

Xifu is a NICE CAVE. The 1st Sreamway is a little like a wind sand ch. of the 21st Stroom.
It is easy to go a long way. Out on 7:30 pm, Time underground! Star.

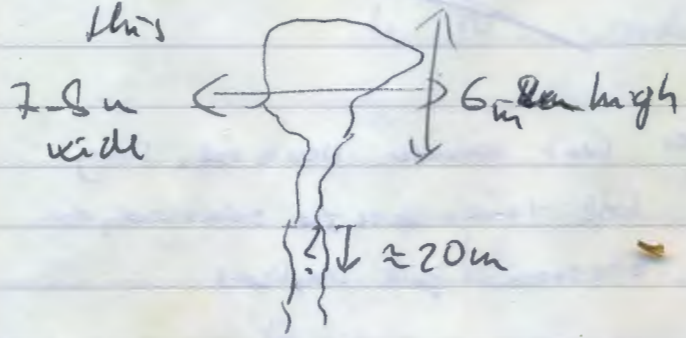
P.S. On the way out Moko + Kittiya found what looks like a fresh lead (!),
Climb up at the 10m of Bluewater. It is a sandy floor passage.

Out to
31/7/93

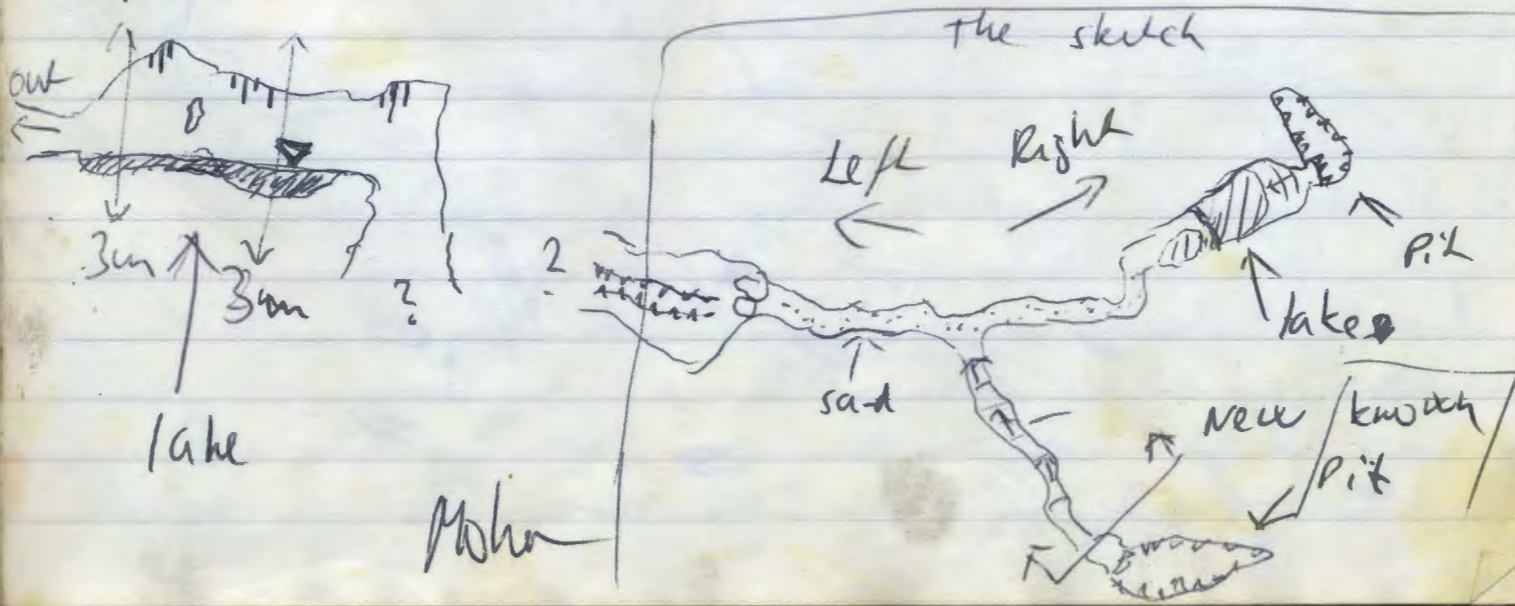
William

P.S. P.S. About the new parts I marked in the previous pages in the sketch where you goer it.

