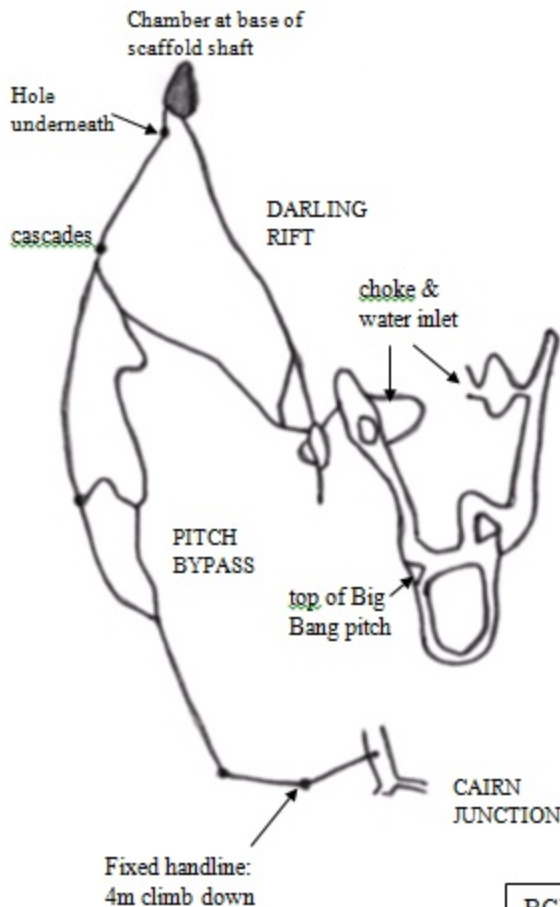


Ogof Draenen Route Guide

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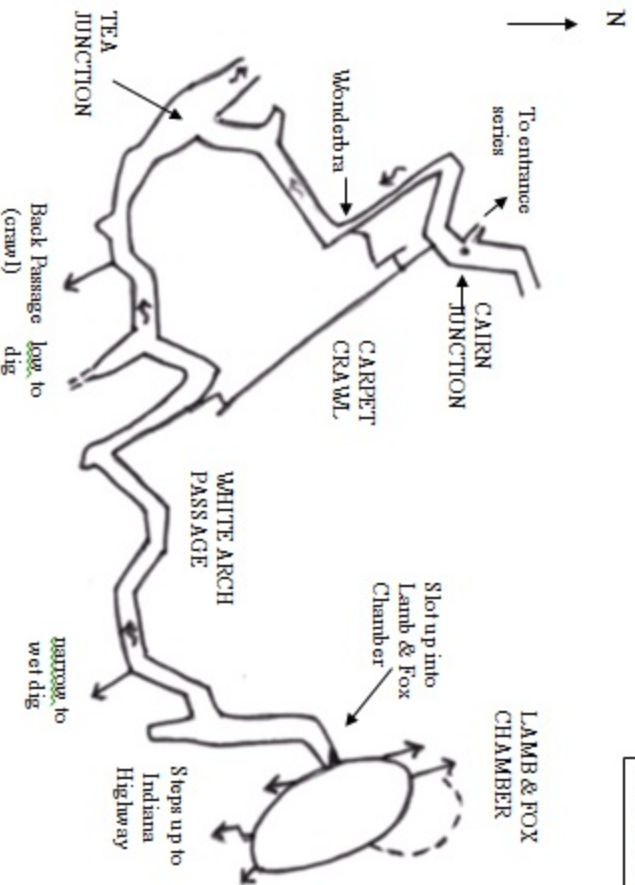
Main Entrance to Cairn Junction (20 minutes)

The main entrance series is negotiable in all weather conditions though it can become very wet after prolonged periods of rain. It takes 20 minutes to reach The Cairn and you will get mildly wet.

1. From the entrance door, the route is a mixture of crawls and descents through a choke. Soon a stream is met. Follow the water and scaffolding.
2. At the base of the scaffolding is standing sized passage. Ahead is Darling Rifts (leads to 20m pitch; gear needed; see description below). The usual way on is under the **RH wall**; H&K for 4m to a slot back underneath yourself to meet the stream.
3. Stooping sized passage leads to some cascades after which the stream is lost in the floor. Canyon coming in from the left leads back to Darling Rifts (a number of loops are possible). Continue **straight** along the low slippery passage. In two minutes, a tape on the left marks a slope up – this is an oxbow to the low passage ahead. Take either route – in higher route hug the **RH side**, then drop down after 12m into a puddle (**LH side** would lead back to Darling Rifts and Cascades).
4. Walking sized passage leads to fixed rope climb down (5m). Prolonged heavy rain can produce a waterfall here. After a couple of climbs you arrive in big passage at The Cairn.

Darling Rift to top of Big Bang Pitch

1. From the base of the scaffold climb, enter the slippery rift ahead (**150°**). A fixed rope traverse is in situ on route. The rift forks but if you keep the same general direction you meet another rope where all routes meet. Look for a knotted handline down to emerge in a larger area with only one way on.
2. A choke (water heard) is on the left. Skirt the big boulder ahead on **RH side**. Continue in big passage to head of Big Bang Pitch (20m deep hole in the floor).
3. **Just past** the pitch head the passage forks:
 - a) **left** leads to a drippy aven where coal particles have been washed in from above. A low breakdown area beside this is the other side of the choke (point 2 above) – there is an inlet here. In the floor is a crawling passage which runs under the route taken to arrive here
 - b) **right** is a loop back to the head of Big Bang Pitch. This passage has 3 examples of fossil fish remnants protruding from the walls. Take care not to break them.
4. Back at the top of the knotted handline, follow the largest passage (**305°**) to complete a loop back to The Cascades or continue in the tall canyon to link with the standard entrance route.



Cairn Junction to Tea Junction (longer route)

1. From the entrance series turn right at The Cairn (200°); **pass** the taped sandy floored passage seen on the left (this is Carpet Crawl).
2. Follow the large boulder strewn passage around several turns and up and down a few climbs. The stream is met on route (you are going **downstream**).
3. Passage narrows where the stream runs over a gravel floor then opens out again at Wonderbra (slab wedged in roof). The ascent on the left is a loop back to Carpet Crawl.
4. Follow enlarging passage (with stream) toward Tea Junction.
5. At Tea Junction another big passage enters from the **left** – this is White Arch Passage, the route to Lamb & Fox Chamber. **Right** leads to Gilwern Passage and Beyond a Choke streamway.

Cairn Junction to Tea Junction (shorter route)

1. From the entrance series turn right at The Cairn (200°) then left after 20m into sandy floored passage. This is Carpet Crawl (150°).
2. A short stoop then H&K for a few metres leads to a hole down on the RH side. Go down the hole then left and right in walking passage to emerge at Wonderbra (slab wedged in roof).
3. Go left. Follow directions from point 4 above

Bypass to Tea Junction and Wonderbra

In Carpet Crawl (see above) pass the hole on the RH side and continue straight in low crawling passage. It turns right followed by a U-tube to emerge in White Arch Passage.

- a) **left** for Lamb & Fox Chamber and Indiana Highway
- b) **right** for Tea Junction

This route saves 15 minutes for trips to Lamb & Fox Chamber.

Note: on the return it is easy to miss this connection

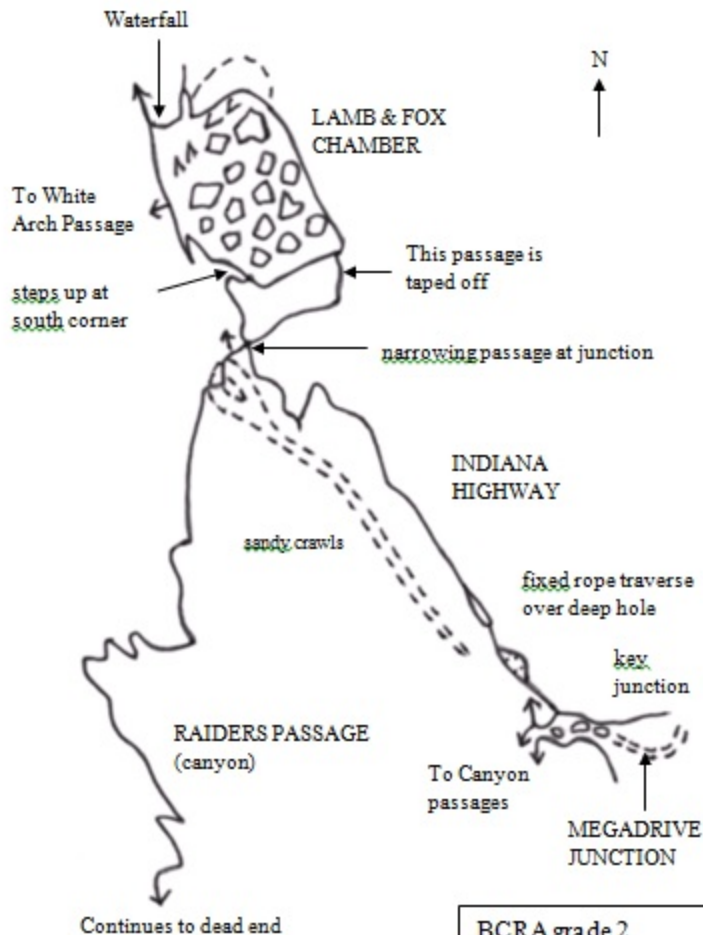
Tea Junction to Lamb & Fox Chamber

1. Head south from Tea Junction along large, boulder strewn White Arch Passage. A twisting route with a couple of easy climbs, the stream is met occasionally.
2. This UPSTREAM route passes several side passages (listed in order):
 - a) On the RH side just past a taped off alcove is the ascent up to Back Passage, a 2m tall and 0.8m wide route which quickly leads into crawling. This goes to Crystal Cruncher and The Score.
 - b) An ascending taped route on the RH side leads into flat out crawling in wide sandy floored bedding to eventual dead end at a choke in dug passage (rusty hand shovel in situ). There are fragile dry crystals on the roof just before the choke dig.
 - c) Ten minutes from Tea Junction, after a significant right turn in the passage, on the LH side is a pointed pillar of rock just touching the roof. Up and behind it to the left is the flat out entrance to Carpet Crawl (larger passage seen here is blind).
 - d) On the RH side, at a left hand bend, a stooping passage for 25m lowers to crawling and eventual dead end in too tight wet passage (130°).
3. Lamb & Fox Chamber is gained by ascending the boulder choke to a slot at top right (draught in face). The waterfall inside can usually be heard at this point.

