

# COUNCIL OF NORTHERN CAVING CLUBS

## Important safety information about using CNCC descriptions and rigging topos

**This MUST be read and understood by anyone using a CNCC-provided cave description or rigging topo**

These descriptions and rigging topos are provided by the CNCC for use by experienced cavers only in assisting with trip planning and route-finding on some of the popular sporting routes in our region. They are not exhaustive, they do not cover every passage or feature, and details may have been greatly simplified to try to keep them concise and clear.

Great efforts have been made to ensure the accuracy and integrity of the information. Nonetheless, there are likely to be errors and (over time) an increasing number of inaccuracies due to changes in the caves and the replacement of resin anchors. The descriptions may also contain subjective viewpoints which could be open to misinterpretation. It is entirely incumbent upon all cavers to exercise appropriate care and caution when going underground using these topos and descriptions, and to have researched the trip from several other sources. Never make any safety critical decisions based on the information in these descriptions or topos.

Pull through trips must only ever be undertaken by cavers who are confident in finding the lower route out of the cave without a description, and who understand the extra precautions demanded of such trips (e.g. carrying multiple ropes).

The rope lengths stated in the rigging topos are considered the minimum length required based on average rigging. There may be errors, or your rigging may use more rope than anticipated. Therefore, it is critical that all ropes that are deployed for use have two tightened knots in both ends, to mitigate against the risks associated with the ropes not reaching the bottom of pitches.

Difficulty ratings, or 'grades' have been omitted from these descriptions. All cavers must make their own informed judgements of whether the cave is suitable for their capabilities, backed up by thorough research into the nature of the cave from numerous sources and an understanding of the capabilities of others in your group.

Many in-site ropes and ladders are mentioned throughout the descriptions. These should only ever be considered navigational markers and not safety critical belays. The CNCC does not install or maintain any fixed aids in caves other than the resin anchors shown on the topos. Never trust your safety to a rope or ladder which is left in a cave. For resin anchors you must understand the importance of belaying your rope to multiple anchors, including full traverse ropes leading to pitches, and always performing a pre-use inspection on every anchor. If any resin anchor shows movement, or fracturing in the nearby rock, it must not be used.

Rigging must always be performed to avoid any rub points or other hazards. Rigging exactly as depicted in the rigging topos does not guarantee a rub-free descent; this must be assessed and ensured by each individual caver on each pitch in every cave.

Many caves which are susceptible to danger from flooding have been highlighted in the descriptions. However, all caves, even typically dry ones, can flood in various circumstances, and it is therefore critical that the experienced caver using these descriptions makes their own judgement based on experience, extensive research and weather forecasts. Decisions to descend any cave after or during wet weather, or when wet weather is forecast, should be made based on an informed judgement backed up by thorough research from multiple sources. The critical moto which should be adhered to is "If in doubt, stay out!"

Although warnings are provided where there are some specific known hazards, the absence of a warning does not indicate that there are no hazards. Caves can (and do) change over time. Furthermore, the CNCC does not perform routine inspections or surveys of caves to look for specific hazards (e.g. loose rocks). All cavers are strongly advised to view the webpage on the CNCC website for their chosen cave to check for any warnings that have come to our attention. Experienced cavers using these descriptions must make their own evaluations for hazards throughout the duration of their trip and act appropriately to mitigate any risks.

Neither the author of the descriptions/topos or the CNCC will accept any responsibility for any damage, injury or loss (however caused) resulting from the use, misuse or misinterpretation of information in these cave descriptions or rigging topos.

# The GAPING GILL System

October 2022

The Gaping Gill (a.k.a. Ghyll) system is over 15km in length and around 190m deep and can be accessed by no fewer than 21 different entrances.

The Main Chamber (known as just Gaping Gill) is one of the largest cave chambers in the UK with a waterfall dropping about 100m from the surface.

A variety of exchange trips from one entrance to another are possible if you have two groups. On the spring and summer (end of May/August) Bank Holiday weekends the public can descend Gaping Gill on the famous Bradford Pothole Club and Craven Pothole Club winches, respectively, and many of the caver entrances are rigged for the week.

Contact these clubs for more information about these winchmeet events.

## Parking:

Park in Clapham village car park (small parking fee) or in a suitable nearby location (for example, Newby Cote). It is very important that you do not park outside resident's houses or cause congestion. Ensure appropriate discretion when getting changed into and out of caving gear.

## How to find:

Gaping Gill (Main Shaft) grid reference: SD 75120 72690

A public footpath from the north end of Clapham (shown as a red line on the map, less than 100m from the nature trail) is followed gently uphill for 1.5km, before passing through Clapdale farmyard. The path then turns right and heads downhill to join the riverside footpath leading via Ingleborough Cave to Trow Gill.

(The nature trail provides a route with less gradient but costs £1 per person and has an attendant-manned toll booth).

Alternatively, for a little variation, follow the footpath behind Clapham Church (next to the entrance to Ingleborough Hall) through the tunnels for 500m to reach a junction; go left and follow this path for 2.5km, to where it comes close to Trow Gill 200m before a gate (400m after passing above Ingleborough Cave). A track on the left drops down the hill to the lower path, which can be followed up to Trow Gill.

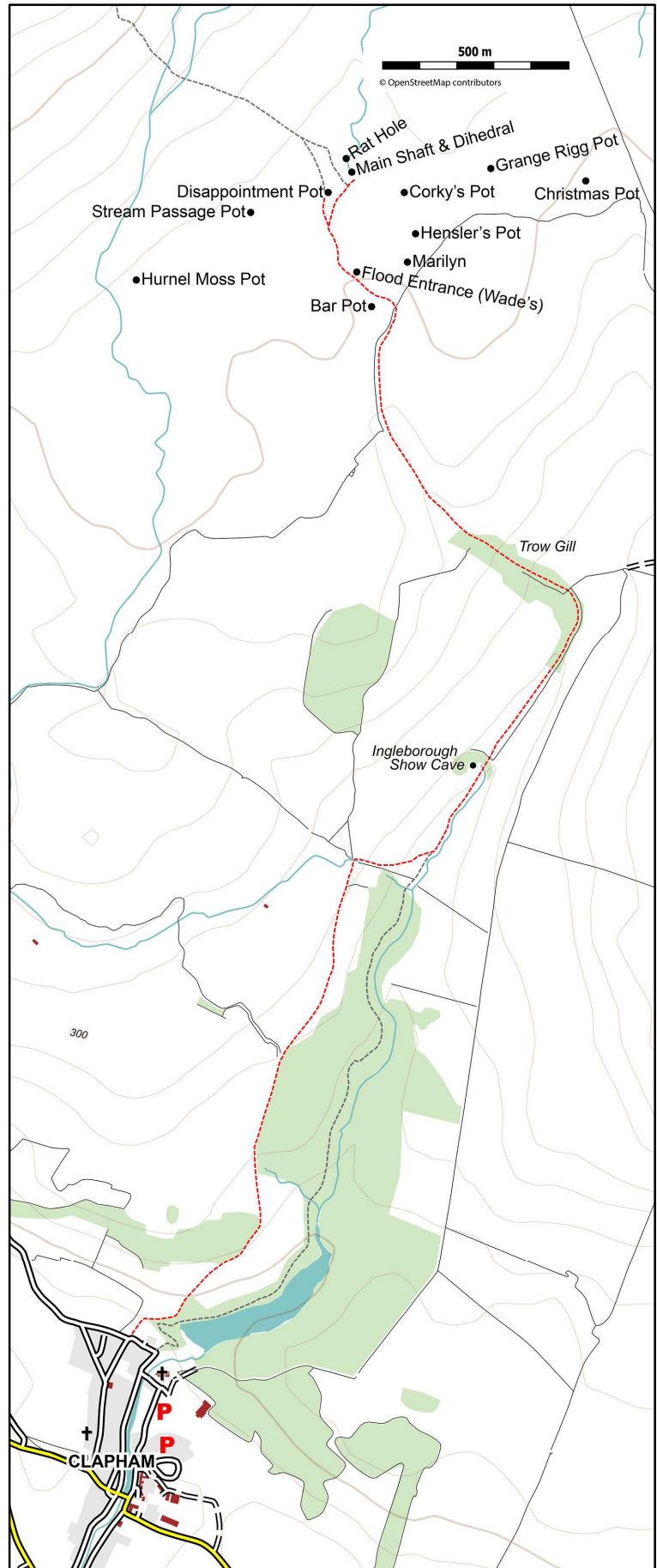
At the top of Trow Gill (a limestone gorge) another 10-minute walk reaches a double stile over the left wall. Cross here and to locate the main Gaping Gill enclosure, follow the rough path for 500m (passing several entrances to the system on your right and left) to reach the huge, fenced enclosure.

