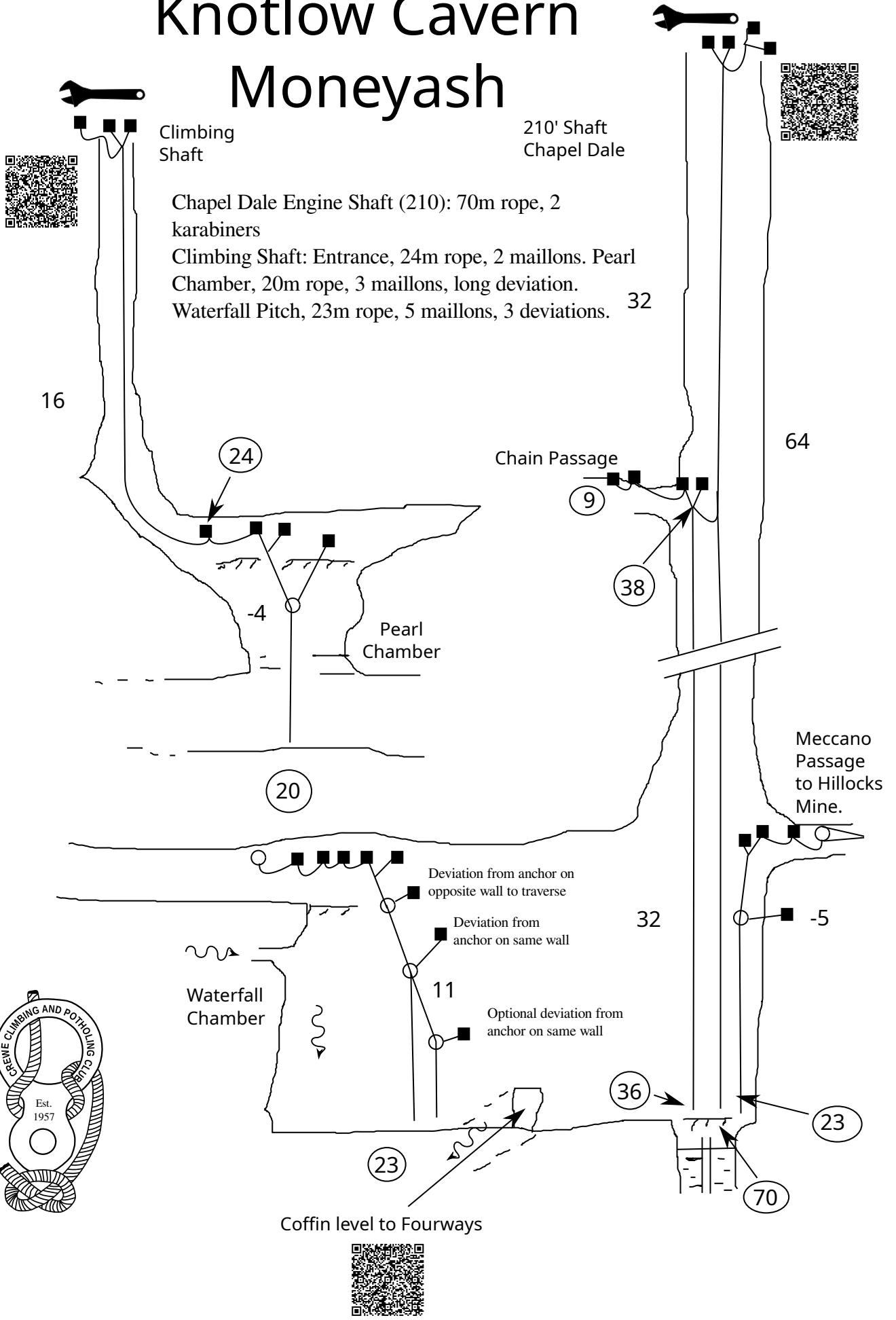
Hillocks: First pitch: 11m rope, 3 maillons.  
 Second pitch: 24m rope, 3 maillons, 3.5m sling for final climb. Second pitch alternative: 32m rope, 3 maillons.