Lamb & Fox Chamber

1. Lamb & Fox Chamber is a collapse area full of huge boulders but it is also a junction. There are several passages leading off but only one heads south to further reaches. With your back to entry point and waterfall on the left:
 - a) The obvious passage seen on the RH side is a short breakdown passage with no way on.
 - b) The passage low down to the left of the waterfall is 20m of breakdown with no way on.
 - c) High toward the left of the chamber is an entrance into bedding plane crawls. These crawls have a sandy, dried mud floor – trending left within them leads to a wet choke. If you look across the chamber at the same level, more bedding plane crawls can be seen on the opposite side (unaccessible).
 - d) The stream feeding the waterfall emerges from a short section of walking sized passage which can be accessed by scrambling onto the big boulders on the left.

Care: it is loose – a 4m high mudbank is part of the debris slope.
 2. To head south, clamber up the boulders to meet tapes leading to stone steps in the RH corner – go up into the entrance into Indiana Highway, the main way on.
- Note:** there is a crawling sized passage 10m to the left of the rock steps which loops around into Indiana Highway but it is taped off with a 'bat warning' sign. The other end of this route is described under "Indiana Highway".



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Indiana Highway to Megadrive

Go up the steps in the south corner of Lamb & Fox into Indiana Highway

1. Within two minutes a **narrowing** is reached with a short descent then ascent up the other side. This is a junction with a passage crossing at floor level – left is the other end of the closed loop from Lamb & Fox, right is Raiders Passage (described below). Straight ahead in Indiana Highway is the **way to Megadrive**.

2. Go ahead in easy going meandering passage which becomes a deepening trench and start of the canyon proper. Stay at the same height to traverse (care: becoming ever more slippery over time).

3. On route there is a short crawling oxbow on the left side. A fixed aid rope traverse over a deep hole follows. This 'Lost Crusade' hole is 21m deep with some short breakdown passages at the bottom – largely drippy with sticky mud floors.

4. At the end of the traverse are two boulders to clamber over, after which the passage opens out. Note this location – it is a **key junction** and easy to miss on return if you are unfamiliar with the cave.

5. Follow LH wall, climbing up big boulders then crawl along either ledge (**120°**) to emerge at a wide, low, flat area with marker tapes. Megadrive (**135°**) and Megadrive North (**320°**) run from this junction.

Note: right at the **key junction** leads to Canyon East, Canyon West, The Canyon, Big Mole Passage and Tractor Tracks.

Raiders Passage

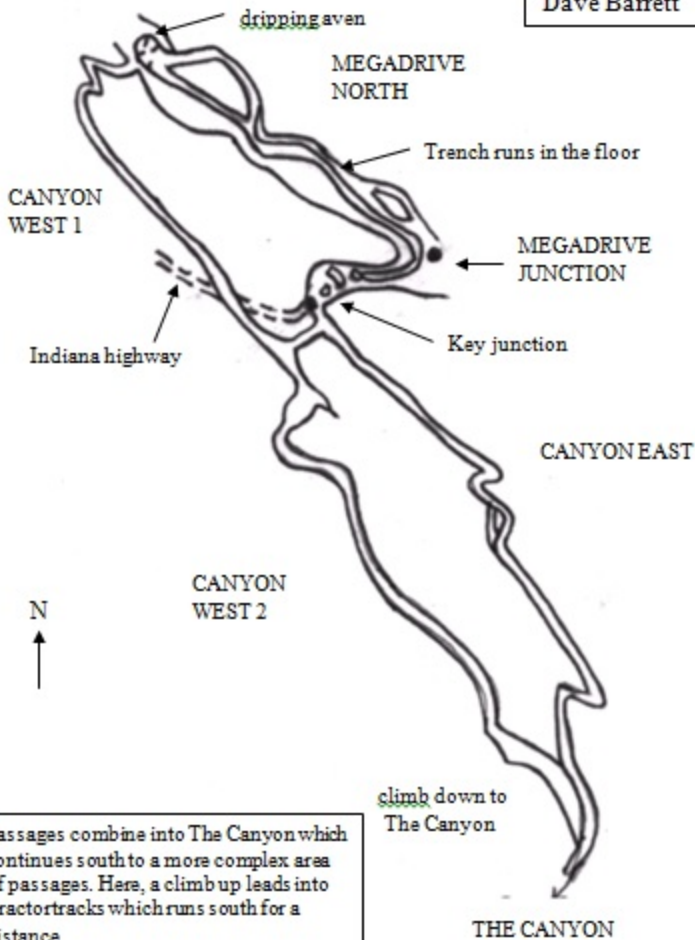
At the **narrowing** in Indiana Highway, stoop under the RH wall then almost immediately left through a slot to emerge at another junction where bigger passage goes left and a canyon runs **ahead** in the floor (Raiders Passage). The bigger passage soon lowers to a dead end and is closed off (bats).

1. **Ahead**, traverse above the canyon along the muddy bedding plane. Soon, a point is reached where crawling is required with the route taped off (this links with the bigger passage mentioned in the previous paragraph).

2. Just prior to the taped off route, climb down the canyon to the floor and continue going straight.

3. The canyon varies in height with one especially tall section beyond a long straight. There is one short crawl on route. It takes approximately an hour to reach the end – there are no side passages. The passage ends abruptly in sandy digs where a tide line can be seen in the walls.

4. Points of note on route include orange coloured mud filling a side rift (ochre), along with extremely fossiliferous rock (as in Megadrive and Indiana Highway).



Canyon passages

1. From the exit point of Indiana Highway (**key junction**) turn right and ascend the boulders for a few metres.

a) Ahead and down, where tapes are seen, is Canyon East (**160°**) which runs south to meet The Canyon, Big Mole Passage and Tractor Tracks.

b) Up to the right, a few metres on leads into wider area with two more routes:

i) Canyon West 1 (**235°**) which links to Megadrive North

ii) Canyon West 2 (**160°**) which connects with The Canyon.

Note: Canyon East and Canyon West 2 passages run parallel to each other, joining farther south as combined passage called The Canyon.

Canyon West 1 to Megadrive North (235°)

1. This passage crosses over Indiana Highway (no connection), formed in the same rock (Gilwem Oolite). The creamy whiteness of the rock is how Indiana Highway used to look prior to caver traffic.

Canyon West 2 to The Canyon (160°)

1. Sandy floored walking passage with mud banks. Quickly, at a dog-leg, a large pile of bat guano is seen. There are oxbows here but follow the main passage: this connects via walking and stooping with The Canyon at higher level after about 15 minutes. There is an area of breakdown just prior to the **junction** with the Canyon.

2. Easy climb down into The Canyon.

Canyon East to Canyon West 2 (link)

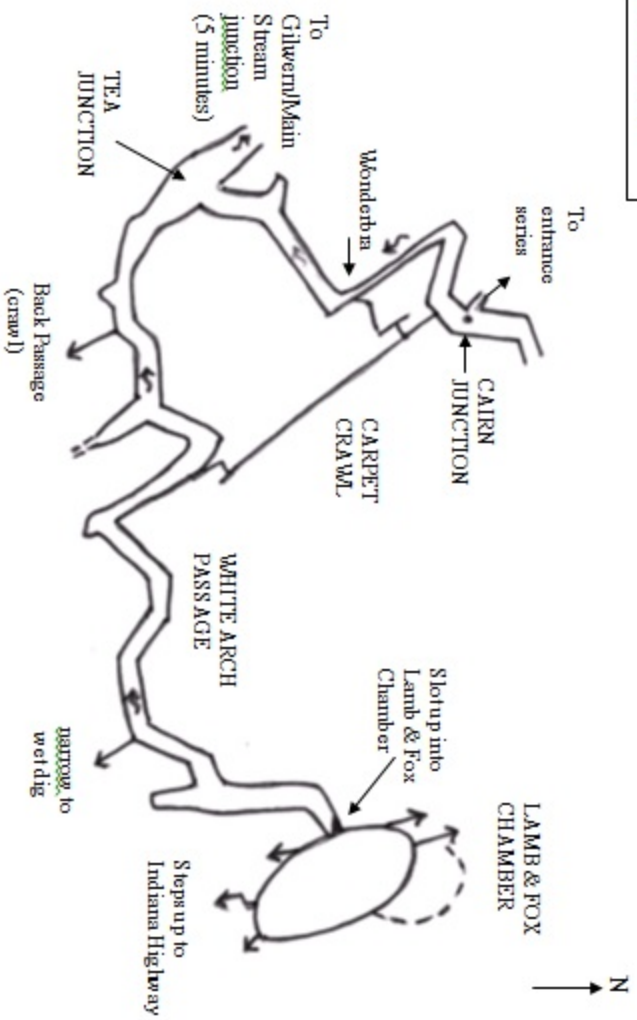
1. Easy going tall canyon with some clambering over boulder infill and two double hairpin bends on route. The walls take on a white 'spotted' appearance due to crystal growth. Another feature of Canyon East is the lattice work white crystallization on the walls and large deposits of fluffy guano on high ledges. The air here often feels fresh and cool but there are no known exits.

2. After the **first** double hairpin, the going is more bouldery prior to a 3m climb over wedged blocks. An oxbow at head height is the next feature encountered.

3. Longer walking section to **second** double hairpin bend and a climb over blocks in an area where the canyon has a sticky mud floor. At the straighter section coming out of the hairpin is the **junction** with Canyon West (wider at roof level with breakdown seen & an easy climb up).