A totally different off-piste approach from Newby Cote can also be taken (the shortest route of all) however navigating this particularly in the dark after your trip is challenging.

**Take extreme care around the Gaping Gill entrance; do not approach too close, or be tempted to explore the nearby tunnels without suitable experience and a proper belay. NEVER throw anything down Gaping Gill; there is good chance that there are people down there!**

## Rigging:

Various rigging topos can be found on our website. Note that Corky's Pot does not currently have a rigging topo, as anchors are not CNCC approved, however, we have included a sketch topo/survey for information purposes.



## GAPING GILL MAIN SHAFT

### Main Shaft Direct

This route is only suitable for times of drought when the quantity of water is extremely low.

Remain on-rope throughout the descent.

A traverse along the right wall above the open shaft leads to a hang with a deviation near the top. A short distance down, swing into a rift and traverse along a ledge to a Y-hang for the complete descent, a spectacular 85m pitch all the way to the floor. **A whistle to deliver the rope free call is strongly recommended.**

### Main Shaft via Dihedral

This route also requires dry and settled weather (although slightly less so than Direct or Rat Hole).

Remain on-rope throughout the descent.

Dihedral is a spectacular pitch dropping through daylight down the side of the Gaping Gill shaft. This is considered by some to be one of the finest pitches in the United Kingdom.

A small tunnel (Jib Tunnel) just 25m to the side of the main Gaping Gill Hole leads after only a few metres to the head of a pitch, which then descends the shaft about 40m to a large ledge. The view from here is outstanding. Two short descents to rebelay are followed by the final large 40m hang to the floor of the Main Chamber, landing very close to (but thankfully not in) the main shaft waterfall.

### Main Shaft via Rat Hole

The entrance is a crawl at stream level and therefore settled dry conditions are essential.

Remain on-rope from the first pitch onwards.

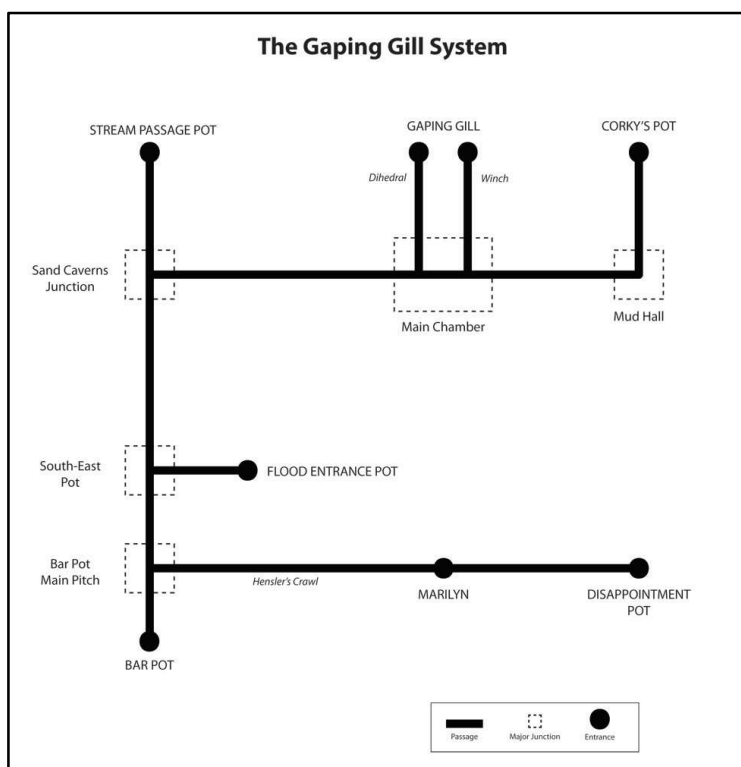
Rat Hole provides a third entirely roped route to descend from the surface into Gaping Gill Main Chamber. Rat Hole has a little added interest with some crawls, shorter earlier pitches and exciting traverses. The entrance is a low crawl under large blocks forming the right bank of Fell Beck as you face Gaping Gill, about 40m upstream of the main shaft. There is often a dam at Rat Hole Sink only 10m further upstream.

The entrance leads immediately into a narrow, sinuous crawl lasting about 10 minutes. A short drop down then reaches the inlet of Rat Hole Sink. Downstream a few cascades lead to the first pitch which is rigged from a drilled hole and overhead bolt, and then a deviation from the opposite wall. At the bottom, remaining on the rope, traverse along a rift to another Y-hang for another short drop with a deviation.

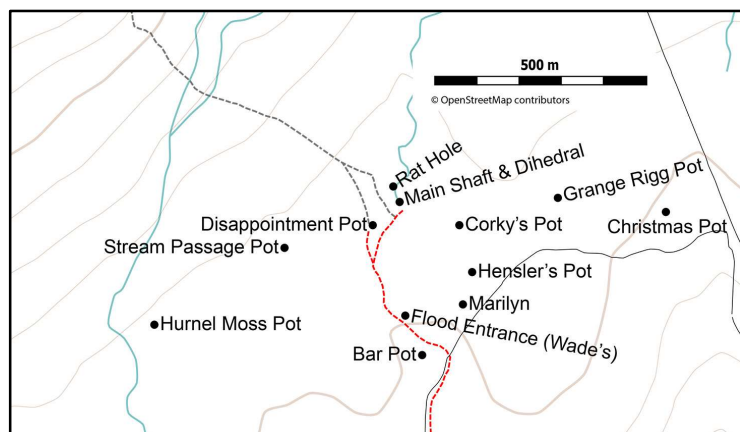
The traverse in the rift continues at the bottom, leading to a very exposed wide section where long legs are helpful (at the time of writing there is an in-site rope hanging from a resin anchor far above. This was installed for the purposes of providing a pendulum swing. Of course, you should avoid using this as it is of unknown integrity, and always install your own separate belay rope).

Just after this awkward step is a narrow ledge with anchors for a Y-hang on the left wall. This is the start of the 50m descent of Mousehole. This spectacular pitch has two deviations, at approximately -25m and -35m down. There is a small flake in the shaft part way down which should be passed on the same side as the deviations.

Mousehole shaft lands on a large ledge, where a traverse quickly leads to two more bolts for a Y-hang descent of the last pitch. This final 35m pitch has a deviation at -4m and another on the opposite wall at -8m, followed by a splendid free hang to the floor of Gaping Gill Chamber.



## BAR POT to GAPING GILL MAIN CHAMBER



The narrow entrance pitch of Bar Pot can prove particularly strenuous on the upward journey and is easy to underestimate. The route is passable in everything except serious flood conditions (after days of heavy persistent rain, the Main Chamber can fill up to a several metre deep lake and flood down South East Passage to the bottom of the Bar Pot Main Pitch). Note also that in the event of a cloudburst, the Bar Pot shakehole acts like a funnel and can temporarily make the entrance pitch very unpleasant!

### Location:

Follow the footpath straight ahead towards Gaping Gill after crossing the double-stile onto the fell. Bar Pot is a deep shakehole on the left after 30m. At the bottom of the shakehole is the narrow entrance. At the top of the path leading down into this shakehole, Small Mammal Pot is found five metres away amongst the limestone clints.

### Navigation:

*There are two other entrances near Bar Pot, Small Mammal Pot and Stile Pot, which provide interesting variations on the route from the surface to the bottom of the Bar Pot entrance pitch OR the top of the main pitch (respectively). There are various descriptions online. The rigging topo for Small Mammal Pot is included with the Bar Pot topo. Small Mammal joins Bar Pot just above the Greasy Slab via a short crawl.*

The small entrance of Bar Pot leads steeply down, quickly reaching the first pitch. This pitch is tight at the top, not helped by a protruding rock shelf on the right wall just below the anchors. The pitch is best approached feet-first underneath the protrusion (rigging your descender before posting yourself below the protrusion onto the pitch), so riggers are advised to leave a lengthy loop of rope or a sling for clipping into while mounting the pitch, as the anchors are well out of reach. The pitch opens out into a free-hang dropping into a sizable chamber.