It is begin with a short climb which is a little bit exposed. After it a 2m wide leads down through 20 meters. At the bottom this floorstone is. It wasn't broke before us. This passage leads to a junction. The left side is a 2m wide 2m high fossil passage, in the bottom sand, it leads to a enormous fossil meadow like this which is goes away but without rope we couldn't go.



The right side went after 20m a little lake which was ≈ 0.5 m deep, and after it was a pit which is minimum 10m



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31/7/93 Saturday

Steve arrives at ~ 7pm from Top Camp, bearing the news that F43 chokes, but there are plenty more holes in the ground.

A nice walk down in the mist. In fact it's very pleasant to do the walk up to Top Camp again - nice to know I remember the way & all the landmarks after [FILL IN BLANK WITH LARGE NUMBERS] years.

Steve



Can't remember. Need to take a Survey book + make a sketch. The contours leading down to the stream are quite complicated.
W.

1/8/93

Happy Birthday Phil Sargent!

Saw Steve R to Top Camp, with another funk & lots of gear. We will need:

\$ Something to make water taste nice (Zunix, orange squash etc)

Fresh veg & fruit

A bolting hammer. - could be

Paint! & brush

ught to be longer?

LETS BASH THOSE SHAFTS!

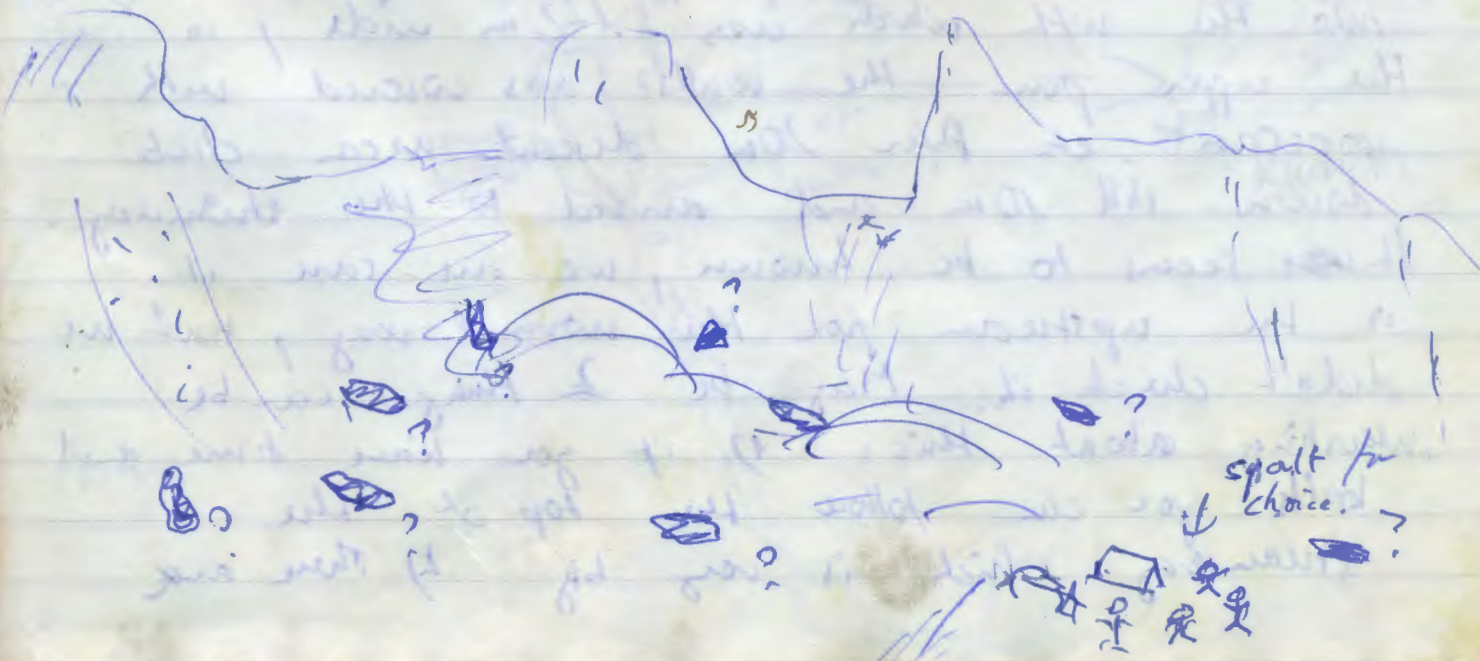
(sic)