4. In about 100m Big Mole Passage is higher on the LH side (ends in low dig)

5. The Canyon goes for some distance to end in sandy digs. Before this, Tractor Tracks passage continues further south via a 4m climb up on the LH side



Cairn Junction to Tea Junction

1. From the entrance series turn right at The Cairn (**200°**); pass the taped sandy floored passage seen on the left (this is Carpet Crawl).
2. Follow the large boulder strewn passage around several turns and up and down a few climbs. The stream is met on route (you are going **downstream**).
3. Passage narrows where the stream runs over a gravel floor then opens out again at Wonderbra (slab wedged in roof). The ascent on the left is a loop back to Carpet Crawl (short cut from The Cairn).
4. Follow enlarging passage (with stream) to Tea Junction. At the junction;
a) right leads to Gilwern Passage and Main streamway junction which is the exit point from the Round Trip (remember this junction).
b) left is White Arch Passage, the way on to Lamb & Fox Chamber.
5. White Arch Passage is bouldery with a stream sometimes seen or heard in the floor. Higher up on the LH side the crawling short cut from The Cairn (Carpet Crawl) is passed.
6. On reaching a choke go up RH side to emerge in Lamb & Fox Chamber.

Lamb & Fox Chamber to The Nunnery (not on the map)

7. Lamb & Fox Chamber is a collapsed junction full of huge boulders. With your back to entry point and waterfall on the left climb up the boulders following tapes toward the upper RH side and steps up into Indiana Highway
8. Meandering passage in Gilwern Oolite becomes a deepening trench and start of the canyon proper. Stay at the same height to traverse (care: slippery).
9. On route there is a short crawling oxbow on the left side. A fixed aid rope traverse over a deep hole follows. This 'Lost Crusade' hole is 21m deep and blind. At the end of the traverse are two boulders to clamber over, after which the passage opens out at a junction.
10. Follow LH wall, climbing up big boulders then crawl along either ledge (**120°**) to emerge at a wide, low, flat area with marker tapes. Megadrive (**135°**) and Megadrive North (**320°**) run from this junction.
11. Go into Megadrive along initially level surface. Just beyond a breakdown area where floor and ceiling become closer together, Siambre Ddu Passage joins at an acute angle from the left. The going becomes much more bouldery from here.
12. Megadrive continues as high and wide; the phreatic origins of the passage are clearly visible in the roof. It ends at Windy Junction so called due to a draught often felt here.
13. The only way on is **left** into The Nunnery, a breakdown passage displaying very little water shaped development. There are some minor formations.

MEGADRIVE
NORTH

N

Dripping aven

deep pit

SIAMBRE DDU
PASSAGE

MEGADRIVE
JUNCTION – a
wide, low bedding
plane area with dry
mud floor and
white limestone

MEGADRIVE

Piles of decomposing bat
guano in several locations
along the passage. Roosting
bats are common here in
winter

THE
NUNNERY

WINDY JUNCTION –
white Gilwern Oolite
rock ends here

Megadrive

Megadrive is large impressive passage, formed in the Gilwern Oolite, with wide and low mud filled undercuts, excellent scalloping and good fossil examples.

1. Head **south-east** from the junction with Megadrive North along initially level surface. Just beyond a breakdown area where floor and ceiling become closer together, Siambre Ddu Passage (see below) joins at an acute angle from the left. The going becomes much more bouldery from here.
2. Megadrive continues as high and wide; the origins of the passage are clearly visible in the roof. It ends at Windy Junction so called due to a draught often felt here. Close to the end of Megadrive, before the bend on the LH side, are some fossil fish fin examples in the roof.
3. The only way on is **left** into The Nunnery (see below), a breakdown passage displaying very little water shaped development. There are some minor formations.

Siambre Ddu

Heading **340°**, this passage can be mistaken for the way out on a return journey. The taped route leads to a choke after 15 minutes. On route are beautiful wide undercuts floored with sediment. The natural greyish colour of the Gilwern Oolite is clearly seen in several collapse features. This passage runs below Siambre Ddu Cave but there is no physical connection.

The Nunnery and The Chapel

Normally experiencing a draught, this drippy breakdown passage has a number of side routes (all on the RH side). It is walking sized with occasional stooping. The white coloured Gilwern Oolite ends out at the corner.

- a) The first passage is cut back at floor level – Going Square (**160°**) which connects to many other passages including Rift Chamber.
- b) The second passage is **Perseverance 2 (110°)**, the 'trade route' south.
- c) Third is Perseverance 1 (**100°**), a dry mud crawl which connects into Perseverance 2 via a 3m tube down. Just prior to the tube the passage cuts through a barite vein, the same vein seen in Perseverance 2 and Rabbit Run (Rabbit Run is the overall name of this crawling inter-connected area).
- d) Continuing straight along the Nunnery leads to a loose choke which can be passed on the LH side into The Chapel. Inside The Chapel, skirting around on the LH side leads to a small chamber at the base of the second entrance (capped; for rescue purposes only).

Perseverance 2 to Rift Chamber

Take the second passage on the right (**110°**) from The Nunnery.

1. Perseverance 2 is a twisting passage starting as a stoop/H&K crawl amongst blocks (this route was excavated during initial exploration).

Note: At each of the 4 main bends in the passage, routes link in from other parts of the cave (see 'Links....' described below).

2. Soon, the passage enlarges to walking sized and a dry sandy floor and another junction.

a) ahead is The Balcony and route to Players Tunnel and St David's Chamber

b) right is the way to Rift Chamber. **Take this route** and continue to soon emerge in bigger cave (5 minutes).

3. A RH hairpin turn is followed by a straight section of breakdown passage heading due **south**.

4. Just beyond the next climb up boulders, a large block is seen wedged in the roof. Between here and Rift Chamber the passage lies on a fault line where the right side has dropped by approximately 3m.

5. On the LH side is a water inlet from above. This water is drinkable.

6. A short ascent leads onto a large debris slope in the first part of the huge Rift Chamber. This area has collapsed into the Wyvern Series below.

7. Looking downslope (**190°**) the route south is on the left (Eliptic Passage)

8. Looking downslope (**190°**) a hole into the second part of Rift Chamber is seen. Within is another waterfall which sinks into impenetrable choke. Rift Chamber ends tight just beyond the climb up on the south side.

9. In the middle of this second chamber, on the west wall (**right side**) is the connection from Going Square; an awkward and not obvious climb up, made easier to get into with a leg up.

Links from Perseverance 2 (see point 1 above)

a) At the **second** left hand bend a low tight passage on the right links with Going Square and beyond to Swallow Series.

b) At the **third** left hand bend is a low crawl on the right side which leads into Rabbit Run, Going Square and beyond to Swallow Series.

c) At the **fourth** left hand bend is a slot at head height on the RH side which links to Rabbit Run.

d) Just prior to the **fifth and final** left hand bend is the link with Perseverance 1 – an ascending tube on the LH side obscured under rock at chest height.

Caution: The network of small, crawling sized passages here can be confusing and contain a number of squeezes.

N

RIFT CHAMBER

blind

to Wyvern Extensions

water inlet high above

ELLIPTIC
PASSAGE

Lucky Thirteen connection

to Big Country

BIG BEAUTY
JUNCTION

GONE WITH
THE WIND

choke 1

MID WINTER
CHAMBERS

to Gone in the
Years South

Snowball
Junction

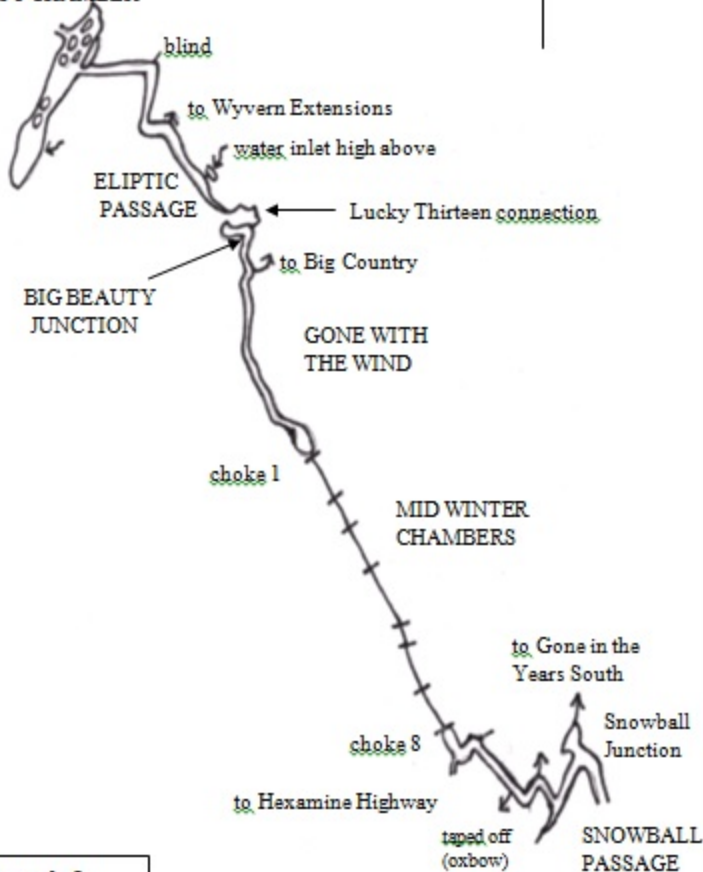
choke 8

to Hexamine Highway

taped off
(oxbow)

SNOWBALL
PASSAGE

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Elliptic Passage to Big Beauty Junction

1. From the base of the debris slope in the first part of Rift Chamber is the tall Elliptic Passage (on east side). This passage has prominent rock banding in both walls and an extensive calcite deposit resembling a frozen waterfall. There are a number of small blind rifts off to the sides and several passages:
 - a) At the start of Elliptic at top left is a passage leading to a wet choke.
 - b) At the first RH bend is a blind hole on the left.
 - c) At the second RH bend is a hole on the left into Wyvern Extensions.
2. Continuing, the walls are now blocky and floor bouldery. Next, on the left, is a small passage to a blind pit showered by a water inlet.
3. Ahead, after passing a blind hole, a scramble up a debris slope to the RH side bypasses a wet choke. The main choke follows.
4. The bypass 'Lucky Thirteen' is to the left, skirting wet gravel to a downward flat out crawl. A short section of crawling and H&K opens out at Big Beauty junction.