### BAR POT IS OFTEN USED AS A NOVICE TRIP; DO NOT UNDERESTIMATE HOW STRENUOUS THIS ENTRANCE PITCH CAN BE COMING BACK UP!

At the bottom of the pitch is a short drop down to the Greasy Slab, a sloping letterbox-shaped slab of rock. There is usually an in-situ handline in place to identify the correct route, but use of your own rope for safety is essential; coming back up the Greasy Slab can be an ordeal, especially for novice cavers. Small Mammal Pot enters from a crawl at floor level at the top of the Greasy Slab.

Slide down The Greasy Slab into a large chamber and scramble down to the lowest point. The way on is now into a low downward crawl beneath the left wall. This leads steeply down on some very well polished blocks. After 10m, turn right and continue steeply down the well-worn blocks (missing this right turn is a common mistake). You will soon reach a hole in the floor which marks the start of the Bar Pot main pitch.

There are two SRT routes that can be rigged here; both involve commencing the rope at an anchor above the hole in the floor.

**Route one down main pitch:** The first route (which is not shown on the rigging topo and requires a 60m rope) descends this hole to a shelf, where a traverse to a Y-hang commences the main descent. There is a rebelay part way down the shaft.

**Route two down main pitch:** The second route (shown in the topo and probably the most popular) is to belay your rope above the hole and traverse over this hole and under a rock bridge into a chamber. Here, a traverse around the right-hand wall reaches a direct 30m hang.

Larger groups should consider rigging of both routes (i.e., take 2x60m ropes) to expedite the later upward journey.

At the bottom of the pitch, face directly away from the wall at the bottom of the rope. Follow the passage on the right for 50m (passing over a hole in the floor) to reach South East Pot. Belay a rope at the top of the boulder slope and climb down the blocks and traverse along the right-hand wall, keeping away from the deep hole on the left. The rope can be tied off at the far side.

**Note:** The route into the system from Flood Entrance/Wades comes in here from above.

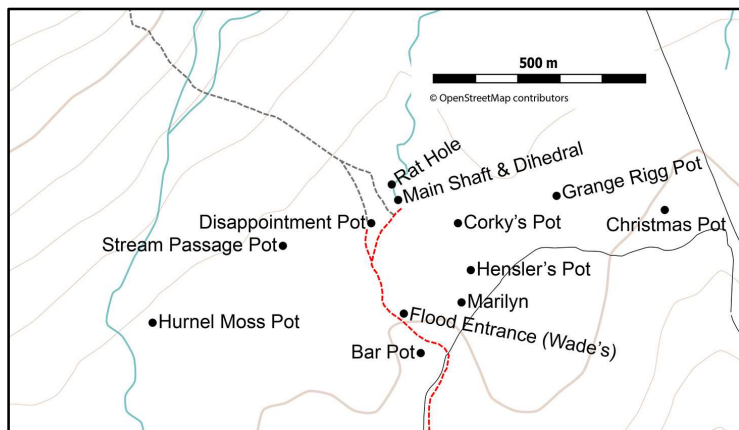
A small crawl on cobbles leads away from South East Pot. After 15m this reaches a junction. Go left and follow the most obvious route along a worn passage by crawling and stooping for a few minutes until an enlargement to walking height at a chamber is reached.

At this chamber ignore the right turn on the shelf (this is the start of the Near Country, and extensive series of passages) and instead continue straight ahead into a well-worn crawling/stooping passage. Soon an obvious stooping-height junction is reached. Straight ahead goes into Sand Caverns (from where Stream Passage Pot enters) however the way to the Main Chamber is to turn right at this junction.

Another minute of mostly walking-sized passage leads to another large chamber/aven. The way on here is under the (less obvious) low arch on the right often into a few muddy puddles. After a few more minutes of crawling and stooping, keeping to the left wall (ignore two nasty looking crawls going off on the right) you will reach a balcony overlooking the Gaping Gill Main Chamber, with an easy climb down.

For much of the last three paragraphs it is generally possible to navigate by following the wind coming from the Main Chamber!

## FLOOD ENTRANCE (via WADES) to GAPING GILL MAIN CHAMBER



Flood Entrance (via Wades) to the Main Chamber can be undertaken in moderately wet conditions; however, in very wet conditions South East Pot carries a lot of water and the descent can be both miserable and hazardous.

The original Flood Entrance is now rarely used, and instead, Wades is the much more popular entrance, joining the original Flood Entrance route at the bottom of the entrance pitch. Most cavers when talking about 'Flood Entrance' usually mean 'Flood Entrance via Wades'. Purists will insist that this full title is always quoted for clarity.

### Location:

Follow the footpath straight ahead towards Gaping Gill after crossing the double-stile. The true Flood Entrance is found on the right of the path after about 75m however the small hole of Wades Entrance is another 25m further also on the right-hand side of the path.

### Navigation:

**Note that there is another route into the Flood Entrance area called OBJ Hole, on the right of the path 30m further on than Wades. This joins the route at an aven just before the second pitch. There are various descriptions online for anyone looking to take this alternative route.**

The small entrance hole slopes downwards for several metres to reach the head of the first pitch. The first pitch starts as a narrow slot but soon opens out into an impressive rift. There is a rebelay on a prominent rock bridge a short way down. At the bottom, follow downstream through about 100m of fairly easy, twisting cobbled crawls (upstream leads to the original Flood Entrance).

The second pitch is reached at the end of the crawls. This short easy pitch drops into a pool of water, where a crawl in a bedding plane quickly reaches the third pitch, also a straightforward and short descent.

A fine passage then leads down some cascades (handline useful) dropping into another crawl, this time in a washed out shale bed. This crawl reaches the top of the big pitch, South East Pot. This is rigged from a Y-hang with a single bolt rebelay a short distance down and then several possible deviations (most of these are optional to avoid the water in wetter conditions). This pitch descends to a sump but should be exited at an obvious broad ledge with a large block approximately 40m down.

*This shelf is part of the route from Bar Pot. Up the short climb leads after 50m to the bottom of the Bar Pot main pitch, and a little further to the start of New Hensler's crawl to Hensler's Master Cave and Disappointment Pot/Marilyn. See separate descriptions for these.*

The way to the Main Chamber is through the low cobbled crawl leading away from the shelf on which you have exited the pitch (and not up the larger ascending passage towards Bar Pot). After 15m this reaches a junction. Go left and follow the most obvious route along a worn passage by crawling and stooping for a few minutes until an enlargement to walking height at a chamber is reached.

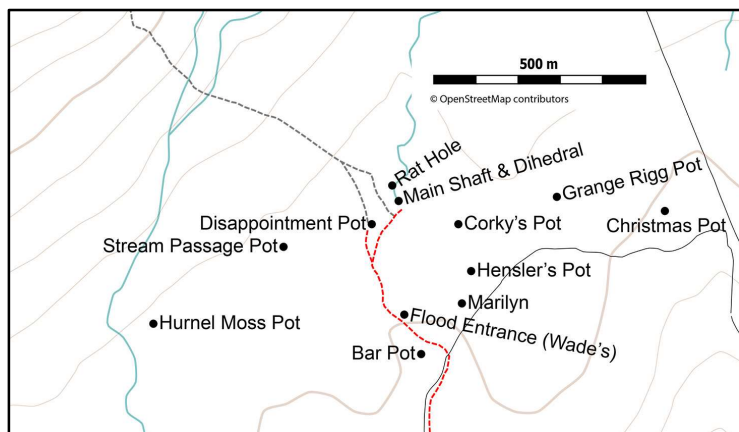
At this chamber ignore the right turn on the shelf (this is the start of the Near Country, and extensive series of passages) and instead continue straight ahead into a well-worn crawling/stooping passage. Soon an obvious stooping-height junction is reached. Straight ahead goes into Sand Caverns (from where Stream Passage Pot enters) however the way to the Main Chamber is to turn right at this junction.

Another minute of mostly walking-sized passage leads to another large chamber/aven. The way on here is under the (less obvious) low arch on the right often into a few muddy puddles. After a few more minutes of crawling and stooping, keeping to the left wall (ignore two nasty looking crawls going off on the right) you will reach a balcony overlooking the Gaping Gill Main Chamber, with an easy climb down.

For much of the last three paragraphs it is generally possible to navigate by following the wind coming from the Main Chamber!