In the words of the immortal Andy Ritey

"Why are people putting about down here when there's lots of big downy holes that no-one has seen down at Top Camp"

? I agree - Richard

- WATCH THIS SPACE FOR FURTHER REPORTS!



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31/7/Sat.

Steve, Chris, Piro and me went down to 20/M. ^{and} after to 8/M to do some digging in the very Big chamber. On the way there Piro carefully explained to Steve how to do everything. We found a new boulder choke where climbed first. Steve got stuck. [?? - Steve] In V. B. Chamber Chris found a nice rock ^(just like a baby's foot) - which had to be taken out fast - but she lost the way and nearly had to have a mesh.

I couldn't have got come out without Piro's help as was climbing up as a monkey with 1 foot and with to right hand after getting freed in 8/M few days ago.
Andi

1/8/93 Xiter - Kutza, Moka

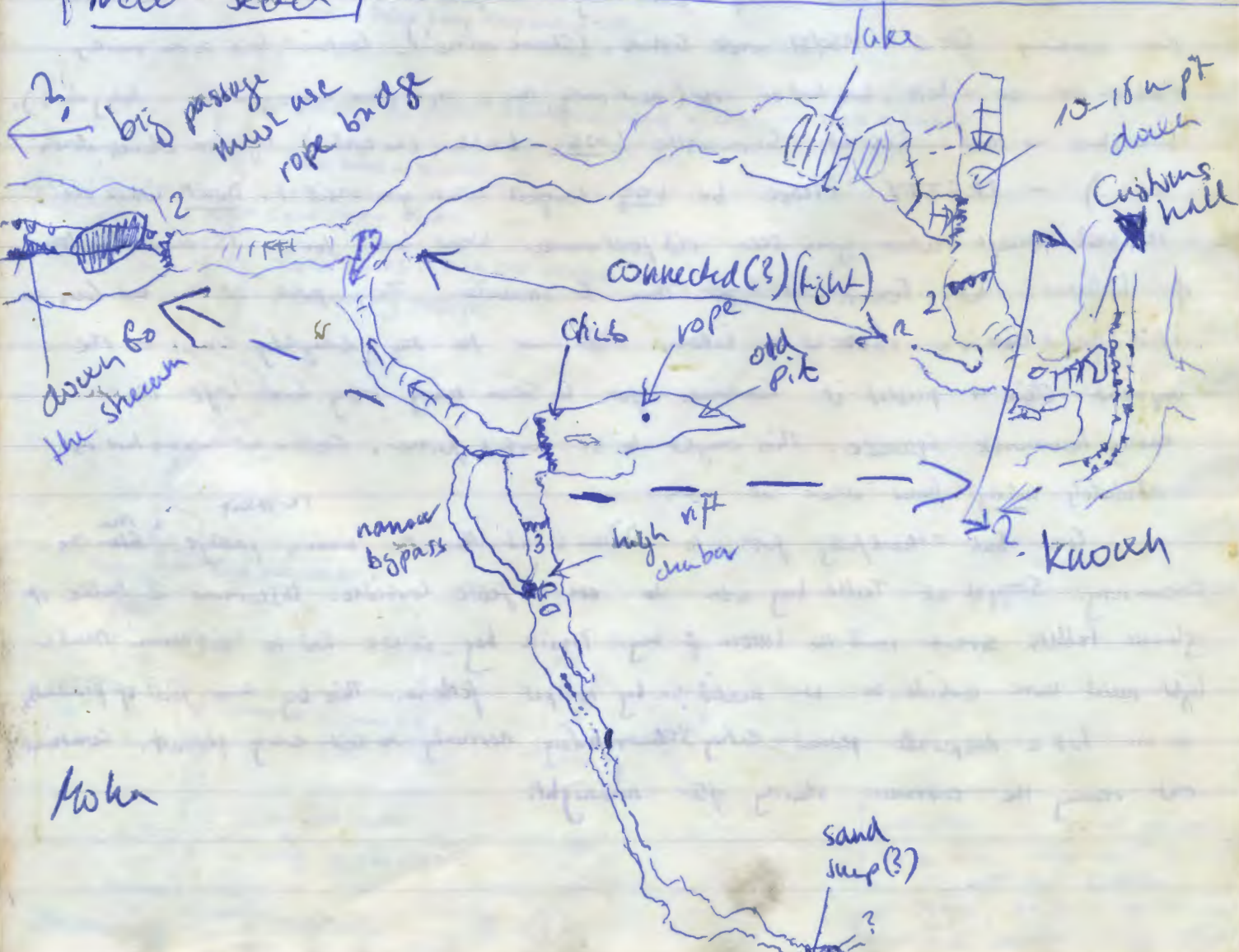
We arrived in short time to the entrance the new series. After the climb up we decided on to push. First we went to the "left" side passage where was found the big passage with the deep rift. We descended into the rift which was 1-2m wide, in the upper part the walls was covered with popcorns etc. After 20m descent circa climb down still 10m and arrived to the streamway. It ~~was~~ seems to be known, we are sure it is the upstream for the normal way, but we didn't check it. May be 2 things can be interesting about this: 1) if you have time and bolts you can follow the top of the streamway which is very big 2) there are

