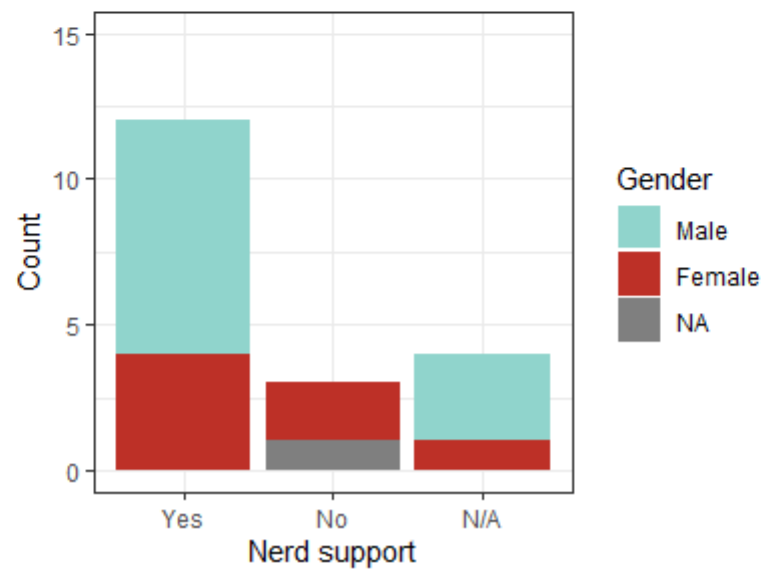
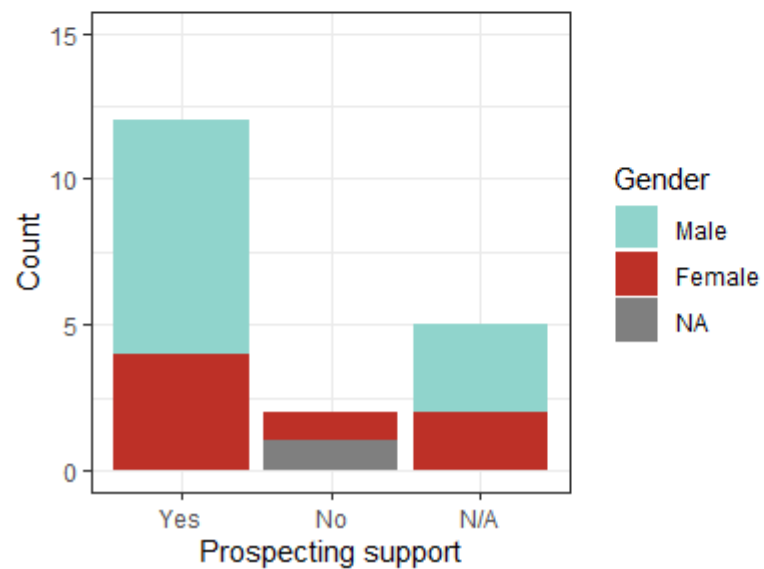
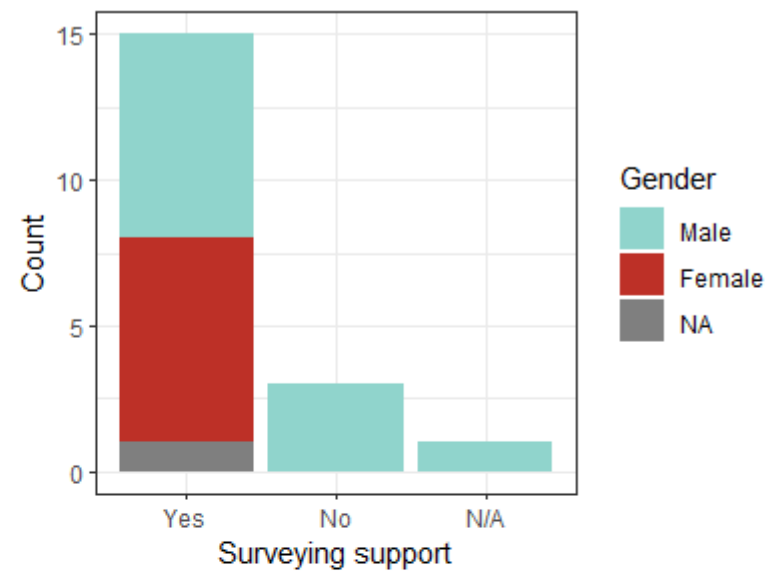
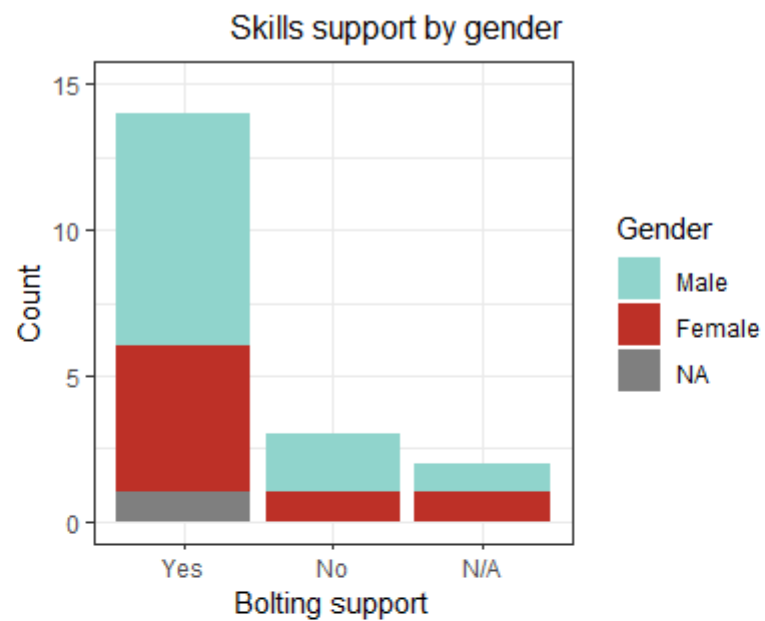