Big Beauty Junction to Snowball Junction

1. **Right** leads to the other side of the main choke mentioned in point 3 above.
2. **Ahead (140°)** is large walking sized taped passage (Gone With The Wind). There are many small mineral filled cavities in the walls.
3. After 5 minutes, a stooping then blocky floored section opens out in large cave just prior to the first choke. Gypsum crystals abound along with iron staining in the rock walls, creating unusual and pretty shapes.
4. The **8 chokes of Midwinter Chambers** are close together, taking about 10 minutes to pass through them all. Gypsum crystals litter the floor. After choke 7, the route is a little larger and just after choke 8 a taped junction is reached.
5. **Right** at the tapes leads to Hexamine Highway.
6. **Left** is the main way on into a short section of stooping along the side of a mudbank. Take the next RH turn (**130°**). Ahead is blind (barite vein).
7. Keep the tapes to your **left**, soon passing an open route to the right. The passage bears left (another passage on the right is taped off).
8. Only 8m further on, take a **right** turn (do not enter the rift ahead). Almost immediately is a junction, go **left** (returning parties can go wrong here).
9. Tall, blocky-floored passage for 30m leads to Snowball Junction:
 - a) Up left is a chamber where at the northern end two passages (one above the other) soon combine as one in Gone in the Years South.
 - b) A few metres down the slope on the left is the way into Sleepcrawler Series (**20°**) which has a number of links into the main passage ahead.
 - c) Continue down the slope (**145°**) into Snowball Passage (100m to Snowball)

N



LOWER LEVEL

3. Chamber with light coloured rock band around the walls

Chamber with taped off formations

tight blind

hole down in chamber

Slaughter Canyon (tight link to Big Country)

GONE IN THE YEARS NORTH

junction 2

junction 3

Low bedding blind

BIG BEAUTY JUNCTION

GONE WITH THE WIND

GONE IN THE YEARS SOUTH

Three Amigos and route to Big Country

From Big Beauty junction, follow the mud floored passage (**140°**) for two minutes. Prior to the first bend is a passage on the LH side (**90°**), the start of the route to Three Amigos and Big Country.

1. Uphill then left into draughty route which initially is up and down. HK section then flat out crawl at a left turn opens out at a junction in larger cave (tape marking in place)

a) Left leads to junction 2 and way on to Big Country (Gone in the Years North).

b) Right leads to junction 3, the passage on the left loops to join junction 2.

Right at junction 3 (**130°**) soon leads into superb easy going walking sized, mud floored passage with heavily crystallized walls (Gone in the Years South).

2. At junction 2 turn left (**330°**), through a short crawl then walking again. Soon, a tight slot at head height is seen. Before the slot, take the crawl on the LH side onto wet gravel at the side of a choke. Larger passage follows (**310°**).

3. A low crawl is passed on the right (**60°**). Ahead (still **310°**) is now bouldery, leading into a chamber with a light coloured rock band in the walls.

4. In the **right corner** (**50°**) is the only way on, leading to another chamber with two options:

a) Right, at entry level, stoop under the arch toward the sound of running water into walking sized passage (**20°**). Continuation unknown.

b) **Left and climb down** into the lower part of the chamber accesses a route which goes back underneath, the way on to Big Country.

Note: there are several passages entering this chamber at higher level.

5. This passage underneath is of large dimensions and boulder floored. A water inlet is passed on the left then the main route turns **right** (**150°**) into another chamber.

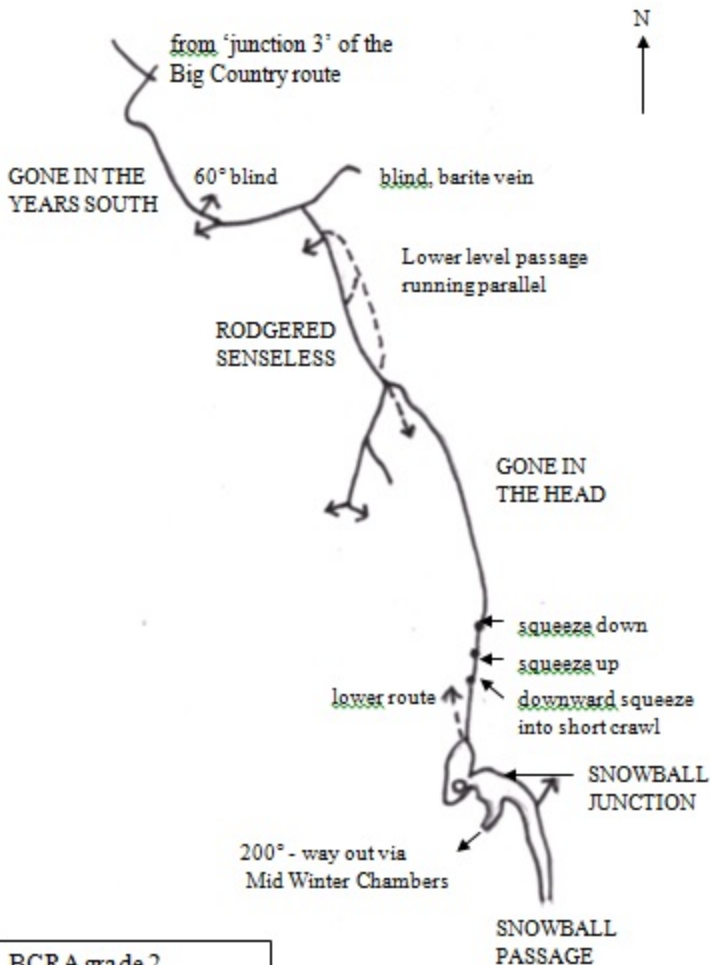
6. Now, to the left is a superb example of rock folding, underneath which is a taped off passage containing formations. Ahead are three routes:

a) To the left is a slot on the RH side and convoluted route into large cave

b) At head height is a decorated route which leads to the junction in a) and eventually to a dead end (heading **20°**), though the air feels fresh.

c) On the right is another decorated route which reduces in height to a dead end. Just prior to the dead end is a slot on the right into Slaughter Canyon, the link into Big Country.

7. Slaughter Canyon is initially a crawl followed by a tight sideways squeeze.

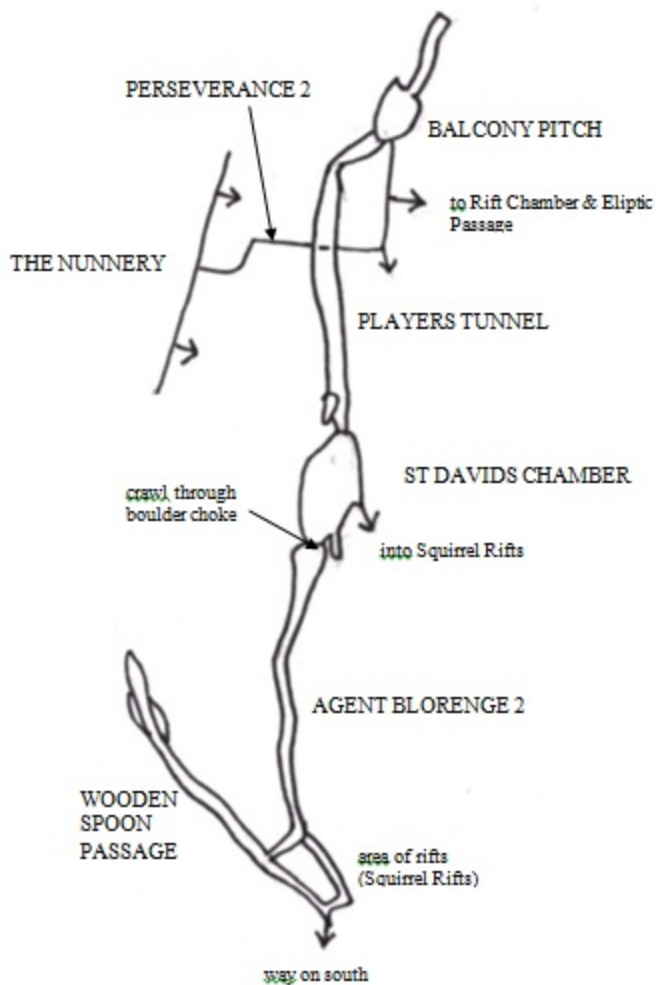


Gone in the Years South

This passage runs from 'junction 3' of the Big Country route to Snowball junction. It is generously decorated with gypsum crystals on the walls and ceilings, all delicately attached to the rock. Fallen gypsum litters the blocky floor. The journey takes about an hour and is hard on the knees and elbows.

1. From **Junction 3** take the taped walking passage heading **150°**. Beyond a couple of lower sections, look out for small (up to 5cm diameter) geodes on the walls.
2. An obvious turn in the passage is reached where the main route turns slightly left to head at **70°**, **the main way on**. On the right here is also a rift heading **240°**.
3. Ahead soon is a widening. Go **right** (a higher passage seen ahead is blind after 20m but contains some nice orange coloured calcite/barite examples) then down into a 4m high route which quickly arrives at another junction:
 - a) Right at **220°** is a rift
 - b) **Ahead (160°) is the main way on**. Down to the left is a lower route running parallel. They intersect one another at two locations. Progress is now H&K.
5. Just past the second intersection (a hole in the floor) is a junction:
 - a) Right leads to two routes: left (**160°**) is blind after a short distance and right (**200°**) leads to a fork after 25m into crawls.
 - b) **Ahead (way on)** and slightly left leads to an incline into taped passage (**170°**)
6. From here the trip is more challenging. Dug out chokes in blocky passage of decreasing size is broken by chambers well decorated with gypsum (care).
7. The route follows the same general direction, though at times it looks as though it is blind. Soon, an awkward downward squeeze is followed by an upward squeeze then low cobble crawl finally opening out as walking passage.
8. The 'pop out' is on a ledge into a large chamber. Below the ledge is a lower route going back in the direction just come from (see map). Follow the tapes to the **left** to emerge at Snowball Junction on the trade route south.
 - a) For a round trip back to Big Beauty turn right (**200°**) then right again after 30m - do not follow what appears to be the main way on ahead (tapes here). After 10m bear left again. From this point follow the taped route. Big Beauty is 20 minutes away.
 - b) From Snowball Junction follow **145°** to see the Snowball Formation or to travel further south.