a lot of deposits from which you can make same examination about the age of the originally streamway.

At the right side after the little lake we descended about 10-15m in a wide, well decorated rift (lot of flintstone), and from the bottom we connected near to the Customs hall. We thought on all finding is the top of the streamway.

At the entrance of new part from the old pit leads a short narrow passage too, which is ~ 40m long, at the end a sand sump, and a chocked passage to down. This rift is high, maybe at the top you can go away, we didn't try.

New sketch



1 Aug 93

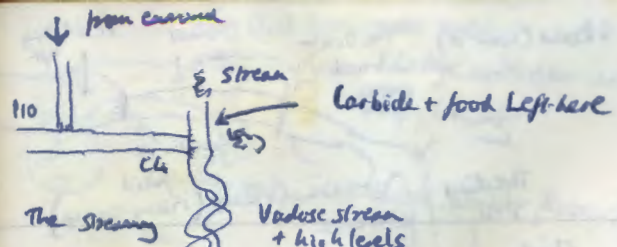
Xitu Revisited (To Gap, Snowcastle, William's Bit)

Paul, William

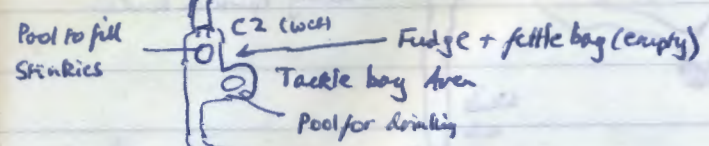
Staked Ca 1230pm, reached Streamway pitch quickly, which we rigged with a ladder + a (too short) line of 2 x 1981 bolts (both OK). Continued to Teresa Series. Rigged short rope on climb up room (rigged off stal boss) + continued to The Chair where we rigged half off the tail end of the 90m rope used on the Bluewater pitches. ~~Got~~ off 2 naturals. Continued to Scorio where there are 2 x 1981 Sheppard/Foster bolts in a Y - we used 1 + a good thread on the Rhs. Rope now here we used the other half of the Bla 90m rope tail. Continued to the Gap which we didn't rig, but instead went through the loose crawl to view Gap Chandelier. Couldn't see the ~~commission~~ ^{in the roof} as there is a rock wall - the Gap will have to be rigged to see it. Anyway, there's no hope of getting to it from Xitu. (I think). Time now 5pm - 4 1/2 hrs so far.