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>

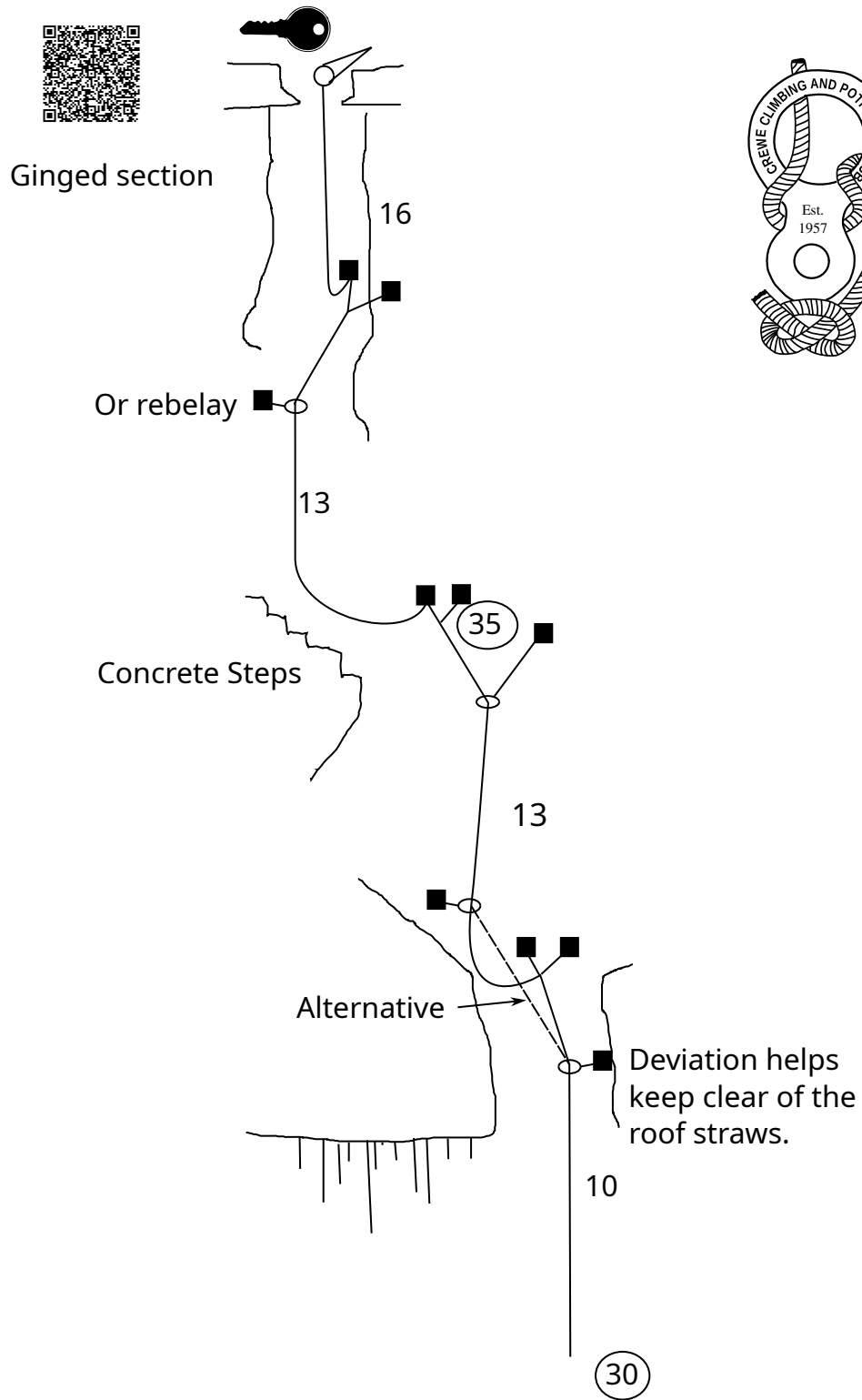
# Knotlow Cavern Moneyash



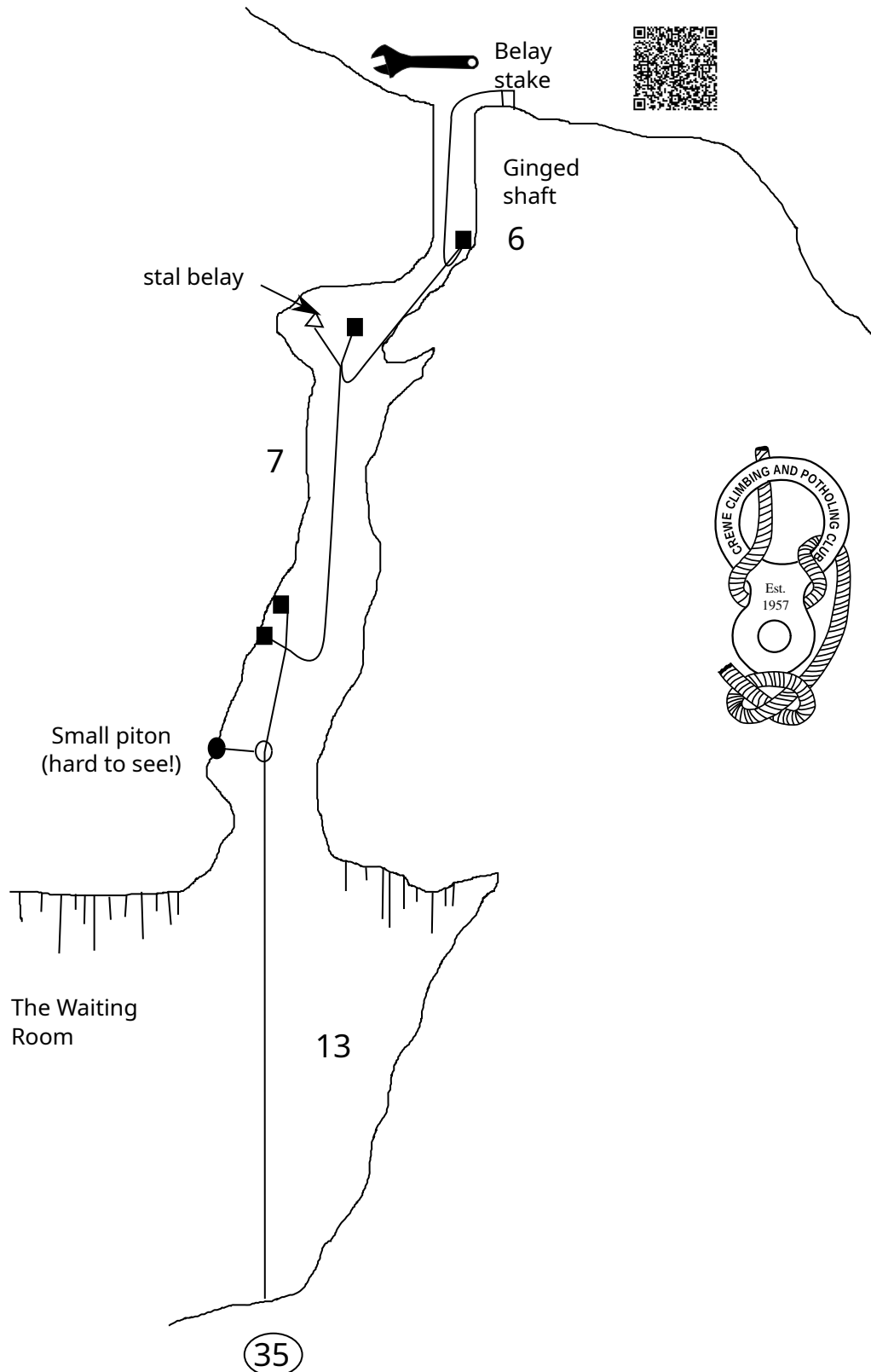
# Lathkill Head Cave

## Garden Path

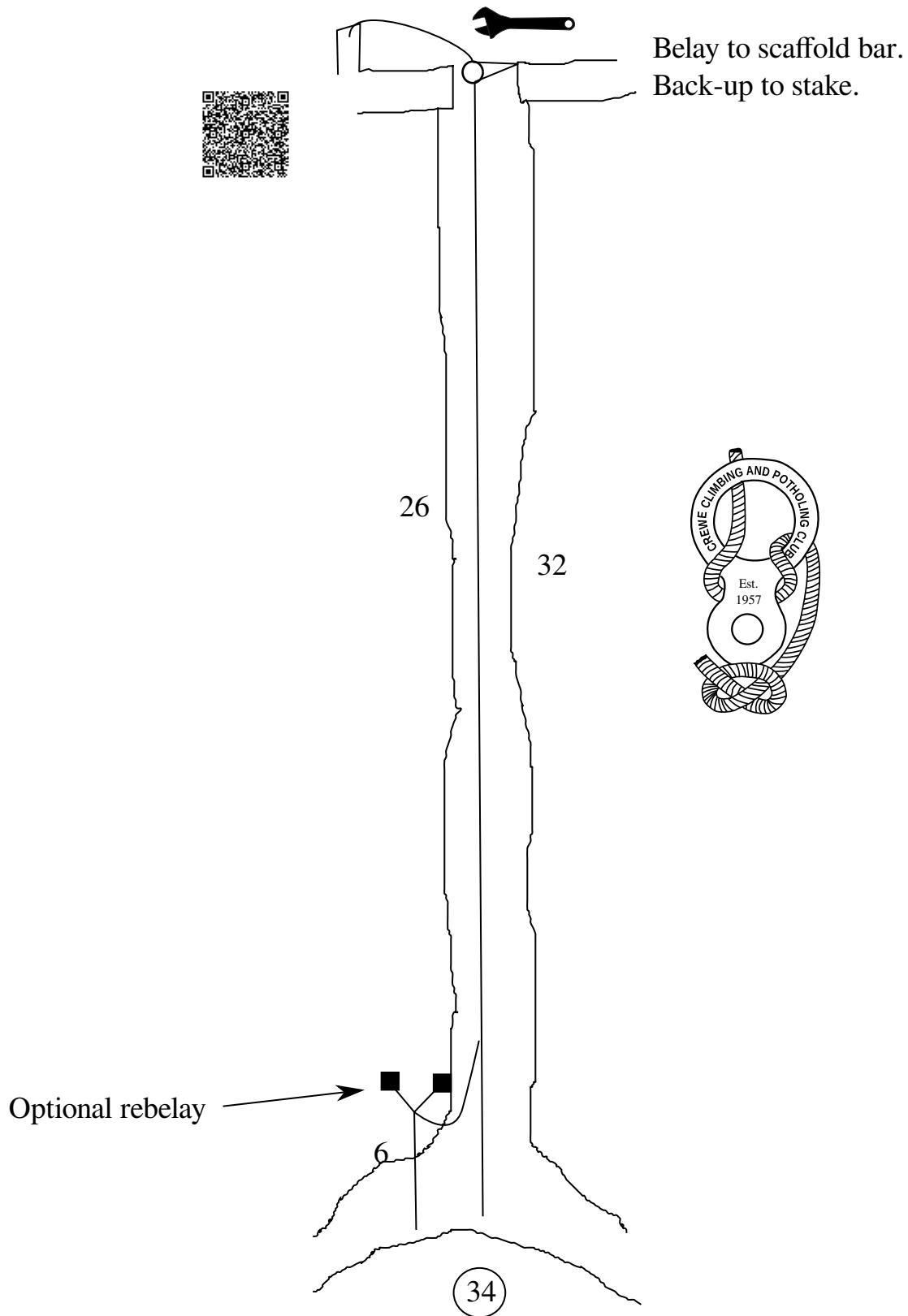