Note: There are a number of small side passages, generally crawling, which are not described here. One on the west side is a long crawling passage that emerges near the Hexamine Highway junction with Mid Winter Chambers.



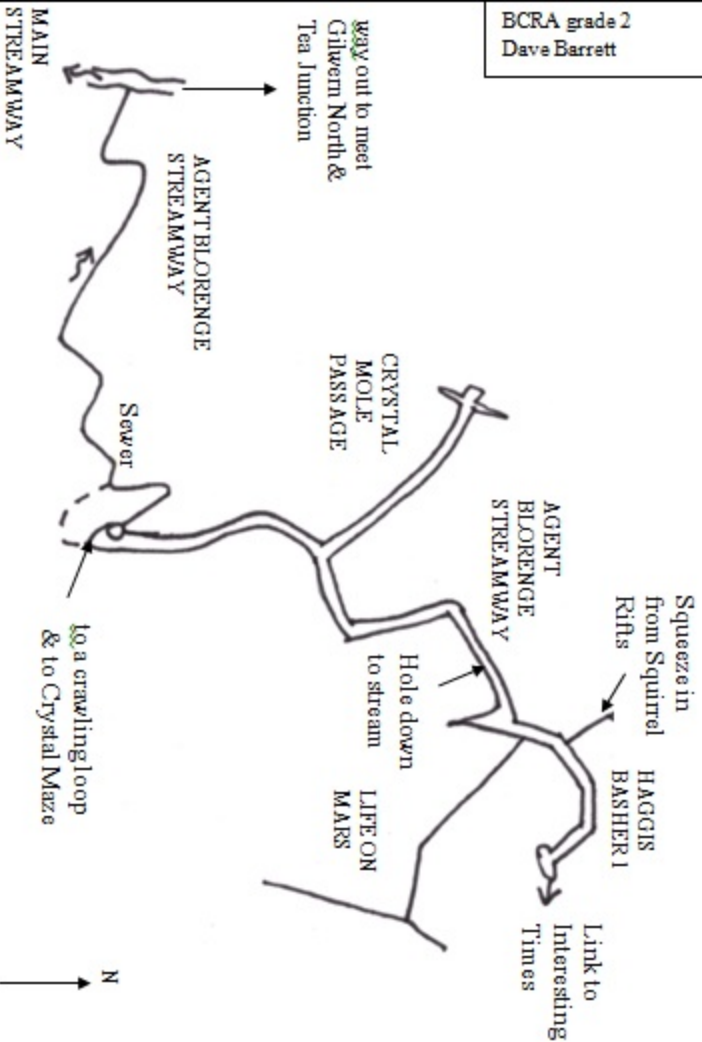
Perseverance 2 to Players Tunnel and St David's Chamber

Take the second passage on the right (110°) from The Nunnery.

1. Perseverance 2 is a twisting passage starting as a stoop/H&K crawl amongst blocks (this route was excavated during initial exploration).
2. Follow the largest most obvious route to a junction with a dry mud floor.
 - a) Ahead is The Balcony and route to Players Tunnel and St David's Chamber
 - b) Right is the way to Rift Chamber and trade route south.
3. Go **ahead** and descend Balcony Pitch using the fixed ladder (lifeline in situ) into the large Arms Park. A short passage opposite is blind.
4. At the bottom of the ladder follow the tapes (250°) to the lowest point and a slot down. The breakdown passage has some small straw formations and a stream is heard gurgling under the floor. Soon it opens out into a V shape, wide and high, the walls displaying obvious folded bedding.
5. Ahead the floor and roof become closer and a choke is met. Water is heard on the RH side but the way through the choke is on the **LH side** to St David's Chamber.
6. From the cairn stay left and high (130°) to enter Squirrel Rifts or go straight to the far end to a small passage at the far side and then right into a 5 minute crawl through a choke to enter the top of Agent Bloreng streamway.

Agent Bloreng 2 Streamway to Wooden Spoon Passage

8. Now in big passage trending 210°, a small stream can be heard under the floor. Ahead the walls narrow a little where an ascent up and over a couple of boulder piles drops back down to meet the now exposed streamway (can drink). The floor turns to small cobble streamway.
9. In a few minutes a side passage (LH side 160°) is reached and a short climb up into ascending slope into Squirrel Rifts (the way on).
10. Slightly ahead (passage lowers to a stoop) is a second route up to the left (145°; care: precarious boulders) which is a dead end with fragile crystal walls.
11. Agent Bloreng ends in a low sump just beyond this second route.
12. From point 9 above, continue up the narrowing slope into a rift series where a second worn passage enters from the LH side (other route from St David's Chamber). At this junction are some jammed boulders in the rift above.
13. Ahead (160°) it becomes more narrow and the way on is **right** to emerge almost immediately in larger passage and a junction.
 - a) **Right** is Wooden Spoon Passage (taped off, sign in situ and eventual dead end)
 - b) **Left** and up (170°) leads into a complex area containing the **Round Trip connection**, Haggis Basher passage (link to Wyvern Series) and Life on Mars.



to a crawling loop
& to Crystal Maze

Squirrel Rifts (Woodenspoon Junction) to Haggis Basher

1. From the junction with Wooden Spoon in Squirrel Rifts:

a) **Right** is Wooden Spoon Passage (taped off, sign in situ and eventual dead end)

b) **Left and up (170°)** leads into a complex area and Round Trip connection:

2. Stoop then walk to arrive where there are two holes down (RH side and ahead) and another crawling passage at 180°. Pass all these to another junction ahead:

a) Directly ahead is a dead end

b) Behind to the left is a rift (185°) which connects back to Squirrel Rifts network.

c) Ahead to the right (355°) is a rift (the way on)

3. Climb down the rift to the passage below. Here there are horizontal connections to the holes mentioned in point 1. A couple of metres away is a second rift down.

Go down second rift to meet a sideways rift (the only way on) into a **tight** sideways crawl for 10m to emerge in big passage (next to a looped rope hanging down from a jammed boulder). This big passage is Haggis Basher.

Haggis Basher to Main Streamway (The Confluence)

a) **Left (30°)** is superb flat mud floor walking to a choke and connection to Interesting Times in Wyvern Extensions. There are a number of formations here.

b) **Right (200°; the way on)** leads up boulders to a rift ahead.

4. Before the rift, turn right (265°; the way on) in large passage to arrive at a large hole. Take the LH slot down, just prior to the hole, to the Agent Bloreng streamway.

5. Follow downstream (240°) past a taped passage on the RH side to a lower section and then big passage again. Some passages off to the sides are passed to a junction where the large Crystal Mole fossil inlet enters from the RH side (20°)

6. Back in the streamway (220°) it reduces in size with a gloopy moonmilk mud floor. The stream is soon lost in a hole on the RH side. Go up slope into a small chamber.

7. On the RH side, pass the first hole. Take the next (immediate) RH turn down into the stream (310°; the way on).

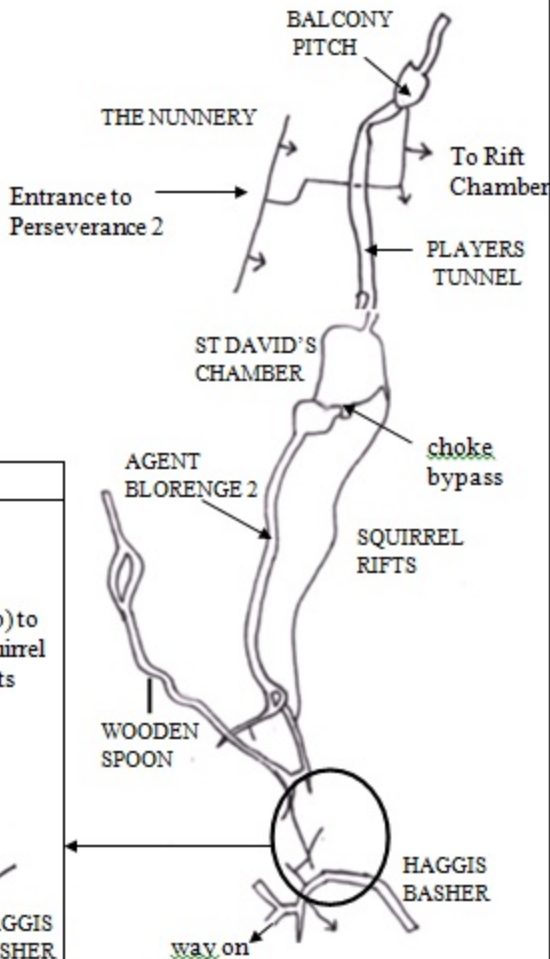
8. Easy wading in a trench is followed by traversing small ledges. At the first opportunity, go back down to the streamway. Soon the stream does a RH U-turn and flows into a very tight section. Bypass this by taking the **eyehole on the LH side** just after the U-turn and drop into a parallel rift

9. Now wading in Sewer section 1, the low phreatic passage does another U-turn (flake of rock) and then continues for 20m to a narrow rift. After the rift the passage opens out; Climb down to the stream just before a big boulder (care; bells out).

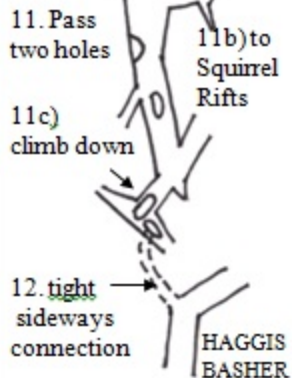
10. Continue down with the water to Sewer section 2, a reversed keyhole passage. Here, duck under the flake into an 8m long section of low passage (can keep head out of water) or go over the top in tight rift and drop down again.

11. In 15 minutes arrive at the Main Streamway (Confluence). A number of pools, waterfalls and climbs down are negotiated on the zigzag route.