## STREAM PASSAGE POT to GAPING GILL MAIN CHAMBER



Stream Passage Pot is an active stream entrance to the Gaping Gill. The rigging is well out of the water meaning that this can be tackled in moderately wet conditions providing the weather is improving. However, in very wet conditions or after severe downpours the surface stream can overflow and reach the pipe at the entrance which could render the cave and first pitch impassable. Therefore, avoid this cave in very wet weather or where there is the potential for a deterioration in the weather while you are underground.

Any cavers exiting Stream Passage Pot in the dark or potentially poor visibility should ensure they have carefully considered their route-finding back to the main Ingleborough footpath (located 200m to the east of the pothole). This may not be straightforward, and groups have in the past become lost on the fell.

**Location:** Grid reference: SD 74835 72535

Follow the footpath straight ahead towards Gaping Gill after crossing the double-stile. After about 250m the path forks: Right goes towards Gaping Gill and left/straight on towards Ingleborough. Take the path towards Ingleborough for only 30m. Then, turn left and walk directly away from this path across the fell (bearing 260°). After approximately 200m of progress across the fell, a large shakehole at the end of a shallow valley is found with the pipe entrance to Stream Passage Pot. There should be no water flowing at the entrance.

### Navigation:

The entrance is a narrow pipe; commence the rope from the scaffold bar at the top. **Note that particularly for taller cavers or exhausted parties, exiting Stream Passage Pot can prove problematic as the entrance pipe is so narrow and slippery. If you have any doubts it is recommended to also install an electron ladder down the entrance pipe to provide footing for the upward journey.**

At the bottom of the pipe is a drippy chamber. Remain on the rope for a constricted traverse to the first pitch which is cramped on the approach. This pitch drops down into a large chamber with water entering. You will be following this water all the way to the bottom of the cave.

Follow the water downstream in a fine walking canyon passage for a reasonable distance until the stream starts to cut down towards the second pitch. This is denoted by a small head-height thin shelf protruding from the left wall. Here, it is necessary to climb/traverse up 5m to locate the anchors for a high traverse leading out over the pitch head to a fine hang down the excellent pitch. The rope is guided by a deviation part way down (easy pendulum required) to pull away from the water.

The pitch lands in a wide and dramatic rift passage. Remain on the rope and traverse along the passage on ledges above the water. The traverse shifts to a more exposed shuffle along the left wall to reach the anchors for a wide Y-hang from opposite walls. This is another splendid and well-watered pitch with two deviations to keep dry. The first deviation is only 4m down however the second is another 10m lower and involves a considerable pendulum to reach (with potentially damp consequences for missing and swinging back under the waterfall).

At the bottom continue along the blocky rift, **taking extreme care to avoid some very deep holes in the floor.** The fourth and final pitch is then reached. This can either be rigged from the anchor on the right at the pitch head, with an immediate deviation from the anchor on the left wall, or as an imbalanced Y-hang across the two anchors. There is a simple deviation about half way down to avoid the water.

The final pitch lands in a small chamber and the way on is down a window over blocks down into Stream Passage and passing underneath the main waterfall coming down the previous pitch. In wetter conditions this can mean running through a rather substantial wall of water!

Follow the stream (Stream Passage) until the passage enlarges substantially at an enormous T-Junction (Stream Chamber). The water then flows down to the right into Mud Pot. The way on is up the muddy slope on the right for about 20m. Before the very top of the slope, you should turn left and drop down a few metres, to follow around the top edge of Mud Pot with an exposed 8m drop on your left side (care required).

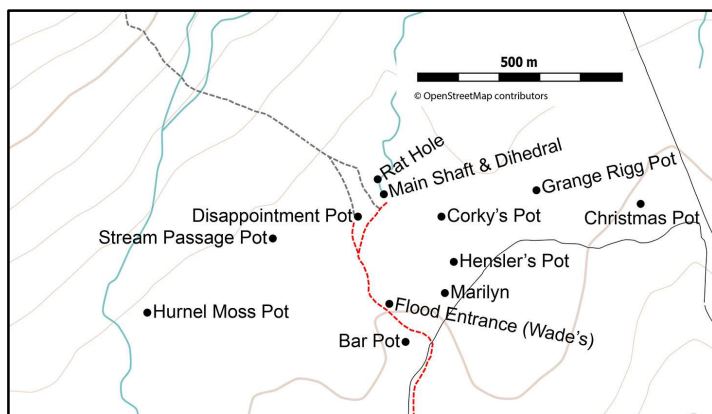
There are a few options now available; however, the easiest is to keep to the left wall rather than taking the more enticing route straight ahead. The route starts as a 2m drop down through a short section of blocks into a narrow but walking height passage which is followed for about 15-20m to a fork. Keep left at this fork (although right is also a perfectly viable alternative) and continue to emerge into a spacious dry mud chamber. It is important to stop following the left wall here, and instead take a greasy scramble up the mud slope towards the roof. Then follow through some high-level dry mud crawls for no more than 30m to emerge high up into Sand Caverns with a greasy climb down.

*The above route from Stream Chamber to Sand Caverns is complex to describe; there are other routes available and trial and error may be required if you have any issues. For reference, it should take only about five minutes to travel between Stream Chamber and the start of Sand Caverns.*

Drop down the steep slope into Sand Caverns and follow the fine large passage for a few hundred metres. At the point where a dig (straight ahead) is reached, turn right and follow the stooping/crawling passage for about 50m to reach Sand Cavern Junction, a stooping height junction. Straight on is the route towards Bar Pot/Flood Entrance, however, the way to the Main Chamber is the left passage.

Going left, a minute of mostly walking-sized passage leads to a large chamber/aven. The way on here is under the (less obvious) low arch on the right often into a few muddy puddles. After a few more minutes of crawling and stooping, keeping to the left wall (ignore two nasty looking crawls going off on the right) you will reach a balcony overlooking the Gaping Gill Main Chamber, with an easy climb down.

## CORKY'S POT to GAPING GILL MAIN CHAMBER



Corky's Pot is quite a physical undertaking (particularly coming up). Under wet conditions, the cave carries a significant stream which will make the tight pitches miserable, and in the worst case, impassable.

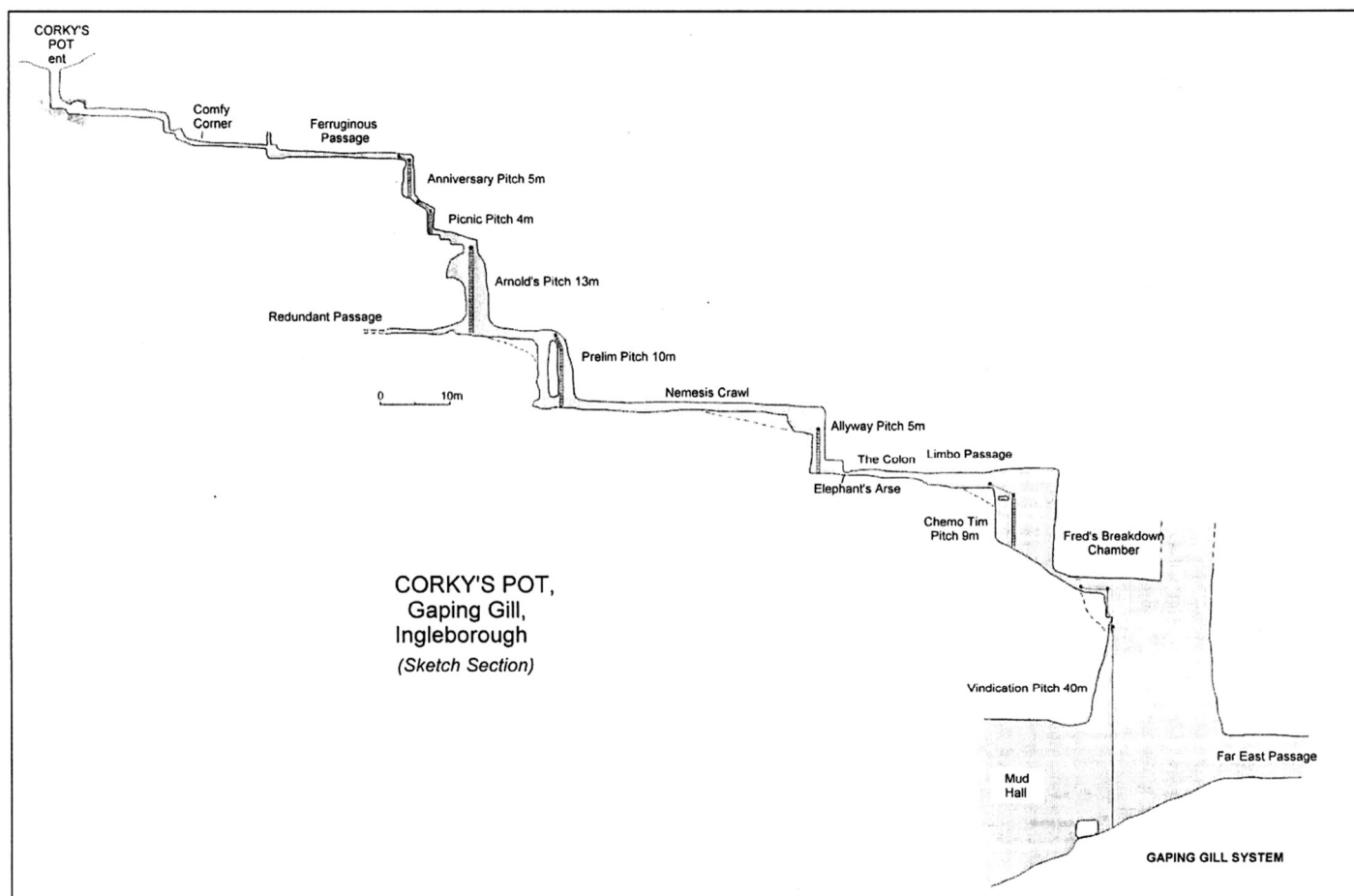
The anchors in Corky's Pot are not installed under the CNCC resin anchor scheme and so should be treated with caution and always backed up to a sound natural belay.