### Lathkill Dale



# Lathkill Head Cave Top Entrance Lathkill Dale

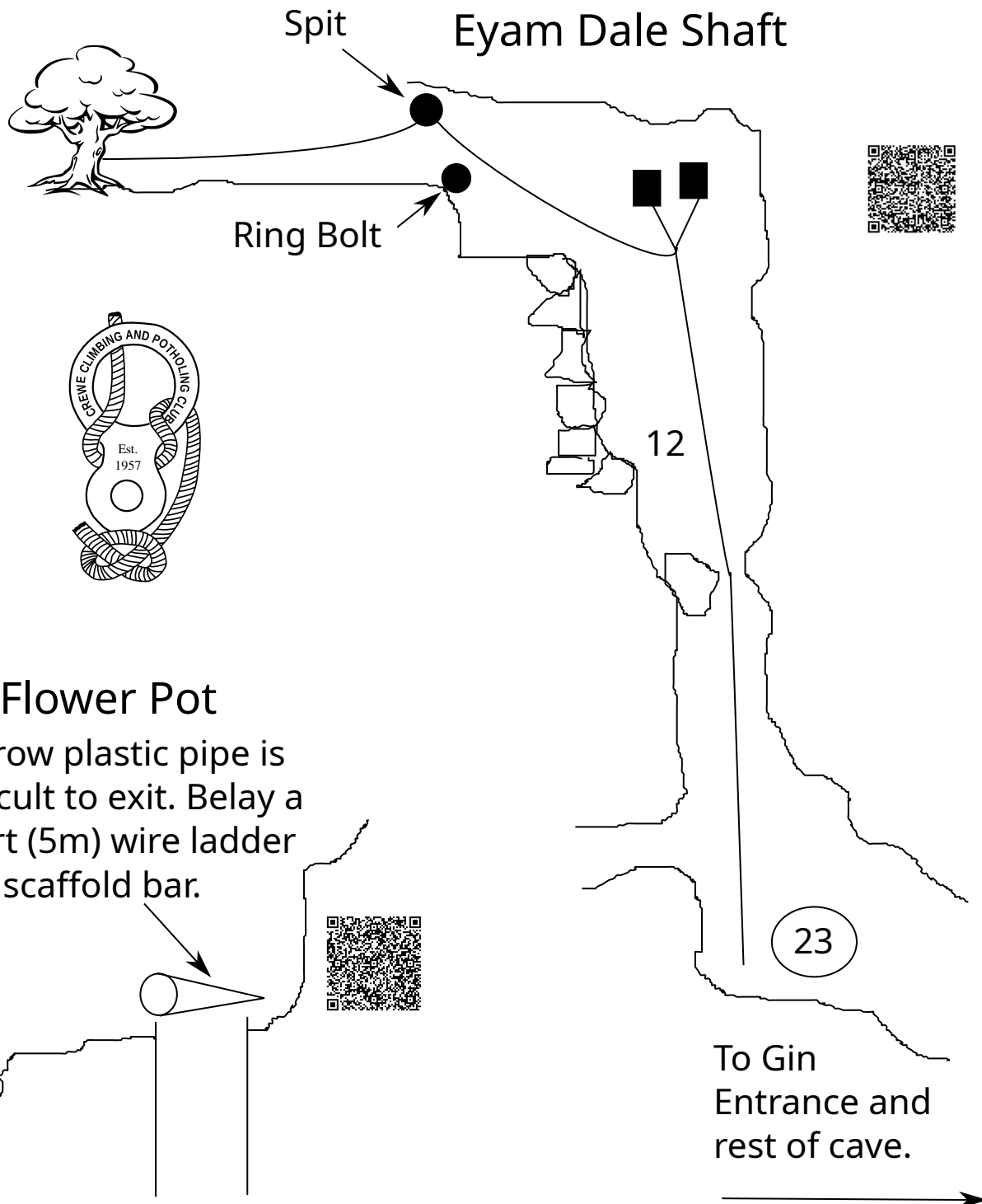


# Water Icicle Close Cavern Lathkill Dale





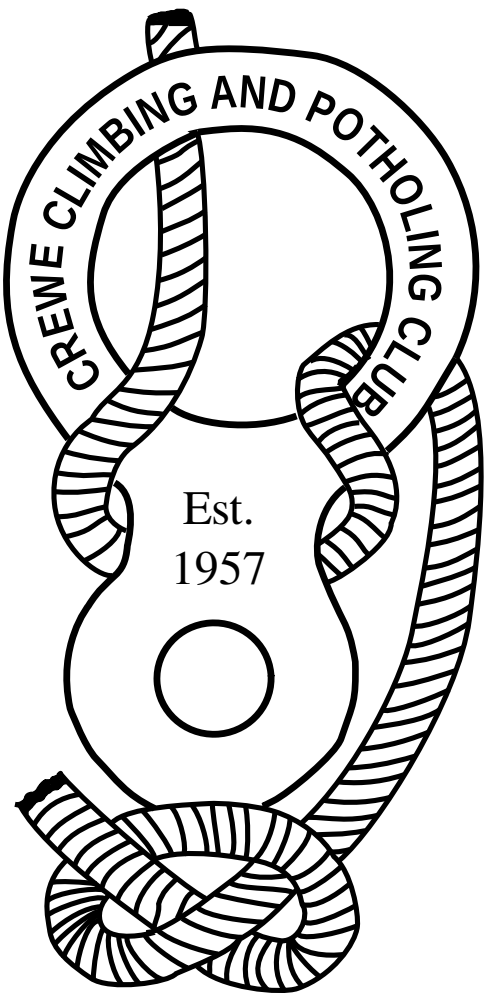