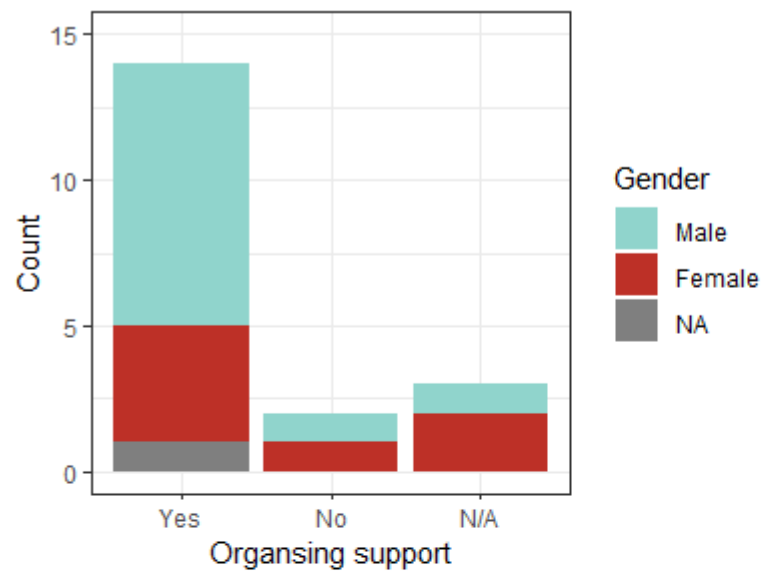


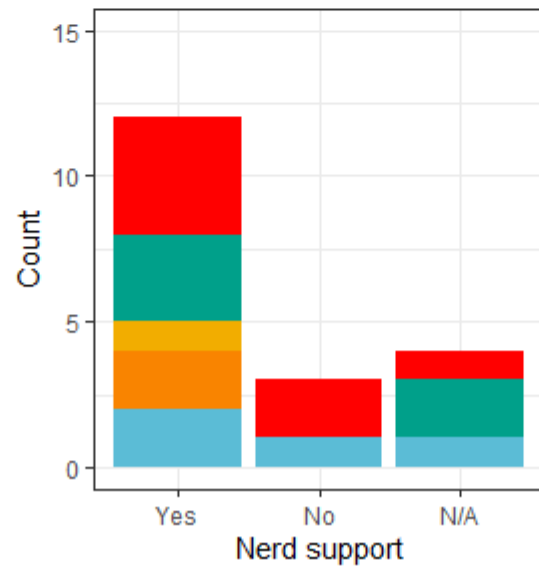
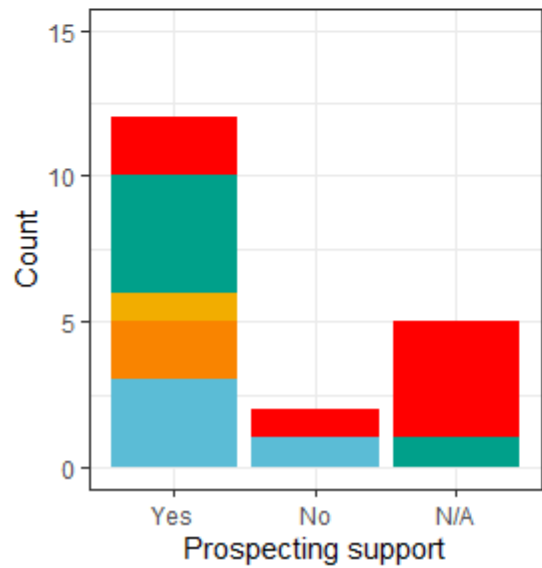
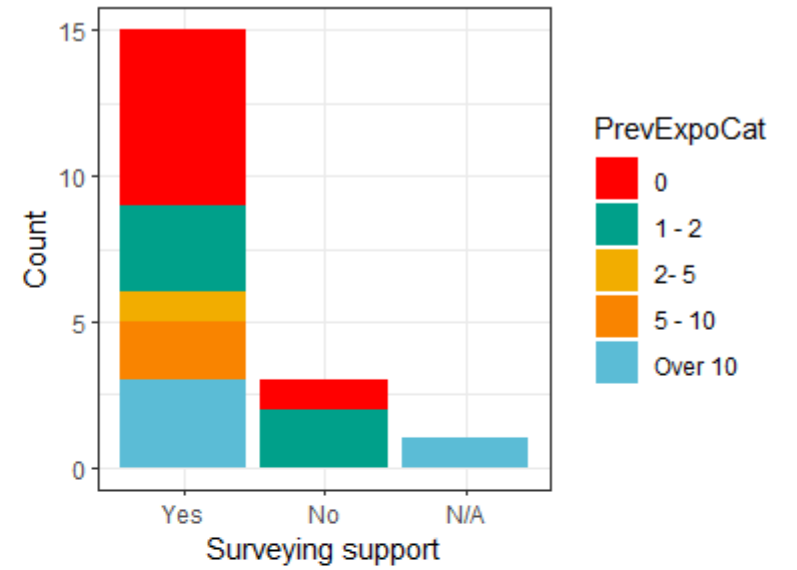
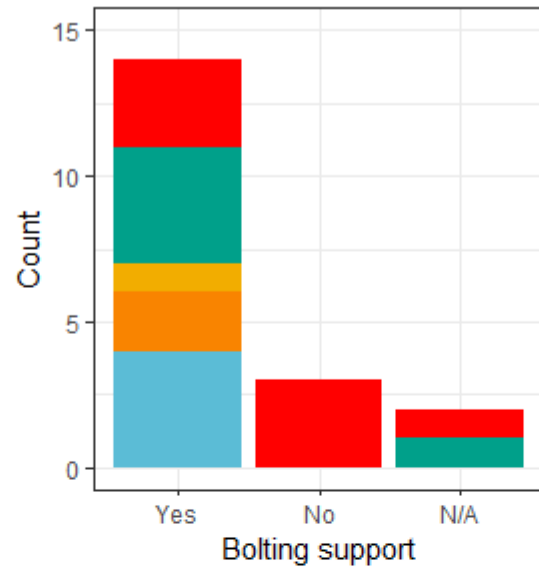