12. At the confluence turn right; upstream to Gilwern/Tea Junction (30-40 minutes)



RIFT DETAIL



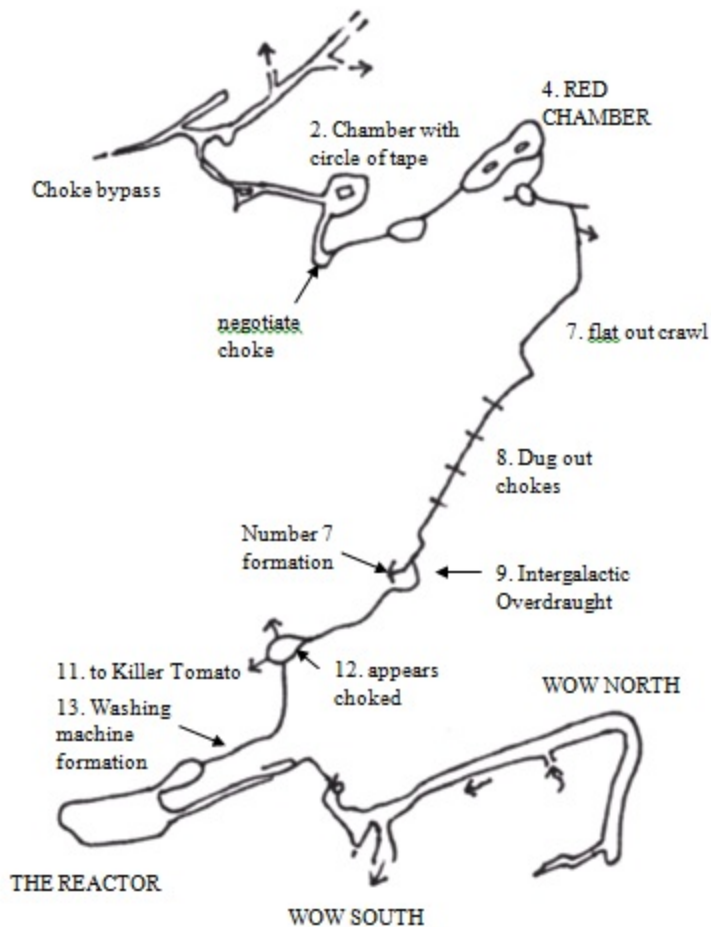
The Nunnery to Players Tunnel and St David's Chamber

Take the second passage on the right (**110°**) in The Nunnery.

1. Perseverance 2 is a twisting passage starting as a stoop/H&K crawl amongst blocks (this route was excavated during initial exploration).
2. Follow the largest most obvious route to a junction with a dry mud floor.
 - a) Ahead is The Balcony and route to Players Tunnel and St David's Chamber
 - b) Right is the way to Rift Chamber and Elliptic Passage.
3. Go **ahead** and descend Balcony Pitch using the fixed ladder (lifeline in situ) into the large Arms Park. A short passage opposite is blind.
4. At the bottom of the ladder follow the tapes (**250°**) to the lowest point and a slot down. The breakdown passage has some small straw formations and a stream is heard gurgling under the floor. Soon it opens out into a V shape.
5. Ahead the floor and roof become closer and a choke is met. Water is heard on the RH side but the way through the choke is on the **LH side** to St David's Chamber.
6. From the cairn stay left and high (**130°**) to enter Squirrel Rifts or go through the choke at the far side of St David's into the top of Agent Bloreng 2 streamway. The route below is described after passing the choke.

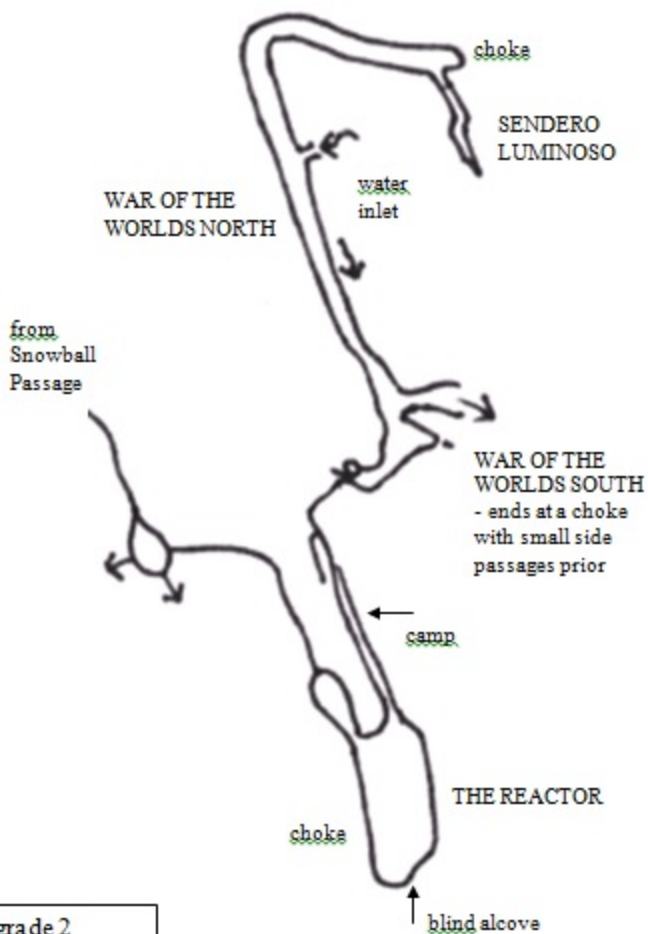
Agent Bloreng 2 to Haggis Basher

7. Now in big passage trending **210°**, a small stream can be heard under the floor. Between a couple of boulder piles a small cobble streamway is reached.
 8. In a few minutes a side passage (LH side **160°**) is reached and a short climb up into ascending slope into Squirrel Rifts (the way on).
- Note:** Slightly ahead (passage lowers to a stoop) is a second route up to the left (**145°**; care: precarious boulders) which is a dead end with fragile crystal walls. The stream flows into a low sump just beyond this second route.
9. From point 8 above, continue up the narrowing passage into a rift series where a second worn passage enters from the LH side (other route from St David's Chamber). At this junction there are some jammed boulders in the rift above.
 10. Ahead (**160°**) it becomes more narrow and the way on is right to emerge almost immediately in larger passage and a junction:
 - a) right is Wooden Spoon Passage (taped off, sign in situ and eventual dead end)
 - b) left and up (**170°**) is the way on.
 11. Stoop then walk to arrive where there are two holes down (RH side and ahead) and another crawling passage at **180°**. Pass all these to another junction ahead:
 - a) Directly ahead is a dead end
 - b) Behind to the left is a rift (**185°**) which connects back to Squirrel Rifts network.
 - c) Ahead to the right (**355°**) is a climb down (the way on)
 12. Climb down the first section to the passage below (this connects to the holes mentioned in point 11) then continue down the second part of the rift. Now enter the final section, a **tight** sideways crawl for 10m to emerge in big passage (looped rope seen hanging down from a jammed boulder). This is Haggis Basher.



Snowball Junction to War of The Worlds (WOW)

1. From Snowball Junction go downslope bearing **150°** in walking sized passage. Pass several side passages to a choke. Bypass the choke by going right for a few metres then **up left into a slot**. The other side of the choke (**08°**) is again walking sized with many crystal formations.
2. Now in Black Run, in a chamber with a circle of tape in the centre, the way on is on the right (**120°**) into an area of orange coloured mud. Bearing left, negotiate another choke.
3. Next, keep left in the small taped chamber, soon bearing **330°**.
4. A wide low chamber is entered (Red Chamber) with gypsum snow on the floor:
 - a) At the end of the chamber right (**160°**) leads into Lost in Space
 - b) At the end of the chamber left (**330°**) is the **way on** (slot down o follow tapes)
5. Another small chamber is reached:
 - a) Right (**180°**) leads up to the right and links to Lost in Space
 - b) Left (**200°**) is the **way on** into a stoop.
6. The main route bears right (**90°**) and up through an area of breakdown and gypsum.
7. Ahead is a flat out crawl in 20m wide bedding, followed by a section of passage containing rock pendants, pretty dried mud formations and rock cavity inclusions.
8. A few dug out chokes are passed into zigzag stooping passage.
9. A 2m climb down is reached. 20m beyond this:
 - a) **Up and left is the way on** (Intergalactic Overdraught), a stooping passage with many turns.
 - b) Straight is a dead end but does contain the impressive 'Number 7' formation.
10. More crystal adorned walking sized passage soon follows (**130°**, then **160°**) and some small side passages are passed. A small amount of bat guano is visible.
11. Ahead, the passage appears choked. Ahead is into Killer Tomato Passage (400m to a dead end). A route on the right is blind.
12. Just back from the choke take the left turn (**90°**) into a route displaying sandy beds of limestone where roof and walls have an orange tinge.
13. After 20 minutes passage enlarges and the Washing Machine formation is met, soon followed by pretties low on the RH side.
14. Continue past a mineral vein on the left (heading **170°**) in fault orientated passage to a narrowing which leads up into enormous chamber The Reactor.



War of The Worlds (WOW)

WOW has some of the largest cave in Ogof Draenen. This description is from the entry point in The Reactor.