# Carlswark Cavern Stoney Middleton



## Flower Pot

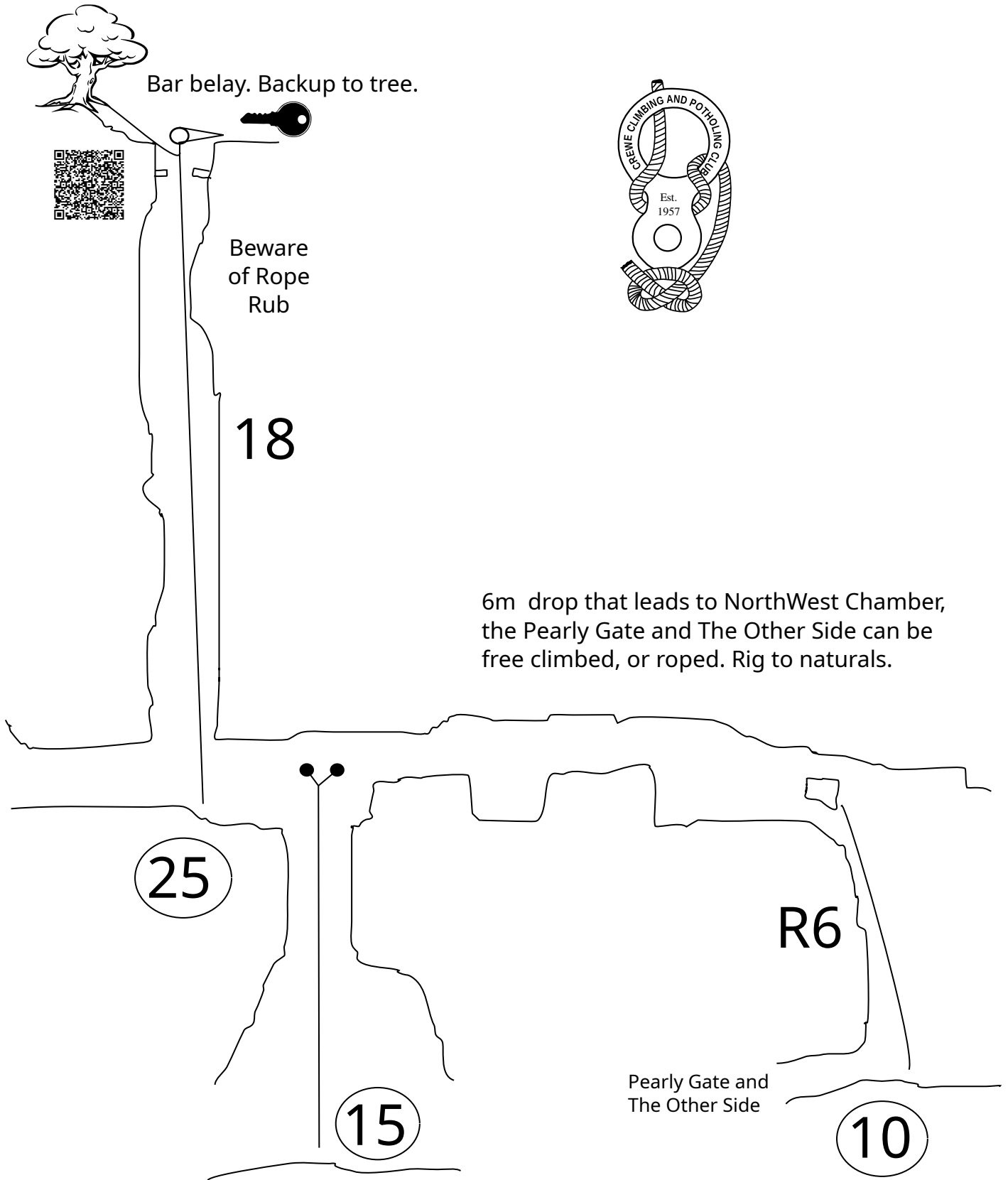
Narrow plastic pipe is difficult to exit. Belay a short (5m) wire ladder to a scaffold bar.