**Location:** Grid reference SD 75270 72680

Corky's Pot is away from all the other entrances. Proceed to the information board at the enclosure of Gaping Gill and take a bearing of approximately 110° and walk for 250m across the fell. The entrance is a small shallow shakehole with an obvious bricked shaft.

### Rigging:

Anchors in Corky's are mostly fixed (non-spit) so can be used without hangers, but are not CNCC-installed, so must be used with appropriate caution, as we cannot guarantee their integrity. Use natural belays in places as required and to provide appropriate safety backup. Corky's Pot is a trip well suited to ladders for all but the final pitch, although SRT can be used throughout. The following is a sketch map:



### Navigation:

**Warning:** The entrance shaft walling is unstable and should be treated with the greatest of care.

At the bottom of the entrance, a small stream leads into a flat-out crawl. Very low crawling continues for a few minutes until a 1m drop where you can (just) stand up. A further 5m tight crawl leads to a tiny chamber and the top of the first pitch. Most cavers will need to attempt this 5m crawl feet-first to avoid an impossible turn-around at the pitch head. The rigger will likely need to go in head-first to rig it and then reverse out usually with a complement of foul language. This is great fun!

Several very short and similarly awkward pitches follow in quick succession, separated by narrow sections or crawls. After the fourth pitch is Nemesis Crawl; a few minutes of thrutching but nothing horrific, and with no navigational issues. One more pitch, and then a calcited squeeze (The Elephant's Arse) leads to the penultimate pitch, which lands in a large chamber with a slope down to the head of the large final pitch.

The rock slope leading to this final pitch is very loose and extreme care must be taken not to dislodge boulders which may roll down the pitch. Other cavers may be down there in Mud Hall! Take care to avoid rope rub on this pitch; the anchors are not ideally situated, and a protruding nab of rock several metres down poses a risk of rubbing if the rope is not belayed far enough out. Alternatively, two possible chockstone deviations have been reported which may be used to pull the rope left (as you look out over the pitch), clear of the rub point.

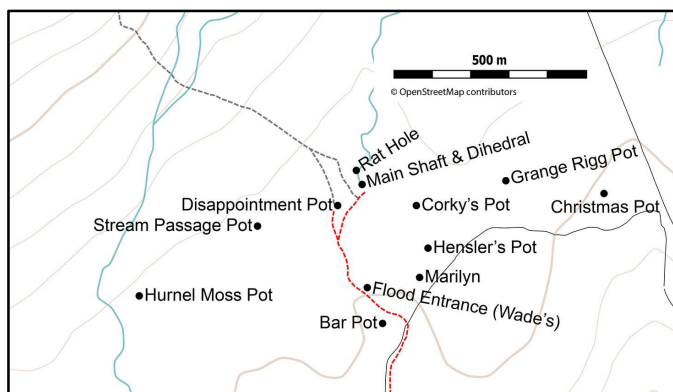
This pitch lands at the lowest point in the massive Mud Hall. From here, go uphill via steep boulders to reach the top of Mud Hall. Straight ahead the passage continues into the Whitsun Series, where a full day of additional exploring can be had (see guidebooks for descriptions). On the right however is the start of a traverse (guided by an in-situ rope) around the top of Mud Hall, ending with a climb up by a metal chain. Reliance on the in-situ rope and the chain is not recommended as they are not maintained, so always make your own safety provisions here.

**Warning: The traverse around the top of Mud Hall collapsed in 2017 and has undergone further movement since. Despite having been partially reinstated, both the ledge and the bank above remain loose and potentially hazardous. Extreme care is required.**

At the end of this traverse, follow the passage (which involves some easy climbs and crawls passing numerous damaged formations). After five minutes, a small hole at the back left of a low chamber leads to a very short, fixed ladder which can be descended with appropriate protection into the top of Gaping Gill Main Chamber.



## DISAPPOINTMENT POT to HENSLER'S MASTER CAVE and GAPING GILL MAIN CHAMBER



Disappointment Pot is an active stream cave with several wet crawls/canals and a low airspace duck which will easily sump under wet conditions. Dry conditions are therefore essential!

### Location:

Follow the footpath straight ahead towards Gaping Gill after crossing the double-stile. After about 250m, just after the path forks, the huge shakehole of Disappointment Pot is found on the left side of the track.

### Navigation:

A short climb down at the bottom of the shakehole reaches a boulder slope leading to a slightly tricky climb down into a stream canyon. This can be treated as the first pitch or a climb (handline useful). The next section of the cave is challenging; fairly tight, with a wet canal/crawl and then a very low airspace duck (The Portcullis); the original breakthrough point into the cave. Bear a thought here for pioneering explorer Bob Leahey who first pushed through this when it was sumped, choked with cobbles; naked, holding his breath and with modest equipment!

Once these obstacles are over, the rest of the cave is easier. The passage develops into a rift and soon a traverse on ledges reaches the anchors for the second pitch. This pitch involves two short (8m) drops separated by a small chamber.

The passage continues for some distance after this, and eventually passes underneath a very tall aven where the route from Marilyn enters from above if rigged (Marilyn provides a much easier/drier entrance to get to here). Continue onwards in the stream for a short distance to reach the third and fourth pitches, each rigged from a Y-hang following a short traverse.

For the final (fifth) pitch it is necessary to traverse along the left wall above the pitch to achieve a dry hang for the rope to a Y-hang rebelay a little further down. The pitch drops into a large boulder chamber. A route down through the boulders in the floor of this chamber leads to a river passage to join the water again. Follow the water downstream for approximately 80m to where a junction in a much larger passage is reached. This junction is the start of Hensler's Master Cave.

*Additional note: Downstream (right) Hensler's Master Cave enlarges and is a lovely river passage. It is recommended to take five minutes to follow this passage downstream and back for a few hundred metres. This is also the route to the Far Country (departing the water at a fork in the passage), an extensive and challenging section of Gaping Gill guarded by the Southgate Duck. This is a very worthwhile trip; however, further descriptions are necessary if considering exploring this region of the cave.*

The way towards Gaping Gill Main Chamber is via New Hensler's Passage, several minutes of low, narrow and damp crawling (nothing too horrific). Turn left at the start of Hensler's Master Cave (i.e. leaving the flow of the water from Disappointment Pot). The passage soon lowers to stooping height, and then to a crawl in a small stream. Very soon, the stream becomes too low and the way on is a drier, but very low sharp rocky crawl on the right. After 20m of slithering along this crawl, the small stream is then met again.

