ADRIAN'S SOUTH WALES SRT GUIDE

This edition: March 2015

Last updates made: Blaen Onneu Northern pitch added and entrance pitch updated

INTRODUCTION

South Wales is not an area noted for its SRT potential, but there are a number of trips where SRT is appropriate. I have therefore put together this guide to supplement other publications which describe ladder and lifeline.

The guide is up-to-date to the best of my knowledge. More topos will be added over time, and topos will be updated as and when caves are re-bolted. Please let me know if you find any discrepancies or errors and I will make corrections as necessary.

Disclaimer: As always, take care to inspect all bolts and other fixed aids before use. Publication of these topos does not imply that the bolts are in a satisfactory condition to use, nor that the cave can be rigged safely as described.

KEY TO RIGGING TOPOS

ں	Stake belay
)	Scaffolding bar belay
ب	Natural thread belay
ပ	Other natural belay
•	P-bolt
0	M8 spit
0	Thru bolt with hanger or rawlbolt
- 0	Deviation
	In-situ rope
	Normal or recommended configuration
	Alternative configuration

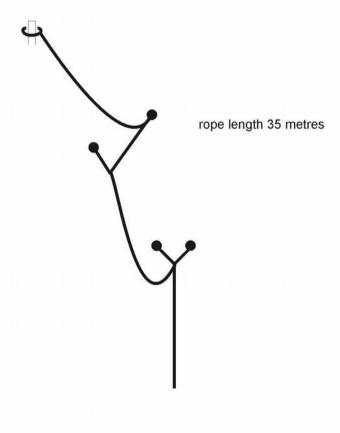
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PANT MAWR POT

ENTRANCE PITCH

A stake just outside the fenced enclosure allows the climb down to the pitch head to be protected. The rope runs over the edge of the pitch head where a rope protector could be used, but is not really necessary.

It is only a short distance to the main Y-hang, where there is a convenient rock bridge to stand.



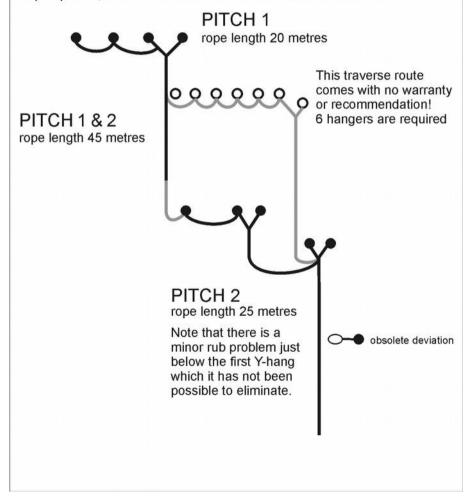
PWLL DWFN

GENERAL POINTS

It is possible to rig pitches 1 to 4 on a single 105 metre rope. The two pitches most worth combining are 3 and 4, as a rope is quite helpful when re-ascending the rift between them.

There is an alternative route on spits down the right hand side of pitch 2 which is often wet.

It should be noted that the rock is generally rather shattered around the top of pitch 2, and the whole area should be treated with caution.



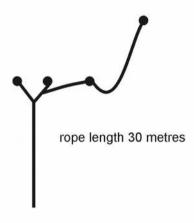
PWLL DWFN (contd) PITCH 3 rope length 20 metres recommended deviation length 30cm PITCH 4 rope length 35 metres or 45 metres starting at final anchor for pitch 3 or 60 metres for pitch 3 and pitch 4 There are two rigging options. Use a deviation instead of the first rebelay if the party is inexperienced as there are no ledges. The second rebelay is much more easily passed PITCH 5 rope length 20 metres recommended deviation length 15cm. In dry conditions the deviation may be omitted.

LLANELLY QUARRY POT

ENTRANCE CLIMB

There is one P-hanger for the Entrance Climb. It is not necessary to rig the climb, but a long sling or a 5 metre rope may be useful to some parties.

MAIN PITCH



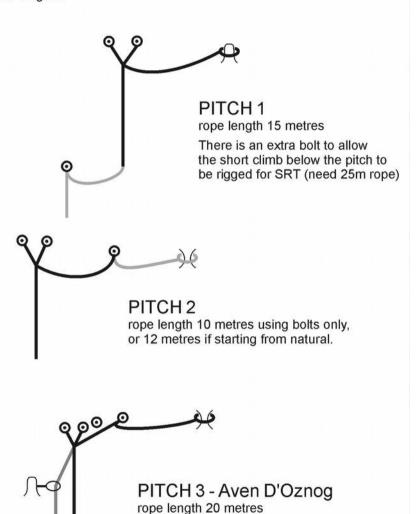
The Main Pitch starts with an assisted free-climb down to the head of the pitch proper. There is still an iron bar in place for the original ladder hang.

TOTEM AVEN

This is a series of 4 pitches ascending from the streamway. Istpitch is a 17 metre free-climb in a narrow rift. 2nd pitch is 5m and is free-climbable with care. bar/chain belay. 3rd pitch 6m is free-climbable with care. thread belay (sharp edges). 4th pitch 6m needs handline or SRT. There is an ascending line of spits if a trustworthy in-situ rope is not in place.

OGOF NANT RHIN - Pont Gam Entrance

Pitches are straightforward, but jagged rock throughout cave tends to catch on gear.