# Coming Soon Cussey Pot



# Eyam Dale House Cave

## Stoney Middleton

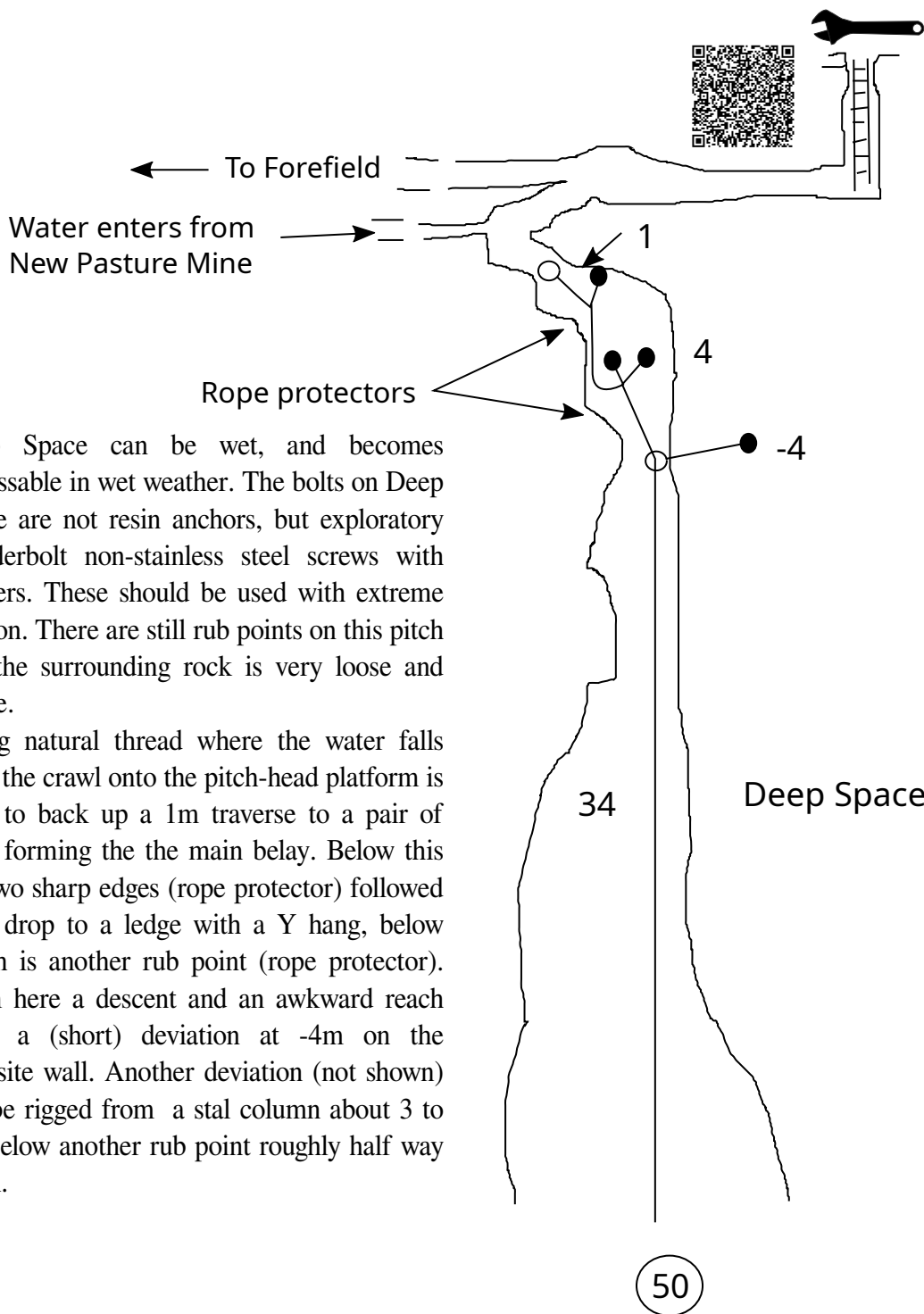


6m drop that leads to NorthWest Chamber, the Pearly Gate and The Other Side can be free climbed, or roped. Rig to naturals.