Made our way back to Scorio, ~~where~~ passing a 1981 Sandline Coa which we got under a drip. Felled Corbides + left a fettle bag at the foot of Scorio, next to a hole in the floor containing bits of 1980/81 waste Corbide. (Share on us!). Continued back to the overhang where we put in a bolt, but had no rope (best party use a rope, please unless you like a dodgy climb). Went back + took a look at Snowcastle (NB: Ladder (no lifeline) left on climb down there.) - PRETTY. Please be very careful when you visit it. Don't walk over the stal except where you see old footmarks. Went back for a "15 minute" tour of William's bit. Found it longer than I remember. The pitch at the end looks as if it goes + there is a rafter at the bottom. Also went to the draughting crawl + the cupped climb + pushed it. Continues for ca 50m along very loose rift to an easily hammerable squeeze. This ought to be pushed further. Felt a bit nervous here as absolutely no body knew where we were.

Came back thankfully first to William's bit then the main passage, ^{Teresa's} ~~Star~~ the Streamway. Stopped at Talle bag area to eat + fettle Corbides. Discovered 2 tubes of glucose tablets sprawled round the bottom of my Prusik bag, so we had to eat them. Paul's light needed more Corbide, so we needed a bag to put fettle in. This bag was full of peanuts, so we had a desperate peanut-carry session, ^{riding} narrowly to eat every peanut. Continued out reaching the entrance shortly after midnight.



[Paul's Sediment Sample 3] at Captain's Hall (3)



More Vadose stream (cf Crabwalk in Giant's)

P5 Ladder + rope
* Needs 15m rope *

More vadose stream

climb up 1 1/2 m here
Stream continues as trench in floor (Leads to Trench Pitlake Swamp 1)

Cover Piccie Aven (see Proc 4) [Paul's Sediment Sample 2] (2)

Traverse along high levels of vadose passage
Care! Deep Long drop underneath

Build step pit in floor to Enterprise series + alternative route to Swamp 1.

Floor lowers up to meet you

Crawl through Boulders

Teresa Series. Very old passages, mainly phreatic.
Nice walking passage.

Sandy Crawls

Blind Sandy Crawl

climbed up?

Entrance to William's Bit

Journal boulder
climb up rbs of ramp

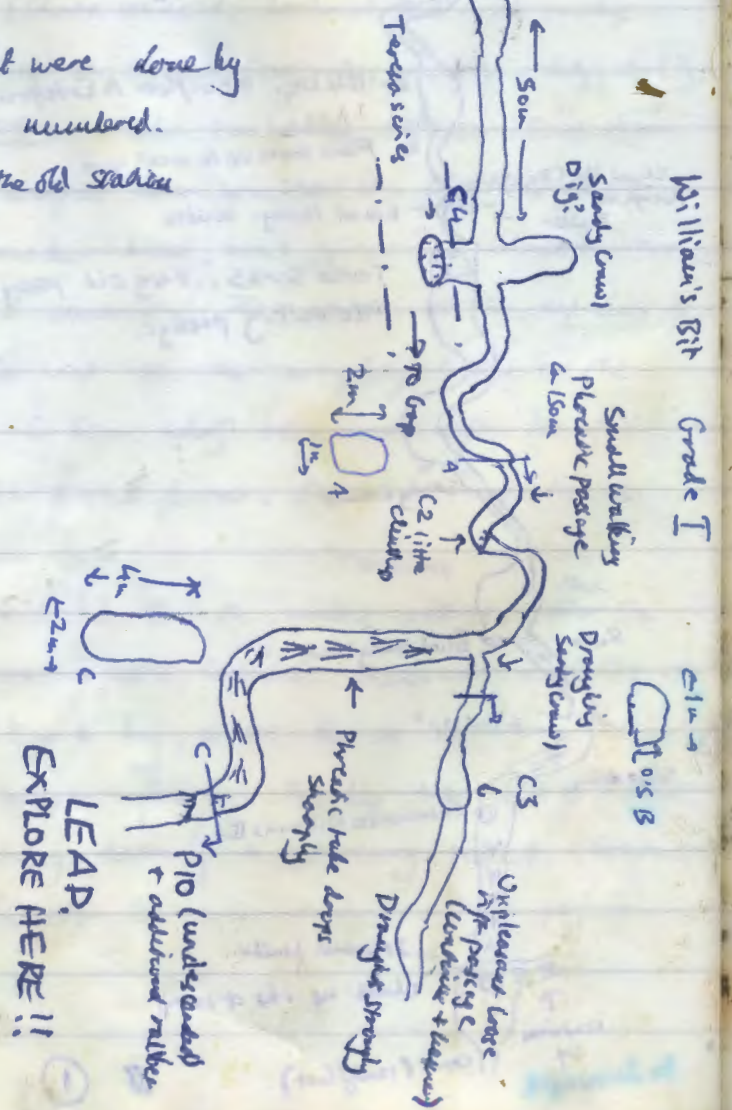
Crawl (sand floor)