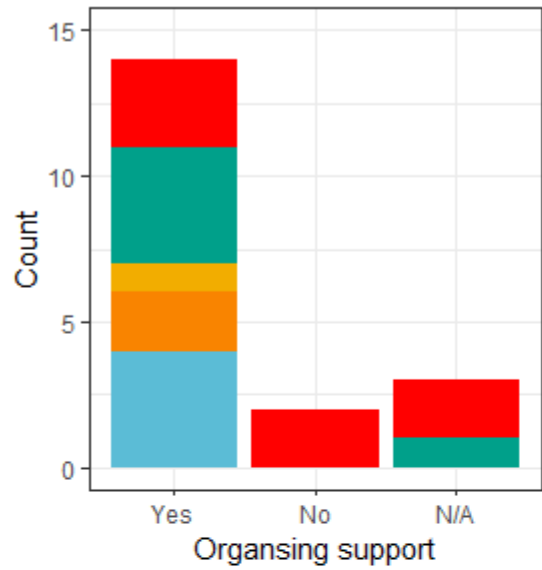
EXPO SURVEY ANALYSIS 2024

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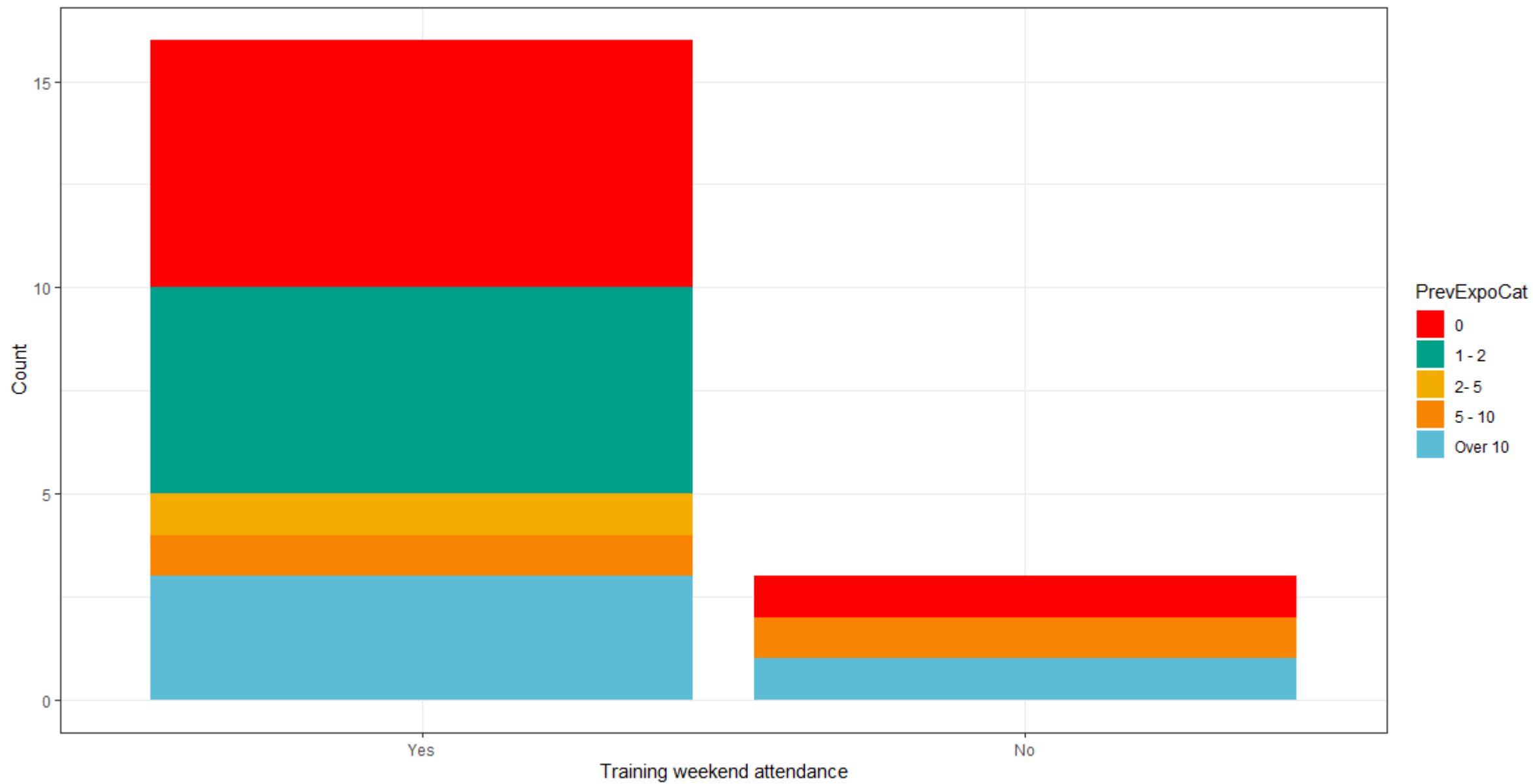
SKILLS |