# Hungerhill Swallet

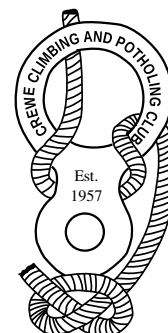
## Stoney Middleton

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

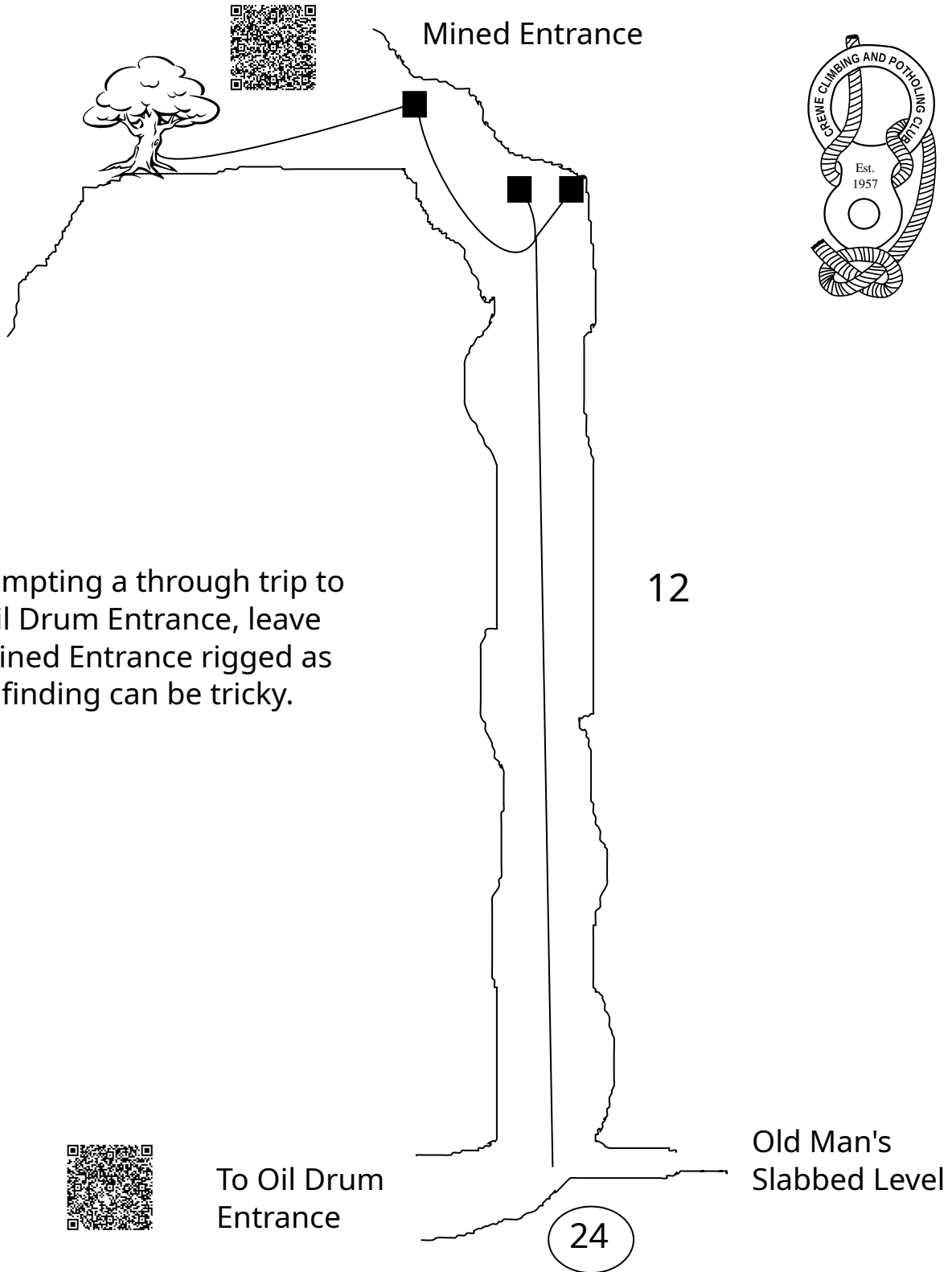


Deep Space can be wet, and becomes impassable in wet weather. The bolts on Deep Space are not resin anchors, but exploratory thunderbolt non-stainless steel screws with hangers. These should be used with extreme caution. There are still rub points on this pitch and the surrounding rock is very loose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

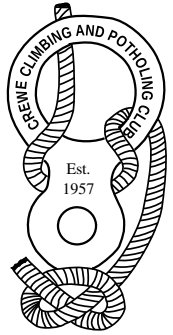
A big natural thread where the water falls from the crawl onto the pitch-head platform is used to back up a 1m traverse to a pair of bolts forming the the main belay. Below this are two sharp edges (rope protector) followed by a drop to a ledge with a Y hang, below which is another rub point (rope protector). 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