1. The Reactor is a huge breakdown chamber. At the far side (south) is an alcove (blind). On the west side the long flat fault orientated wall is adorned with a number of magnesium stained calcite deposits. On the other side of this fault/choke is Dollimore Series.
2. Left at the entry point leads into a recessed area where a climb down on boulders leads into large passage (335°) where a stream is occasionally encountered. About 100m from the base of the choke is a camp.
3. Ahead, the way is much smaller in a fault orientated rift. Just before the passage turns right is a hole with a short section of passage leading back to a balcony above the camp. It is taped and contains some nice helictites.
4. After the passage turns right, a climb up and over a big boulder leads to a climb up boulder debris (360°) to emerge at a junction:
 - a) Right (120°) is War of the Worlds South
 - b) Left (335°) is War of the Worlds North

WOW North to Sendero Luminoso

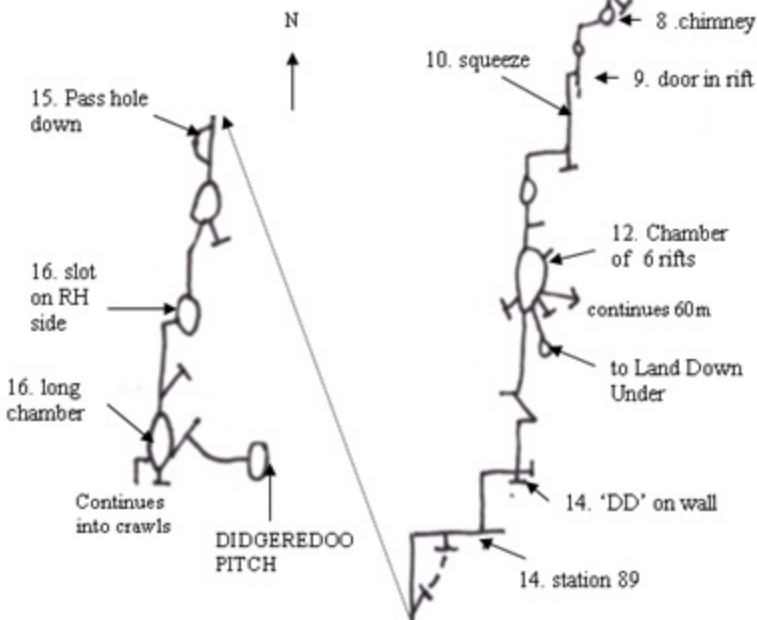
1. In WOW North (335°) the passage narrows a little for 50m then opens out large again. A small stream flows in the trench (progress is upstream) and mudbanks spread out wide on both sides.
2. Easy going past an inlet (70°) eventually becomes more blocky and the passage does a U-turn to approximately 110°. Follow the route to a choke (15 minutes in total from camp). A stream sometimes flows on this route.
3. At the choke, on the RH side, is a short climb up into the passage (140°) to Sendero Luminoso, a fine, delicate, massed helictite formation. The route begins as stooping and also contains several other formations. Past the pretties the passage ends at a dry mud choke (155°) after a few hundred metres. Along the passage a stream can be heard running underneath the floor.

WOW South

1. In WOW South (120°) a junction is quickly reached:
 - a) Ahead is huge, boulder floored passage that can be followed for 500m where it reduces in size then chokes.
 - b) Left at the junction and up a slope to enter Golden Handshake, a fault orientated rift passage which quickly chokes.



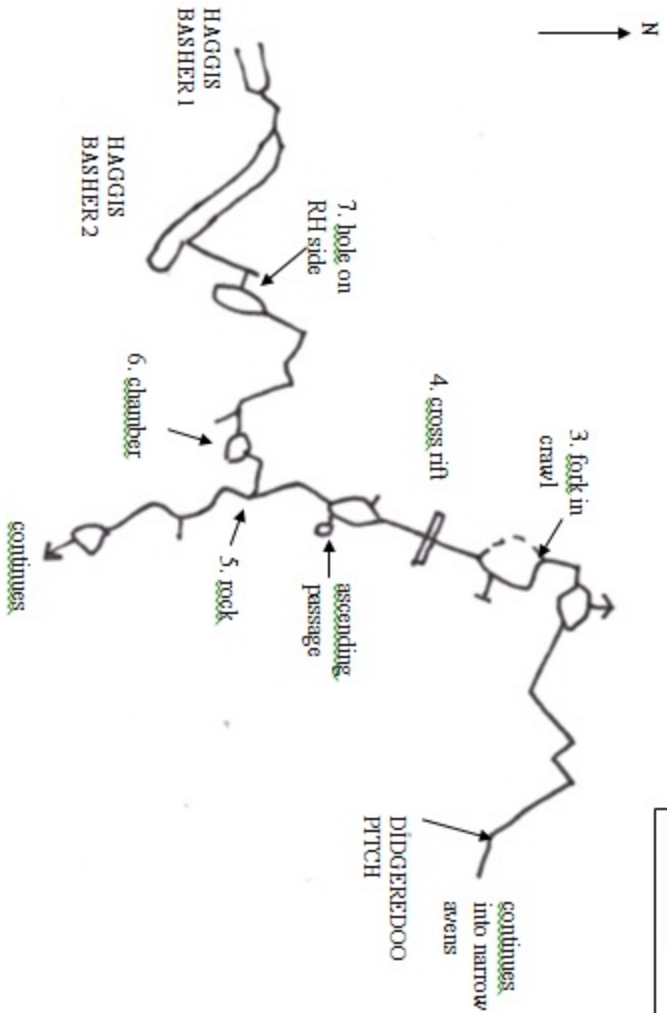
THE KITCHEN



Elliptic Passage to Didgeredoo Pitch (Part of Wyvern Extensions)

1. At the second right hand bend in Elliptic Passage take the hole down on the left.
2. Sticky H&K crawl to a climb down. All routes are blind except straight ahead; a stoop followed by a flat out dry mud crawl and dug out U-tube
3. Cross over a small hole; soon is a crossroads.
 - a) **Ahead** is a boulder choke/chamber and connection to Drws Cefn
 - b) **Right (180°)** is soon blind
 - c) **Left (300°)** leads to Wyvern Hall
4. Go left (**300°**) for a few minutes to arrive in a big chamber
 - a) **right** leads to a choke
 - b) **left** leads quickly to a slot down and the taped Wyvern Hall. Stay left with tapes.
5. At a large block peeled from the wall go ahead to continue south.
6. Now taller (small stream); stay left (**120°**) to arrive in a chamber (The Kitchen).
7. Take the first right (190°) into a HK section followed by low U-tube squeeze.
8. After 20 metres go right (an orangetape is in-situ) which leads up into a 4m chimney climb. Continue up then immediate left turn (south) into a rift.
This is the start of a complex area of connected rifts
9. Go ahead over a hole. There are now two parallel rifts: take the left rift for 5m then through a 'door' into the right rift.
10. Into a sideways squeeze (feet first) and down under a second rock; in 4 metres go left in rift (not ahead in deeper rift). Take next immediate left (**80° - upslope**).
11. In small chamber go straight (**110°** - not obvious) to some tapes. Pass a rift on the LH side to emerge in a larger chamber with 6 side rifts.
12. Go to the far end. The 4 passages next to each other at the far end:
 - a) First left is blind.
 - b) Second left is a 7m handline down into 'Land Down Under'. Fourth rift is blind.
 - c) Third rift (south) is the way on into a section of walking boulder floor route. Next junction left, keep left, soon a clamber over a boulder and downslope rift.
13. Into sideways rift section then go right, over a hole, immediate left upslope.
14. Next junction go right (DD on wall), next junction left, pass side rifts to arrive at a T junction (station 89), go right. Pass a tape on LH side; take next left upslope (thutch) to pass another taped passage on your left.
15. Go straight, pass an obvious hole on RH side to arrive in a chamber. Two rifts ahead, take RH rift and traverse the hole. Pass side rifts to arrive in small chamber.
16. Slot on RH side into a stoop then H&K mud floor to a junction in bigger cave. Keep right, into a stoop which opens out in a long chamber
 - a) ahead is a calcite floor to a dead end
 - b) right is into crawls to a grotto
 - c) LH side has a cutback passage. Go in a few metres then take an immediate right (**60°**) into a chert ledge passage to The Didgeredoo (20m pitch, fixed handline)

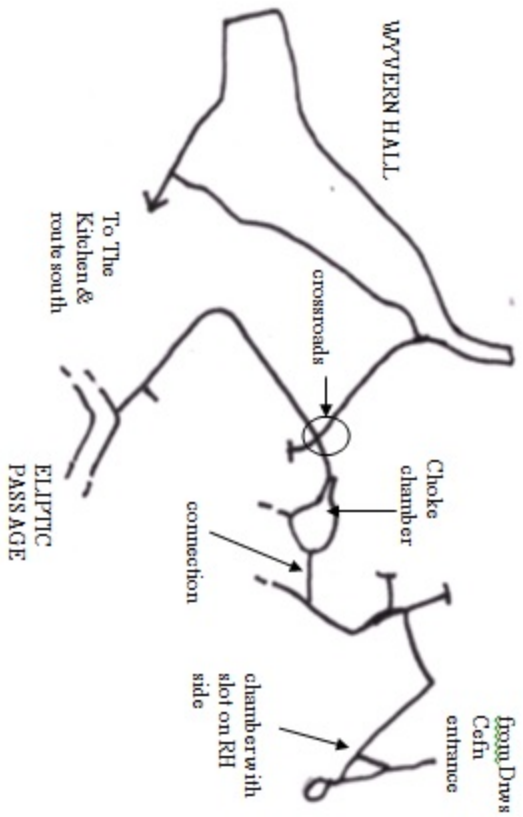
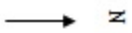
BCRA grade 2
Dave Barrell



Didgeredoo Pitch to Haggis Basher (Part of Wyvern Extensions)

From the top of the Didgeredoo Pitch:

1. Use the fixed handline to help descend the 20m pitch. It is split into two sections separate by a short climb. The rope is continuous. No extra gear is required for the descent but jammers are required for ascent.
2. At the bottom is Interesting Times:
 - a) South leads to a barite vein, several narrowing avens and an eventual dead end chamber
 - b) North (340°) is the **way on** in sandy floored passage. The passage turns a few times then lowers into sandy crawls
3. At a fork in the crawls go left (right fork is an oxbow), pass a side passage on the LH side and into flat out crawling.
4. The crawl passes under a short cross rift into a wide 1m high chamber (tapes):
 - a) at the far end on LH side is an ascending passage
 - b) at the far end, ahead is the **way on (200°)**
5. H&K going (170°) leads to a rock jutting out across the passage
 - a) ahead over the rock leads into a complex area of passages and digs
 - b) right just before the rock is the **way on**
6. A crawl bears left into a chamber with tapes. Go right (270°) into a blocky floored H&K route containing some delicate calcited mud formations (taped). The going becomes sandy floored in a horizontal tube with a dogleg (300°)
7. Opening out a little, the passage quickly reduces again to a crawl to some tapes. Look out for a hole on the RH side.
8. Enter the hole head first and bear left. It becomes flat out for a few metres before breaking out into big passage, Haggis Basher 2:
 - a) Left is a choke
 - b) Right in big passage with formations leads to another choke.
9. Go ahead into the choke and find your way through to emerge in Haggis Basher 1
10. Ahead for 5 minutes (past formations) leads to the exit from Squirrel Rifts on the round trip (knotted rope hanging down from a boulder).