(1)

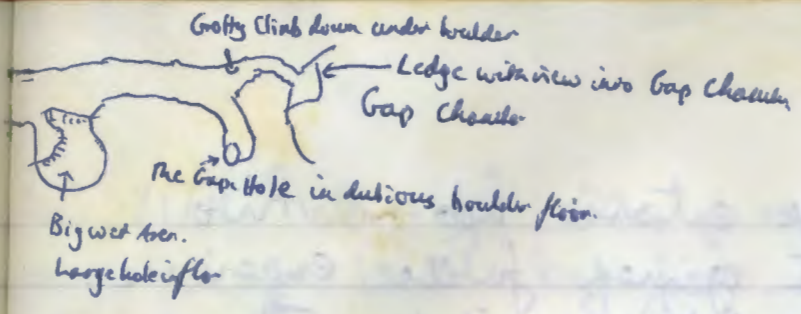
Note - sed. sample numbers reversed when sent off to Spain, ie 3=1, 2=2; - retained sediment retains original nos.



NB. Surrey Stations in William's Bit were done by John Singleton in 1981. They are numbered. Any new surveying should be tied into the old stations



William

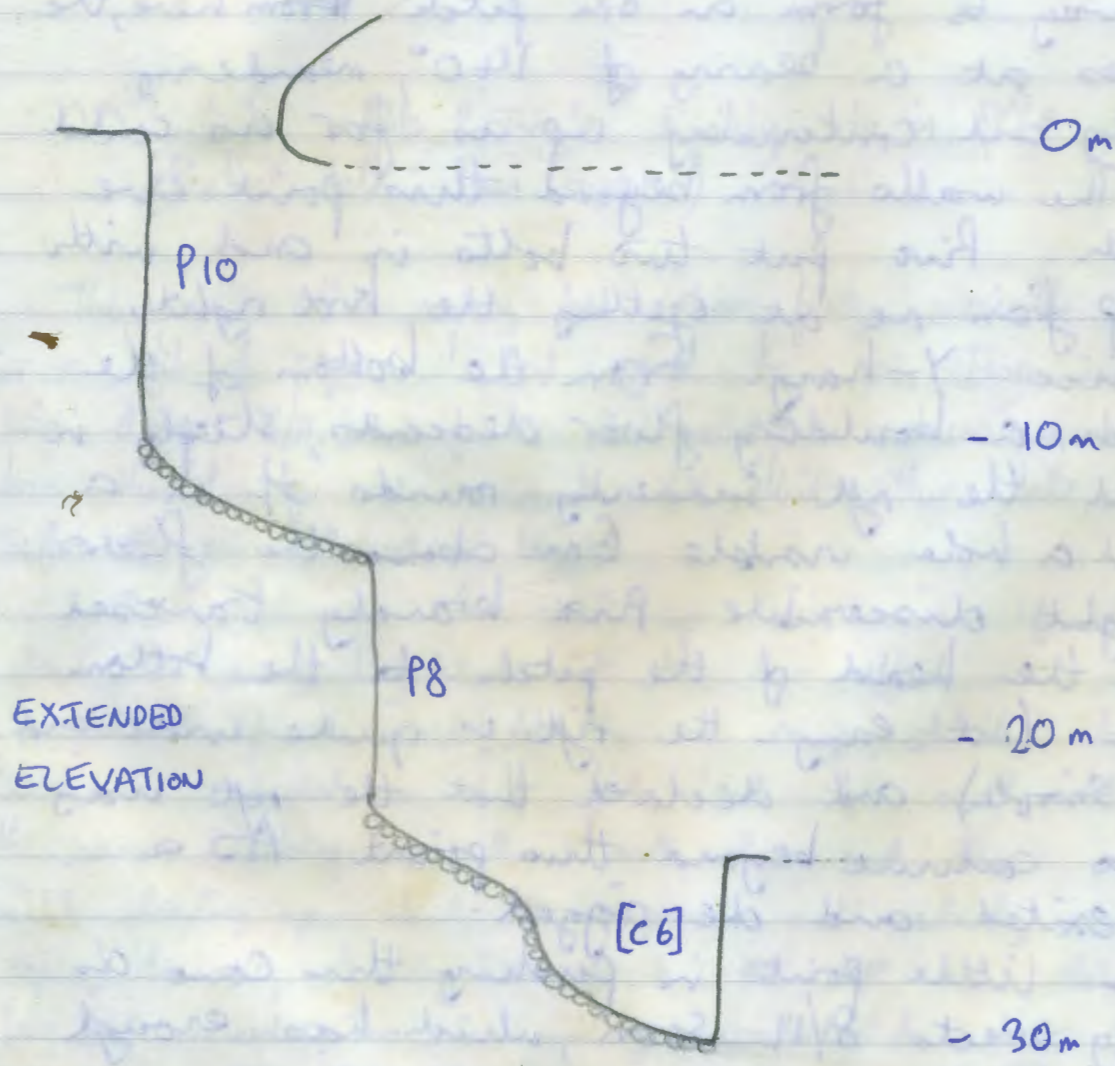


1/8

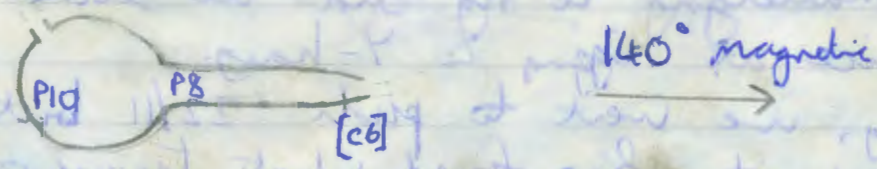
24/11

Rob, Stone, Pivo

Grade 1 survey:



PLAN



After a brisk walk to the entrance, Rob and Rivo waited patiently while I gained further experience at rigging by rigging the entrance pitch. The result is probably best described as interesting, but at least it gave a nice hang. Descending to a bouldery floor, a very narrow rift heads left. This is merely a continuation of the main shaft and soon ends. Descending the boulder slope, the rift drops away to form an 8m pitch. From here, the rift continues at a bearing of 140° , meandering very slightly and continuing up as far as could be seen. The walls from beyond this point are very smooth. Rivo put two bolts in and, with a little help from me at getting the knot right, rigged a nice Y-hang. From the bottom of the second pitch, a bouldery floor descends, steeply in places, until the rift suddenly rounds off in a smooth wall, a hole visible 6m above the floor and a draught discernible. Rivo bravely traversed across from the head of the pitch to the bottom of the hole (not easy - the rift is quite wide and the walls smooth) and declared that the rift was too tight to continue beyond this point. As a result, we exited and de-rigged.

There seems little point in pushing this cave as it probably meets 8/11 soon, which has enough entrances as it is.

Rob commented that this cave would be good for SRT rigging practice. The entrance pitch is somewhat challenging to rig and the second pitch is nice practice at rigging a Y-hang.

Upon emerging, we went to push 22/11 but couldn't find it. Rivo found what turned out to