Follow the water upstream (right) for 15m to where it emerges from a low undercut. A dry bypass on the right can be followed for 10m (ignoring the small side-passage on the right part way along this bypass) to once again join the small stream. Continue crawling and after approximately 10-15m, the passage turns sharply to the left (and soon gets too small). At this turn, leave the stream straight ahead up a slope into a tight crawl. This crawl turns right after a few metres and then a squeeze must be negotiated. Immediately beyond this squeeze is a 2m climb up into a very large chamber. The crawl is thankfully now over!

Follow the passage leading away from South East Aven for 30m and you will find yourself in a tall aven at the bottom of the Bar Pot main pitch. Continue ahead for a further 50m to South East Pot. Belay a rope at the top of the boulder slope and climb down the blocks and traverse around the deep hole, keeping to the right wall. The rope can be tied off at the far side. The route from Flood Entrance/Wades enters here from above.

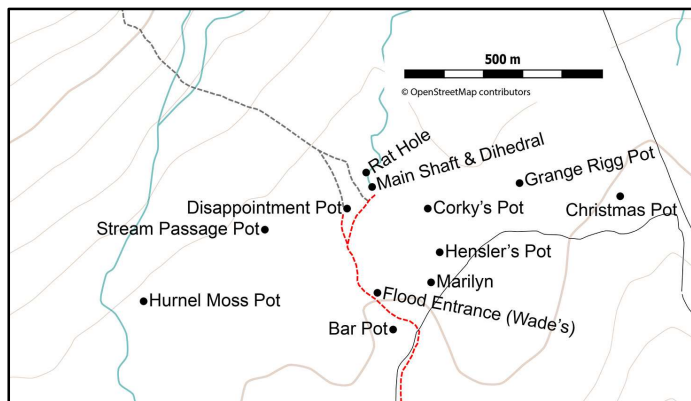
A small crawl on cobbles leads away from South East Pot. After 15m this reaches a junction. Go left and follow the most obvious route along a worn passage by crawling and stooping for a few minutes until an enlargement to walking height at a chamber is reached.

At this chamber ignore the right turn on the shelf (this is the start of the Near Country, and extensive series of passages) and instead continue straight ahead into a well-worn crawling/stooping passage. Soon an obvious stooping-height junction is reached. Straight ahead goes into Sand Caverns (from where Stream Passage Pot enters) however the way to the Main Chamber is to turn right at this junction.

Another minute of mostly walking-sized passage leads to another large chamber/aven. The way on here is under the (less obvious) low arch on the right often into a few muddy puddles. After a few more minutes of crawling and stooping, keeping to the left wall (ignore two nasty looking crawls going off on the right) you will reach a balcony overlooking the Gaping Gill Main Chamber, with an easy climb down.

For much of the last three paragraphs it is generally possible to navigate by following the wind coming from the Main Chamber!

## MARILYN to HENSLE'S MASTER CAVE or GAPING GILL MAIN CHAMBER



Marilyn joins the Disappointment Pot stream but after the low/wet sections, meaning it (and the route through to Gaping Gill) is passable in slightly wetter conditions. In very wet conditions however the lower pitches become hazardous and Hensler's Master Cave floods.

### Location:

Grid reference SD 75235 72450

Immediately after crossing the double-stile on route to Gaping Gill, turn right and follow along the wall for about 100m. Marilyn is then found in a small shakehole with large metal trapdoor approximately 50m directly away from the wall.

### Navigation:

The entrance pitch of Marilyn is belayed initially on the surface and then drops straight down the walled shaft for several metres. A ledge is then located which commences a series of four single anchor rebelay in quick succession, each at a different ledge in a generally narrow and slightly awkward rift. This creates an overall quite messy and broken descent but which should not prove too problematic.

At the bottom of the pitch is a slightly awkward and narrow approach to Niagara Pitch, with a considerable hazard associated to loose rocks. A traverse out over the pitch followed by a deviation half way down enables a clear hang. Take care as the rubble slope half way down the pitch (which the deviation helps avoid) is extremely loose.

### KEEP WELL CLEAR OF THE BOTTOM OF NIAGARA PITCH WHEN SOMEONE IS ASCENDING / DESCENDING ABOVE!!!

The bottom of this pitch joins the Disappointment Pot streamway between the second and third Disappointment Pot pitches. Go downstream for a short distance to reach the third and fourth pitches of Disappointment Pot, each rigged from a Y-hang following a short traverse.

For the final (fifth) pitch it is necessary to traverse along the left wall above the pitch to achieve a dry hang for the rope to a Y-hang rebelay a little further down. The pitch drops into a large boulder chamber. A route down through the boulders in the floor of this chamber leads to a river passage to join the water again. Follow the water downstream for approximately 80m to where a junction in a much larger passage is reached. This junction is the start of Hensler's Master Cave.

*Additional note: Downstream (right) Hensler's Master Cave enlarges and is a lovely river passage. It is recommended to take five minutes to follow this passage downstream and back for a few hundred metres. This is also the route to the Far Country (departing the water at a fork in the passage), an extensive and challenging section of Gaping Gill guarded by the Southgate Duck. This is a very worthwhile trip; however, further descriptions are necessary if considering exploring this region of the cave.*

The way towards Gaping Gill Main Chamber is via New Hensler's Passage, several minutes of low, narrow and damp crawling (nothing too horrific). Turn left at the start of Hensler's Master Cave (i.e., leaving the flow of the water from Disappointment Pot). The passage soon lowers to stooping height, and then to a crawl in a small stream. Very soon, the stream becomes too low and the way on is a drier, but very low sharp rocky crawl on the right. After 20m of slithering along this crawl, the small stream is then met again.

### Note that in drought conditions, this stream may be absent, making navigation a little trickier!

Follow the water upstream (right) for 15m to where it emerges from a low undercut. A dry bypass on the right can be followed for 10m (ignoring the small side-passage on the right part way along this bypass) to rejoin the stream. Continue crawling and after 10-15m, the passage turns sharp left. At this turn, depart the stream passage straight ahead up a slope into a tight crawl. This crawl turns right after a few metres and a squeeze must then be negotiated. Immediately beyond this squeeze is a 2m climb up into South East Aven. The crawl is thankfully now over!

Follow the passage leading away from South East Aven for 30m and you will find yourself in a tall aven at the bottom of the Bar Pot main pitch. Continue ahead for a further 50m to South East Pot. Belay a rope at the top of the boulder slope and climb down the blocks and traverse around the deep hole, keeping to the right wall. The rope can be tied off at the far side. The route from Flood Entrance/Wades enters here from above.

A small crawl on cobbles leads away from South East Pot. After 15m this reaches a junction. Go left and follow the most obvious route along a worn passage by crawling and stooping for a few minutes until an enlargement to walking height at a chamber is reached.

At this chamber ignore the right turn on the shelf (this is the start of the Near Country, and extensive series of passages) and instead continue straight ahead into a well-worn crawling/stooping passage. Soon an obvious stooping-height junction is reached. Straight ahead goes into Sand Caverns (from where Stream Passage Pot enters) however the way to the Main Chamber is to turn right at this junction.

Another minute of mostly walking-sized passage leads to another large chamber/aven. The way on here is under the (less obvious) low arch on the right often into a few muddy puddles. After a few more minutes of crawling and stooping, keeping to the left wall (ignore two nasty looking crawls going off on the right) you will reach a balcony overlooking the Gaping Gill Main Chamber, with an easy climb down.

For much of the last three paragraphs it is generally possible to navigate by following the wind coming from the Main Chamber!

**Hensler's Pot is a particularly challenging route into Gaping Gill. Some tight and awkward sections and challenging pitch heads mean careful consideration and planning are required. Although passable in slightly damp conditions, in very wet weather some sections become hazardous.**

**Location:** Grid reference SD 75285 72530

Immediately after crossing the double-stile on route to Gaping Gill, turn right and follow along the wall for about 100m. Marilyn is found in a small shakehole with large metal trapdoor approximately 50m directly away from the wall. From here, continue onwards with the wall on your right, but now bearing very slightly away from the wall, for a further 100m to locate the shakehole of Hensler's Pot with the pipe entrance.

## Navigation:

**Note:** A much more detailed description of Hensler's Pot can be found in the book 'Not for the Faint Hearted' (Mike Cooper).