Drws Cefn to Eliptic Passage (Part of Wyvern Extensions)

Park at or near Keepers Pond. There is a wooden bridge at a turn on the old tram road; a small river valley starts here. Follow the valley down for about 200m. The entrance to Drws Cefn is on the LH side in a rock face next to a large tree. It takes 15 minutes to arrive at point 3 in Wyvern Series.

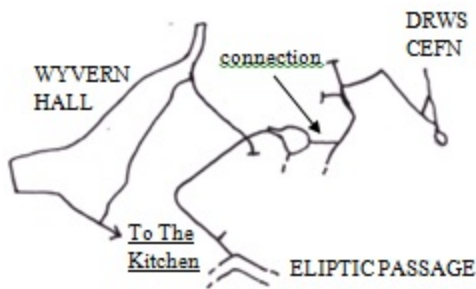
1. Scaffold shaft down to a 10m long constricted dug passage which pops out into a small boulder chamber
2. Go ahead for 5m and take the slot on the RH side behind boulders into a section of walking passage which quickly lowers to a second flat out crawl
3. In the crawl keep left (150°) past some side passages which leads into the edge of the choke. The low route skirts the choke for a while then bears tight to tapes. At the tapes a slot up on the RH side is the connection into Wyvern Extensions
4. Up into the choke chamber then down to tapes and a crossroads
 - a) Left (180°) is soon blind
 - b) Right (300°) leads to Wyvern Hall
 - c) Ahead (240°) is the way on to Eliptic Passage
5. Go ahead into a flat out dry mud crawl and through a dug out U-tube. There is a noticeable LH turn halfway along the crawl
6. Once out of the crawl into a short section of walking sized passage, a hole down is seen on the left (do not take this route). Ahead at head height is a clamber up into an 8m long HK muddy passage to emerge in Eliptic Passage.

To Wyvern Hall and Routes South

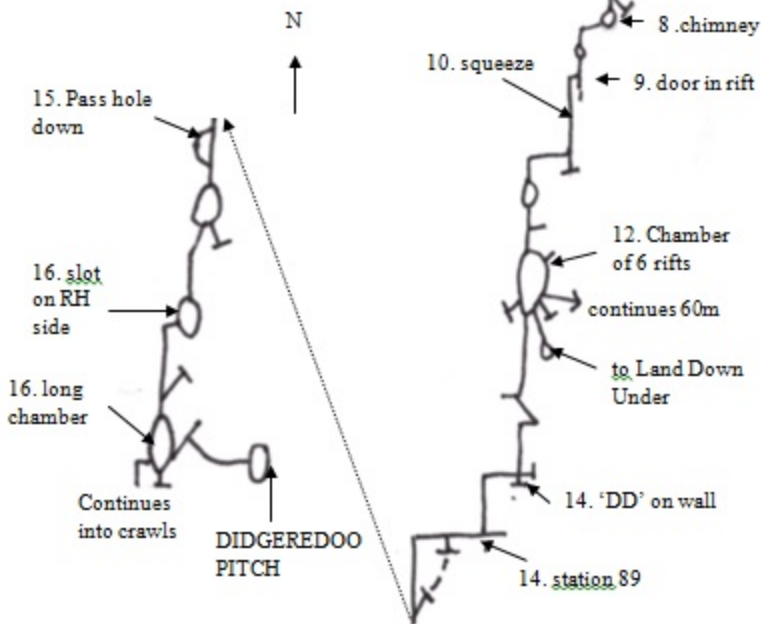
From point 4b) above:

1. Emerge in big block passage:
 - a) right is soon choked
 - b) left leads quickly to a hole down and the taped Wyvern Hall. Stay left with the tapes
2. At a large block peeled from the wall go right to see the Wyvern Hall choke (some formations and impressive dried mud formations) or left to continue south.

The Wyvern Hall choke is the base of the choke in Fault Rifts. There is no physical connection.

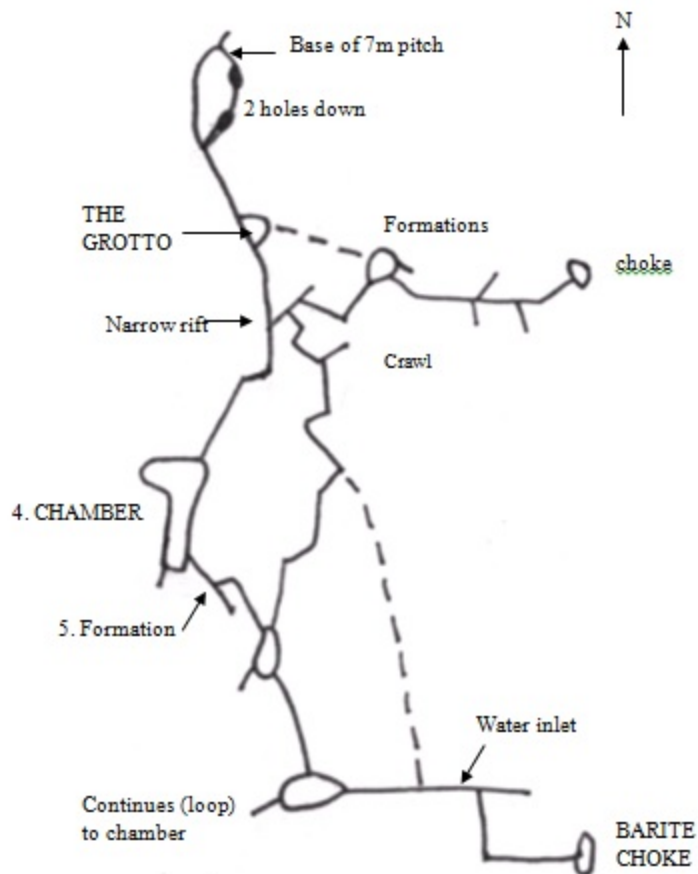


THE KITCHEN



Drws Cefn to Didgeredoo Pitch (Part of Wyvern Extensions)

1. Scaffold shaft down to a 10m flat out dug passage into a boulder floored chamber
2. Go ahead for 5m and take the slot on the RH side behind boulders into a section of walking passage which quickly lowers to a second flat out crawl
3. Keep left (150°) past some side passages then a RH bend to tapes. At tapes a slot up on the RH side is the connection into Wyvern Series
4. Up into the choke then down to tapes and a 3 way junction
 - a) Left (180°) is soon blind
 - b) Right (300°) leads to Wyvern Hall
 - c) Ahead (240°) is the way on to Eiptic Passage
4. Go right (300°) for a few minutes to arrive in big chamber.
 - a) right leads to a choke
 - b) left leads quickly to a slot down and the taped Wyvern Hall. Stay left with tapes.
5. At a large block peeled from the wall go ahead to continue south.
6. Now taller (small stream); stay left (120°) to arrive in a chamber (The Kitchen).
7. Take the first right (190°) into a HK section followed by low U-tube squeeze.
8. After 20 metres go right (an orangetape is in-situ) which leads up into a 4m chimney climb. Continue up then immediate left turn (south) into a rift.
This is the start of a complex area of connected rifts
9. Go ahead over a hole. There are now two parallel rifts: take the left rift for 5m then through a 'door' into the right rift.
10. Into a sideways squeeze (feet first) and down under a second rock; in 4 metres go left in rift (not ahead in deeper rift). Take next immediate left (80° - **upslope**).
11. In small chamber go straight (110° - not obvious) to some tapes. Pass a rift on the LH side to emerge in a larger chamber with 6 side rifts.
12. Go to the far end. The 4 passages next to each other at the far end:
 - a) First left is blind.
 - b) Second left is a 7m handline down into 'Land Down Under'. Fourth rift is blind.
 - c) Third rift (south) is **the way on** into a section of walking boulder floor route. Next junction left, keep left, soon a clamber over a boulder and downslope rift.
13. Into sideways rift section, then go right, over a hole, immediate left upslope.
14. Next junction go right (DD on wall), next junction left, pass side rifts to arrive at a T junction (station 89), go right. Pass a tape on LH side; take next left upslope (thrutch) to pass another taped passage on your left.
15. Go straight; pass an obvious hole on RH side to arrive in a chamber. Two rifts ahead, take RH rift and traverse the hole. Pass side rifts to arrive in small chamber.
16. Slot on RH side into a stoop then H&K mud floor to a junction in bigger cave. Keep right, into a stoop which opens out in a long chamber
 - a) ahead is a calcite floor to a dead end
 - b) right is into crawls to a grotto
 - c) LH side has a cutback passage which leads to an immediate right (60°) into a chert ledge passage to The Didgeredoo (20m pitch, fixed handline)



BCRA grade 2
Dave Barrett

Land Down Under

Land Down Under is a small enclosed area of interconnected passages, crawls, loops and some impressive formations. Please take care in the vicinity of the formations.

1. From the Wyvern Extensions a 7m climb down is aided by a fixed handline.
2. From the pitch base go downhill (past the two holes down) and under a block into walking passage (150°) passing a column. Short H&K crawl to a grotto on LH side.
Ahead is a passage that leads to a number of loops.
3. Ahead, in 10m go left into a narrow rift for a few metres to meet two turns next to each other on your RH side. Take the second turn then left into a chamber:
 - a) left is the back of the grotto (taped)
 - b) right is walking stal passage to a blind choke
 - c) at the far end a too tight rift contains some good straw formations
4. On return back through the narrow rift, left leads to a larger chamber with formations
5. On the LH side of the larger chamber is a passage which soon forks. There is an impressive formation at this fork.
6. Edging gently past the formation into the LH fork leads to a junction:
 - a) left is a loop back to the narrow rift with a flat out crawl on route. In the crawl on the RH side another good formation is visible. Please note there is no continuation beyond this formation.
 - b) ahead (150°) leads quickly to a taped chamber. On the LH side a small stream is seen in the floor
7. In the taped chamber:
 - a) A low passage leads off to the right (200°) lowering to a crawl.
 - b) A rift on the LH side (10°) contains the stream and a sticky mud floor. The passage opens out ahead where another rift enters from the LH side (the dashed line on the map).
8. The stream source is an intermittent water inlet on the LH side. This part of the cave is larger; following the route right then left quickly leads to the blind Barite Choke.