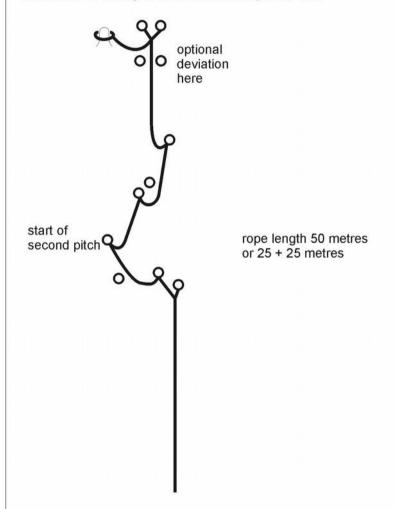
Optional deviation to avoid water.

OGOF GARN-Y-BICA

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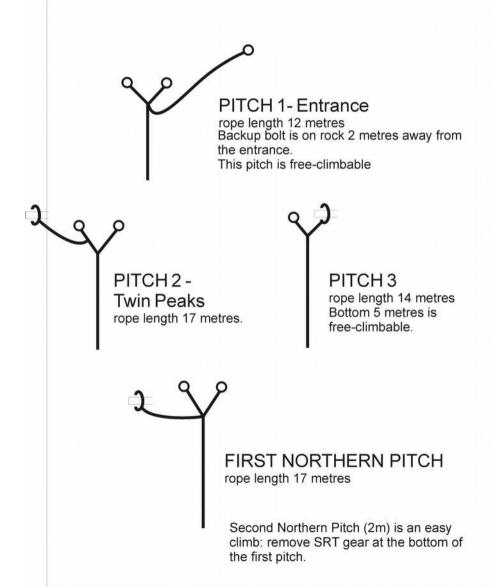
FIRST AND SECOND PITCHES

Now has some extra spits to allow the cave to be rigged for SRT more satisfactorily. Some unused spits are shown to indicate which to use. At the time of writing there are some hangers in situ.



BLAEN ONNEU QUARRY POT

The 3rd pitch would benefit from extra bolts. It is advisable to remove SRT gear before exploring the cave beyond the 3rd pitch.



OGOF CARNO - Imaginary Menagerie BRICKYARD PITCH rope length 40 metres Important note: The entry point to the Imaginary Menagerie is from the bottom of either pitch. If de-rigged, it is intended to provide the means to hoist a rope up the Brickyard Pitch to the Y-hang. **DUNE PITCH** rope length 60 metres approx

PWLL SWND

PITCH 1

2 spits. 15 metre rope required.

PITCH 2

2 spits. 20 metre rope. One sling and krab required for backup.

WISHING WELL PITCH

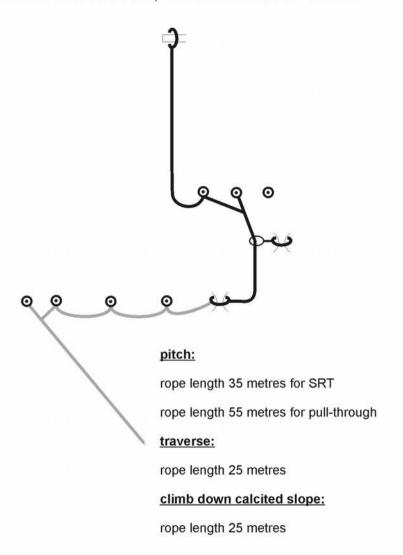
1 spit. A 10 metre rope is required to rig this pitch, however it can be free-climbed.

BASEMENT PITCH

There are no bolts provided on this pitch. There is metal bar which can be used with a 15 metre rope. From the Ringing Chamber a 25 metre rope, sling and krab would be required.

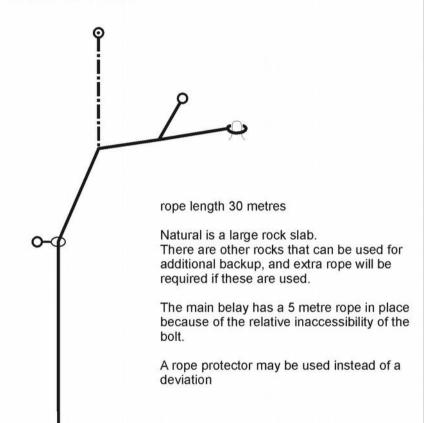
TUNNEL CAVE

ENTRANCE PITCH, TRAVERSE AND CLIMB



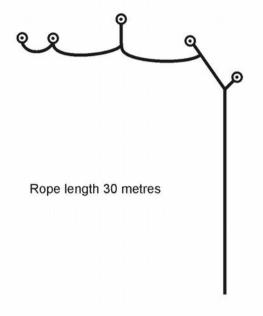
OGOF DRAENEN

BIG BANG PITCH



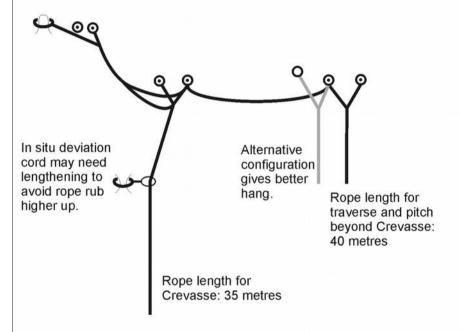
BIG SINK (SYMONDS YAT)

MAIN PITCH



OGOF FFYNNON DDU

THE CREVASSE



PENDULUM PASSAGE

First pitch: belay to boulders followed by 2 spits

Rope length 20 metres.

Can alternatively be free-climbed

Second pitch: 3 spits; Rope length 15 metres

OGOF FFYNNON DDU contd.