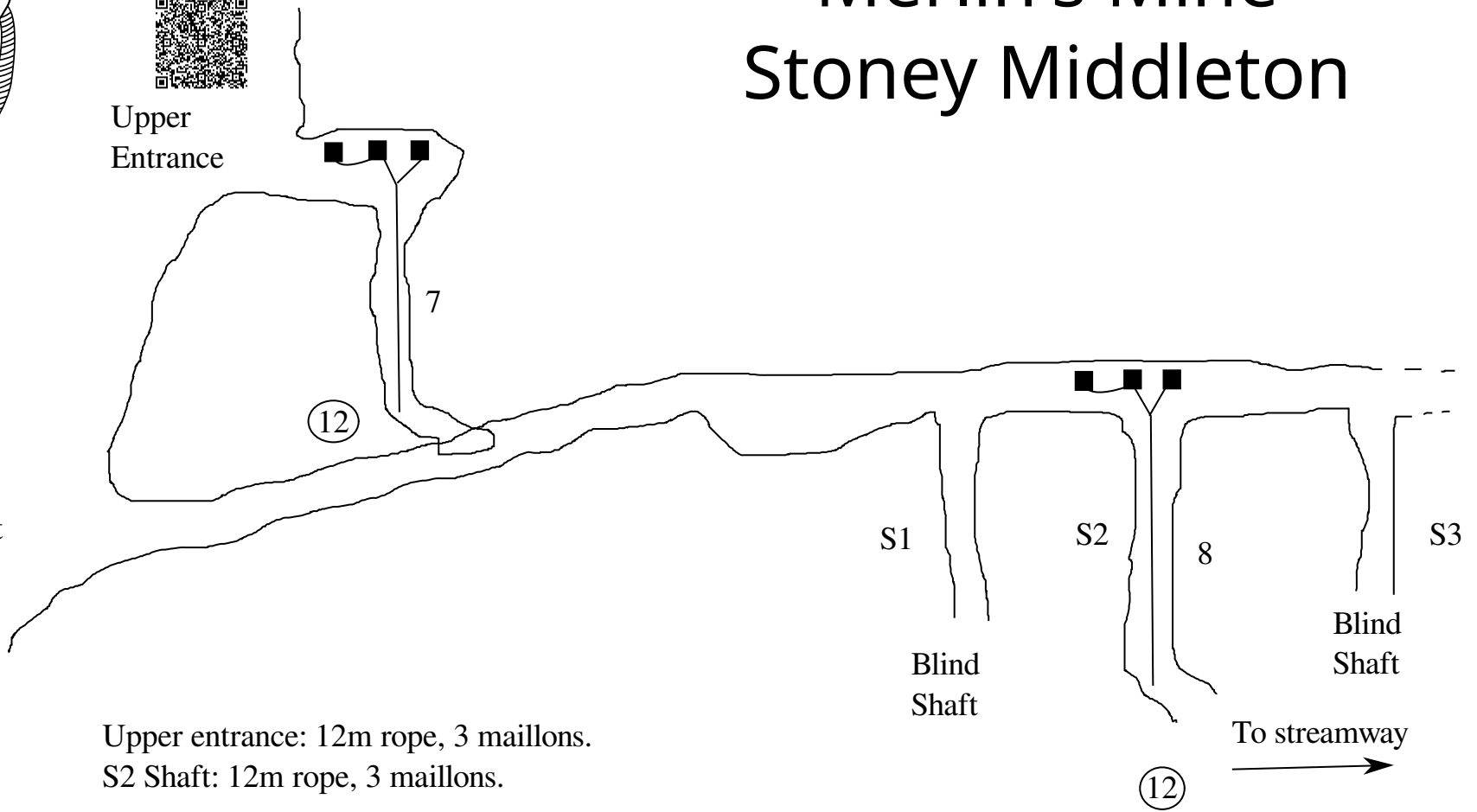


# Merlin's Mine Stoney Middleton



Upper  
Entrance

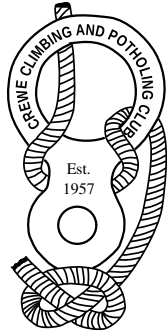
Lower Adit  
Entrance



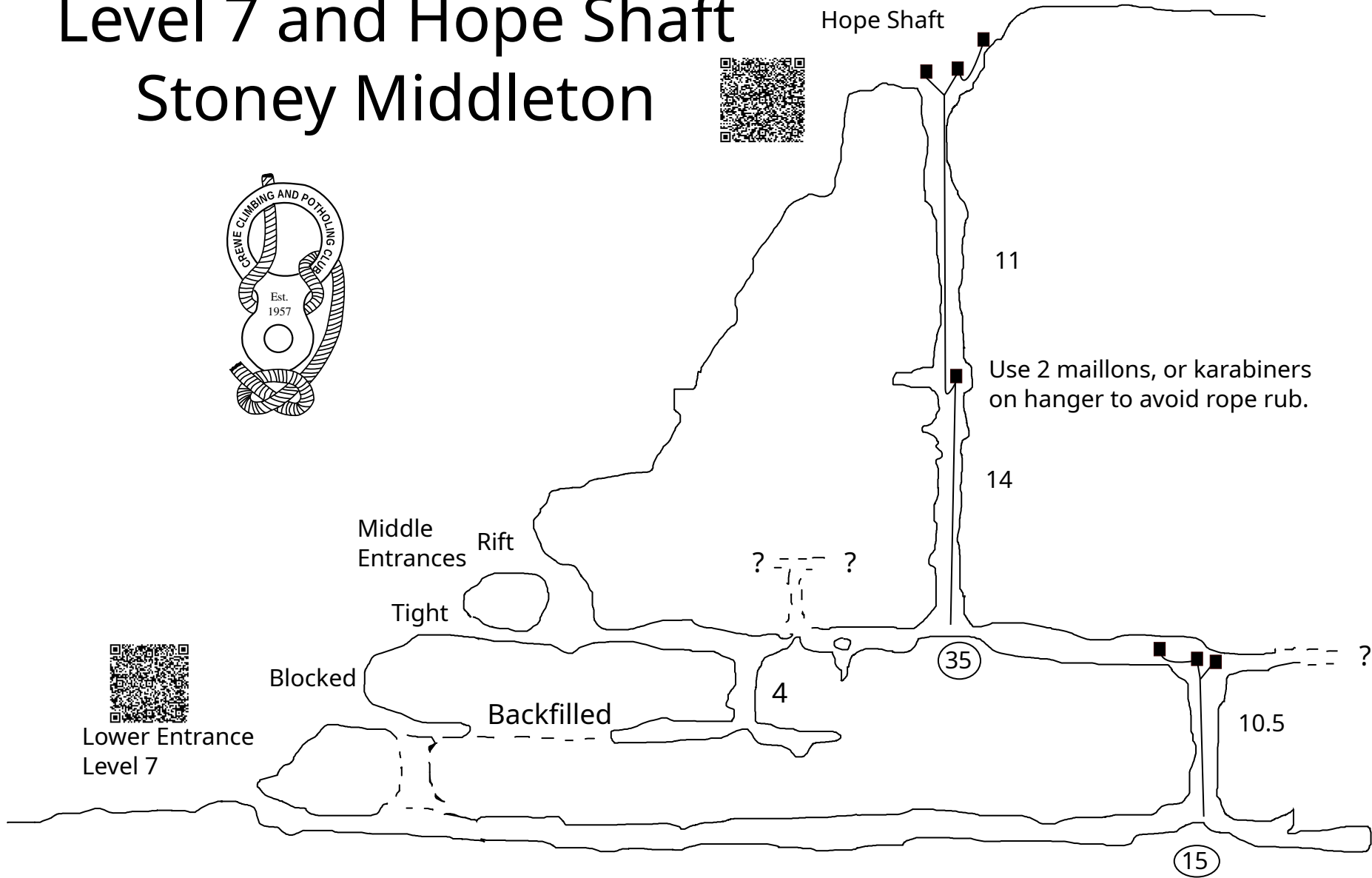
Upper entrance: 12m rope, 3 maillons.