Climb down the entrance pipe (handline is useful) into a damp crawl with a small stream. This soon arrives at a 2m climb down into a small chamber. An inlet on the right adds to the water. Follow the stream through a shallow duck under a rock arch (this sumps in cloudburst conditions) and into the start of Glorious Twelfth Passage. This passage is a crawl and after a short time splits vertically with the top section forming a traverse over the stream to Buzzy Pitch. An anchor on the left wall leads around to a Y-hang at the confined pitch head. The descent starts narrow but soon opens out.

Below Buzzy Pitch, a 2m drop down a slot in the floor (handline recommended) is the start of a rift. Continue along the rift, past a large aven on the left (Big Benn Aven) which can be misleading on the way back. Ahead, climb up in the rift to a squeeze/slither over a large block and then climb back down to a floor of jammed blocks immediately before Monica Pitch. A single backup anchor and Y-hang over the pitch allow a descent past an obvious ledge. Below Monica Pitch a further short crawl forwards through the rift leads to AC/DC pitch. Monica and AC/DC pitches can be rigged with one longer rope (as shown in the CNCC rigging topo) or two shorter ropes (15m+15m). Note that the obvious continuation at the top of AC/DC pitch is a crawl leading to some fine but extremely vulnerable formations; extreme care is required if planning to detour to see these.

From the bottom of AC/DC pitch, continue along the rift to a 3m free-climb down to a crawl-traverse which, after several minutes (flat out in places) arrives at the slightly awkward Haigh's Bottom Pitch. The traverse rope starts on the final bend of the crawl, and leads to a Y-hang at the pitch head. The pitch is narrow at first, but soon gives way to a fine 13m descent past various ledges, landing in a small pool in a spacious chamber.

Continuing onward, a hands and knees crawl in a cobbled stream (with a couple flat out wet sections) leads for 50 metres in a roughly straight line before a sharp left bend. Soon after this bend, the passage again becomes a narrow rift. The following section is particularly strenuous. The rift is narrow, and must be negotiated on your side with short thrutchy movements. Remain at the same height through two narrow (approx. 6-8m) sections. Removal of SRT equipment is often necessary but take great care not to drop it down the rift where it would be irretrievable!

After the second narrow section of rift, a vertical hole forms a 3m climb down to the floor (the rift does continue ahead; be sure not to miss the climb down). At the bottom, a sideways squeeze at floor level and subsequent bedding crawl reaches the narrow and very awkward Burnley Pitch. The anchors are low down for the best hang, meaning dismounting this pitch on the upward journey is difficult. A sling or foot loop appropriately placed to help on the way back up is useful to avoid any trauma. The pitch soon opens out and is only a short drop, landing in a chamber.

More crawling along a well decorated bedding passage arrives at the 40m Hensler's High Aven Pitch. Backup the rope to two anchors and then a second pair of anchors for a Y-hang are found just over the pitch head. The furthest of the two anchors forming the Y-hang requires two mallions/karabiners to avoid rubbing of the knot. A swing out to the far wall for a deviation half way down the pitch helps to avoid the waterfall. This is a fine pitch!

The pitch lands in Hensler's High Aven from where onward journeys are possible to several popular parts of the Gaping Gill system.

**Route to Main Chamber via Hensler's Master Cave:** Following the most obvious winding passage downstream from Hensler's High Aven reaches a point where the water flows down a narrow trench. A junction on the right is the start of Old Hensler's Crawl (ignore it; this is the most direct and quickest route to Main Chamber but is a long arduous wet crawl and further research is essential for this route). Instead, continue in the main passage to another junction. Keep right along a dry stooping height passage to soon reach a shelf dropping into Hensler's Master Cave. A route to Marilyn or Disappointment Pot can be taken from here (turn left initially, then go right (upstream) in the Disappointment Pot streamway and up through boulders to the bottom of the Marilyn/Disappointment final pitch). Alternatively, turn right from the shelf and onwards into the relatively easy crawl of New Hensler's Passage leading towards all other entrances and the Main Chamber. The passage soon lowers to stooping height, and then to a crawl in a small stream. Very soon, the stream becomes too low and the way on is a drier, but very low sharp rocky crawl on the right. After 20m of slithering along this crawl, the small stream is then met again.

Follow the water upstream (right) for 15m to where it emerges from a low undercut. A dry bypass on the right can be followed for 10m (ignoring the small side-passage on the right part way along this bypass) to once again join the small stream. Continue crawling and after approximately 10-15m, the passage turns sharply to the left (and soon gets too small). At this turn, leave the stream straight ahead up a slope into a tight crawl. This crawl turns right after a few metres and then a squeeze must be negotiated. Immediately beyond this squeeze is a 2m climb up into a very large chamber.

Follow the passage leading away from the chamber for 30m and you will find yourself in a tall aven at the bottom of the Bar Pot main pitch. Continue ahead for a further 50m to South East Pot. Belay a rope at the top of the boulder slope and climb down the blocks and traverse around the deep hole, keeping to the right-hand wall. The rope can be tied off at the far side. The route into the system from Flood Entrance/Wades comes in here from above.

A small crawl on cobbles leads away from South East Pot. After 15m this reaches a junction. Go left and follow the worn passage by crawling and stooping for a few minutes until an enlargement into walking height at a chamber is reached. At this chamber ignore the right turn on the shelf (this is the start of the Near Country) and instead continue straight ahead into a well-worn crawling/stooping passage. Soon an obvious stooping-height junction is reached. Straight ahead goes into Sand Caverns (from where Stream Passage Pot enters) however the way to the Main Chamber is to turn right at this junction.

Another minute of mostly walking-sized passage leads to another large chamber/aven. The way on here is under the (less obvious) low arch on the right often into a few muddy puddles. After a few more minutes of crawling and stooping, keeping to the left wall (ignore two nasty looking crawls going off on the right) you will reach a balcony overlooking the Gaping Gill Main Chamber, with an easy climb down.

For much of the last two paragraphs it is generally possible to navigate by following towards the wind coming from the Main Chamber!

## OUTWARD ROUTES FROM GAPING GILL MAIN CHAMBER

These descriptions are intended to allow cavers at the Main Chamber to exit via Bar Pot, Flood Entrance (Wade's), Stream Passage Pot, Corky's Pot, Marilyn or Disappointment Pot, if these routes are rigged (for example, during a Winchmeet or if performing an arranged exchange trip with another group). This should be used in combination with the specific inward-bound navigation guide for that entrance.

**These descriptions therefore assume ropes are in place on the outward journey.**

The following description should be followed from the Main Chamber (in the order presented) only the sections of relevance for your chosen exit:

### ALL EXITS EXCEPT CORKYS:

Near the end of Gaping Gill Main Chamber, against the wall opposite the waterfall, climb 4m up boulders onto the balcony overlooking the Main Chamber. Do not mistake this for the route up to Mud Hall which is further along the chamber (see below). Follow the obvious crawling/stooping height tunnel for 50m, ignoring two less-appealing low, wet crawls leading off on the left (i.e., keep right, following the most obvious route). This tunnel ends at a flat-out crawl (usually through a few muddy puddles) to emerge under a low arch at a big chamber and T-junction. At this junction, go left and follow the walking-height passage to reach an obvious stooping height T-junction (Sand Caverns junction).

### STREAM PASSAGE POT (Right at Sand Caverns Junction):

The way to Stream Passage Pot is now right, through the fine large passages of Sand Caverns for about 200m.

Near the end of Sand Caverns, after two shallow craters, one on the right then one on the left, follow the right wall up to roof level where a 2m climb with well-polished mud leads up into a spacious crawl. About 20-30m along this crawl is a mud slope down into a chamber. There are a few options from this chamber (all of which should lead to Stream Chamber within a matter of minutes). The easiest is to follow the right wall through some narrow but walking height passage for 50m (keeping right) to a 2m scramble up through a section of blocks. A short traverse over the blocks quickly reaches an 8m drop into Mud Pot, with the vastness of Stream Chamber ahead.

Follow the edge of Mud Pot around to the left and then down the muddy slope to reach Stream Chamber, with Stream Passage entering from the left (listen for the sound of water). Follow this upstream for about 100-150m, at stream level or via a scramble over boulders. During wet weather, there will be some cascades from the roof. After the heaviest cascade is a narrow wriggle through a window in the blocks, and then you are at the bottom of the final pitch of Stream Passage Pot and the rope should be obvious. Exiting from here is simple; just follow the pitches and water upstream all the way to the entrance pitch. After the third up-pitch, the traverse away from the pitch head is 4m above the stream, so it is necessary to drop down to stream level after the traverse, to follow a meandering passage for a few minutes to the entrance chamber.