S2 Shaft: 12m rope, 3 maillons.

# Middleton Dale Mine Level 7 and Hope Shaft Stoney Middleton

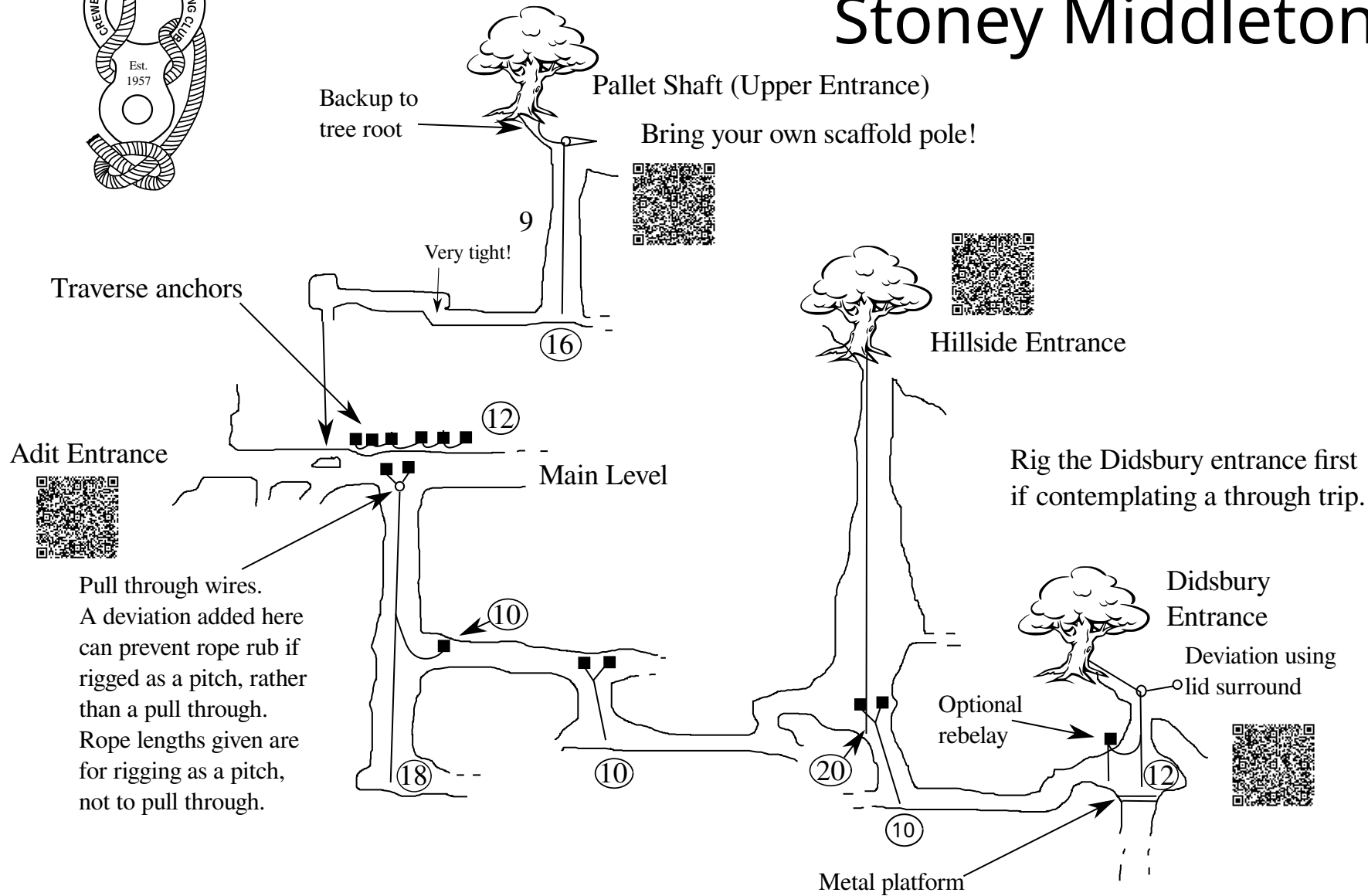
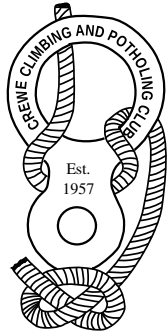


Lower Entrance  
Level 7



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