### BAR/FLOOD/DISAPPOINTMENT/MARILYN (Left at Sand Caverns Junction):

Left at Sand Caverns Junction goes towards Bar Pot/Flood/Marilyn/Disappointment entrances. After a few minutes of easy crawling/stooping you reach a large (easily walking sized) chamber with an obscure left turn into the Near Country (ignore). Return to crawling straight ahead (the first 15m can be bypassed by going up and down the boulders on the right at the end of the chamber). After a few minutes, the passage lowers to flat out crawling; but just before it does so, turn right into a narrow, low, rocky crawl (note that another right turn is found several metres earlier, but this is not the correct way and should not be followed). The crawl is 15m long and enters South East Pot on a large balcony.

### FLOOD ENTRANCE (WADE'S) (Going up South East Pot):

The rope entering from above at South East Pot comes from Flood Entrance (Wade's) and can be followed outwards to the surface. In summary, go up this big pitch at South East Pot, then follow the obvious route to reach two short pitches up. Then follow a 100m strenuous and ascending crawl upstream to reach a final pitch up, quite tight near the top, which ends only a few metres from the surface.

### BAR/DISAPPOINTMENT/MARILYN (Continuing beyond South East Pot):

Traverse around the left wall of South East Pot (take great care if no traverse line has been rigged here) to a climb up boulders and into a passage beyond. After 50m you will reach a large chamber where the Bar Pot main pitch enters against the left wall.

### BAR POT/SMALL MAMMAL POT (Up rope):

Climb this pitch. Two routes can be rigged but the most conventional ascends in a single hang. Follow the traverse rope, which ends after a short crawl under the wall of the chamber (and over a pit where the other possible rigged route emerges). Follow the boulders steeply uphill for 15m. Then turn sharp left and continue up through boulders for another 10m, becoming progressively smaller, to emerge up through a window of polished limestone into the bottom of a very large chamber. **Note: Missing the dogleg (left turn) in this ascent is a common mistake.**

Climb up to the highest point at the top left corner of the chamber, where you will find the Greasy Slab. This is a difficult and smooth upwards slot (which should usually be rigged with a rope for assistance). Straight ahead at floor level as you exit the Greasy Slab is the low crawl towards Small Mammal Pot; whereas immediately above the top of the Greasy Slab the rope from the Bar Pot entrance can be found. **The Bar Pot entrance pitch is tight and awkward at the top and may prove a challenge to some cavers. It should not be underestimated. Despite the slightly awkward crawl, Small Mammal is recommended as a better route in/out of the system than Bar Pot for larger/less capable cavers.**

### DISAPPOINTMENT/MARILYN (Continuing straight ahead where Bar Pot enters):

Continue straight on past the bottom of the Bar Pot main pitch into another very tall aven (South East Aven), with water sprinkling down the left wall in wet conditions. Cross South East Aven and climb up the slope on the other side to where a 2m drop down under the left hand wall leads to

New Hensler's Passage. This is 10 minutes (<100m) of flat-out or hands-and-knees crawling, which is (surprisingly) passable even in fairly wet conditions. In this section, if in doubt turn left as navigation is not always obvious particularly if the stream is totally dry.

The 2m drop leads immediately to a squeeze, followed immediately by a slope down into a small stream at a junction. Turn left and follow the passage downstream (although in drought conditions there may not be any water flowing here). After 15m, a dry crawl avoids a section of the stream which is too low. Ignore the small passage on the left part way along this dry crawl, and instead, keep going straight ahead to regain the small stream passage.

Crawl downstream for a further 15m, and then next to a 40cm high cone-shaped stalagmite, turn left out of the stream and into a flat-out crawl over bedrock. After 20m, the stream is met again, and the passage soon enlarges to easier crawling/stooping and then eventually to walking size. This is the start of Hensler's Master Cave.

Soon after the passage becomes walking-size, a large junction is reached where the stream from Disappointment Pot enters on the right. Follow this right branch upstream for approximately 80m to where the roof starts to lower and a projecting shelf (which often has a small cairn, but this should not be relied upon) denotes a climb up through boulders into a very large chamber at the bottom of the final pitch of Disappointment Pot. Note the impressively high wall of glacial fill opposite! The rope leading upwards is found entering this chamber near the falling water.

*Additional note: Downstream in Hensler's Master Cave (straight on after the Disappointment Pot water enters) enlarges and is a lovely river passage. It is strongly recommended to take five minutes to follow this passage downstream and back for a few hundred metres to the point where the passage splits. At this split, the water goes left; however, the right route ascends a few metres up boulders, and this leads to the Far Country. Much more (very hard) caving can be enjoyed beyond here; however, further research is required before undertaking this trip.*

To exit via Disappointment Pot/Marilyn, go up three short pitches and follow the water upstream. Only a short distance upstream of the third pitch is a very tall aven with a rubble heap at the bottom; this is the bottom of Niagara Pitch in Marilyn.

#### **MARILYN (Going up the rope at Niagara Pitch):**

Follow the ropes up to the surface at Marilyn without any navigational challenges although take extreme care of loose rock on the pitches (stand well clear if someone is ascending above you).

#### **DISAPPOINTMENT POT (Continuing in the streamway):**

Continue upstream towards Disappointment Pot. Follow the long stream passage to eventually reach two short upward pitches (one immediately after the other). Up these, and soon the famous Disappointment Pot duck is reached (a very low airspace duck). Beyond here some canals and low wet crawls develop into a stream canyon and an awkward climb up (usually rigged even if just a handline). Above this is a climb up a slope of boulders to emerge at the bottom of the Disappointment Pot shakehole, only 100m from the Gaping Gill enclosure.

#### **CORKY'S POT (A totally separate route from Gaping Gill Main Chamber):**

**This is a very challenging and strenuous route out of the Gaping Gill system and should only be tackled by competent parties in dry weather.**

At the far end of the Main Chamber, beyond the balcony leading to the other exits, water sinks through some dug holes in the floor. Beyond here, climb up a long steep boulder slope towards the roof, where a small metal ladder is found. Climb the ladder (taking all sensible precautions) and follow the most obvious passage at the top for 5-10 minutes (mostly a mixture of crawling, stooping and a few easy climbs, passing numerous damaged formations). This passage eventually enters Mud Hall, which should be approached by keeping tight to the right wall.

Mud Hall is an enormous chamber! A short traverse along the right wall (usually with an in-situ rope to demonstrate the route) leads to a climb down where a chain has been left in-situ to show the route. At the bottom of the chain, a long high-level traverse leads around the edge of the chamber. There is usually a rope to show the best route, but you should always rig your own safety line. **Particular care is needed here; this muddy ledge and the bank above has collapsed substantially between 2017 and 2022 and remains potentially loose and hazardous.**

At the end of the traverse, on the left, a long descent down a slippery, muddy boulder slope leads to the very bottom of Mud Hall. At the bottom you will find some unusual mud sculptures, and very nearby, the rope descending from Corky's Pot can be found.

**Take extreme care as the top of this pitch has many loose rocks which are easily dislodged. Stand well clear from the bottom while people are ascending and dismounting the pitch and do not start ascending until the person above you is well away from the top of the pitch and on solid ground. Furthermore, be aware of the possibility of rope rub from a rock protrusion halfway up this pitch and mitigate appropriately.**

*Additional note: The main passage leading off from the end of the Mud Hall traverse (before you descend to the bottom of the chamber) leads into the Whitsun Series. This is an extensive section of the Gaping Gill system, and excellent caving can be enjoyed beyond here; however, further research is required before undertaking this trip.*

Once at the top of the pitch, exiting via Corky's Pot requires no specific navigational instructions (there are no wrong turns). In summary, ascend the next pitch to the Elephants Arse (a calcite constriction) and then into Nemesis Crawl; an awkward but not too horrific crawl on slabs leading to the bottom of the next pitch. Four very short and awkward upward pitches then follow in quick succession.

Be aware that the route is arduous, involving tight squeezes and some challenging and physically demanding narrow pitches where it is difficult to get off the rope at the top. In particular, the top of the final upward pitch is very difficult to dismount the rope! After the final pitch, about 50m of tight, narrow awkward crawling leads to the bottom of the entrance shaft. **Take extreme care as the shaft walling is unstable particularly near the top so await a safe call from the person in front before approaching the bottom of the shaft.**