Skills support by previous expos

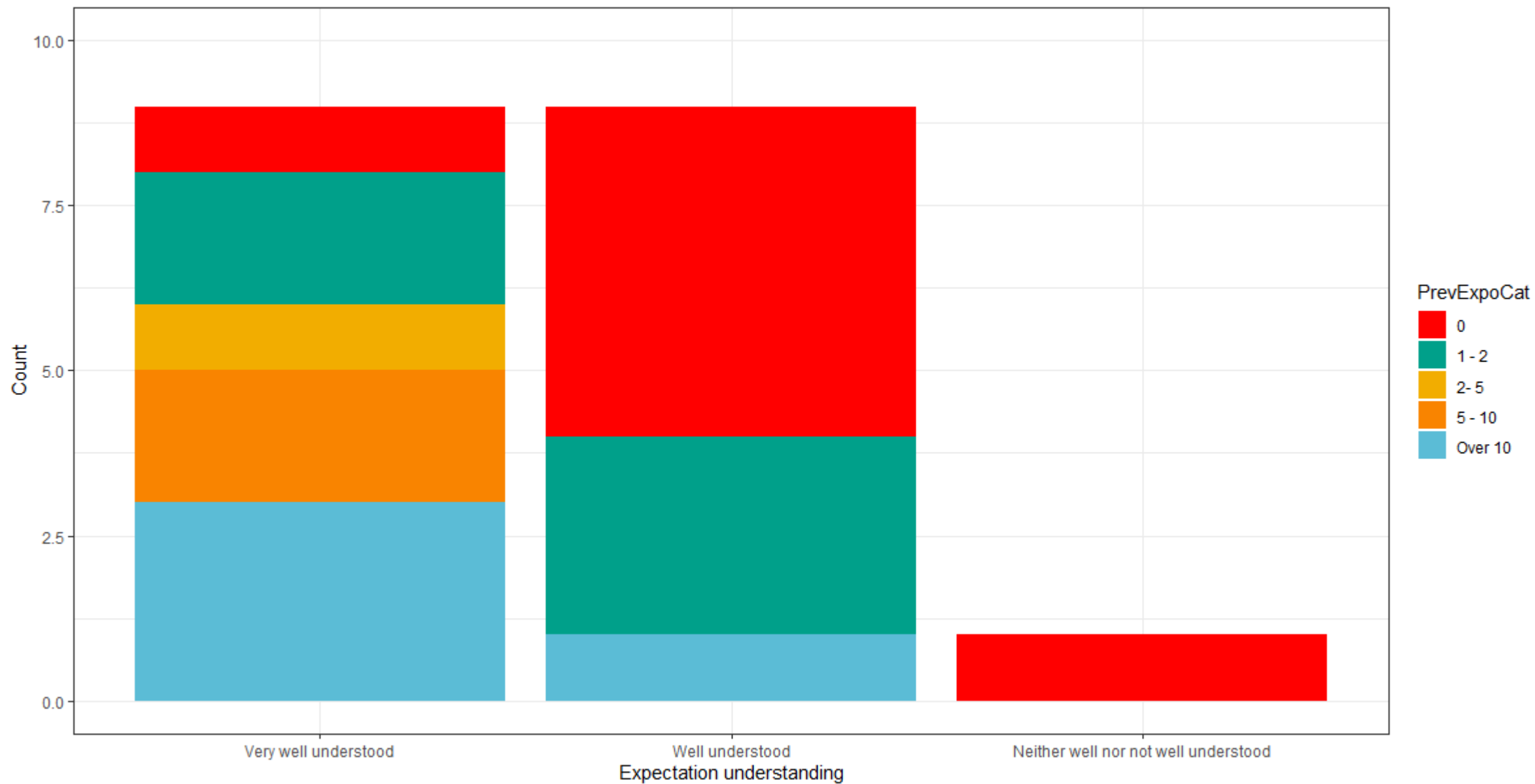


MENTORSHIP AND TRAINING |



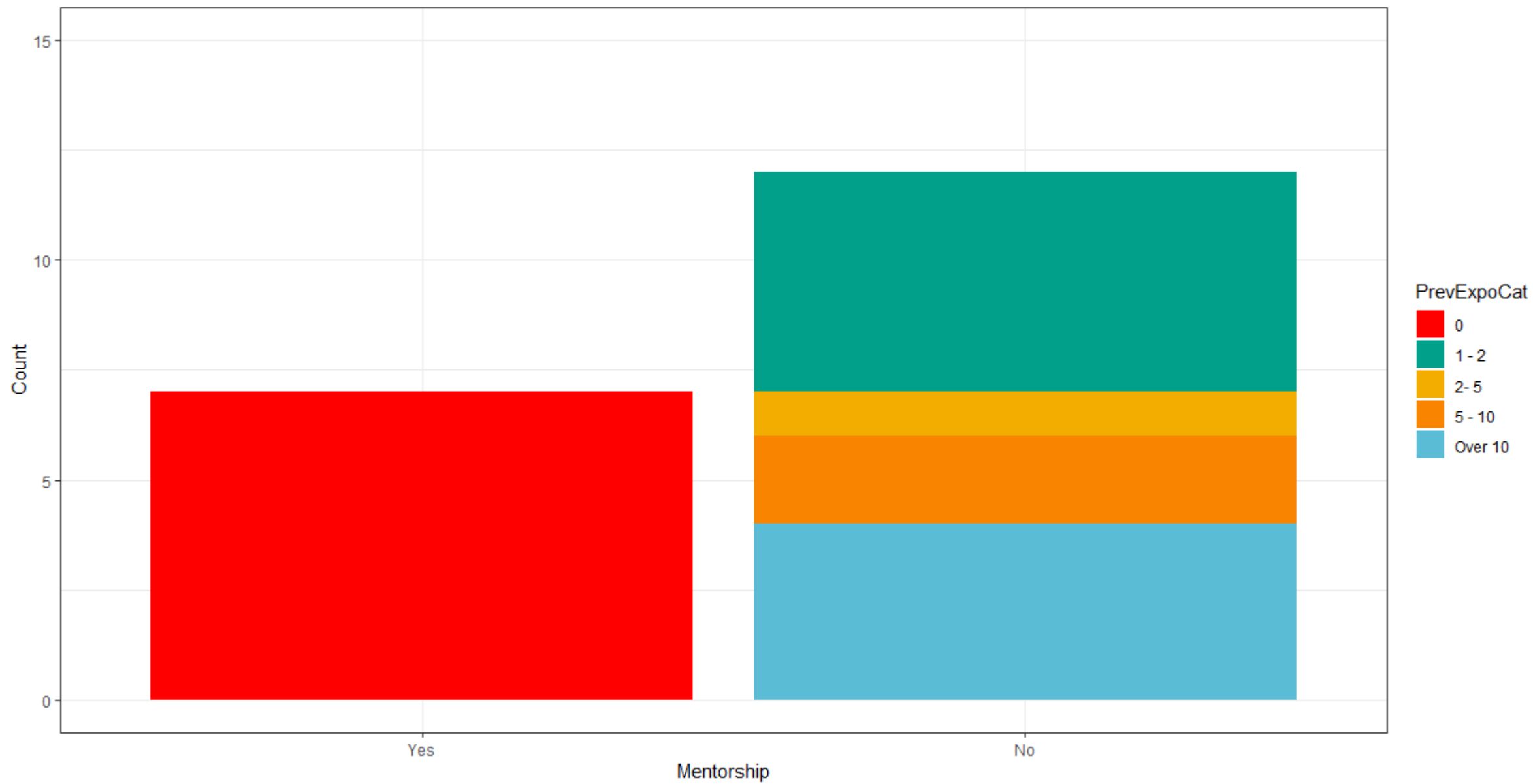
TRAINING NOT COVERED @ TRAINING WEEKEND

- Expectations (useful bag size)
- **Survey device calibration**
- Informal knowledge shares (pitched at individuals level)
- **Rescue (callout) scenarios**
- What non-caving kit to bring
- Data entry



MENTORSHIP

- Around 85% of people with a mentor spoke to their mentor before expedition
- Around 55% of people with a mentor caved with their mentor on expo



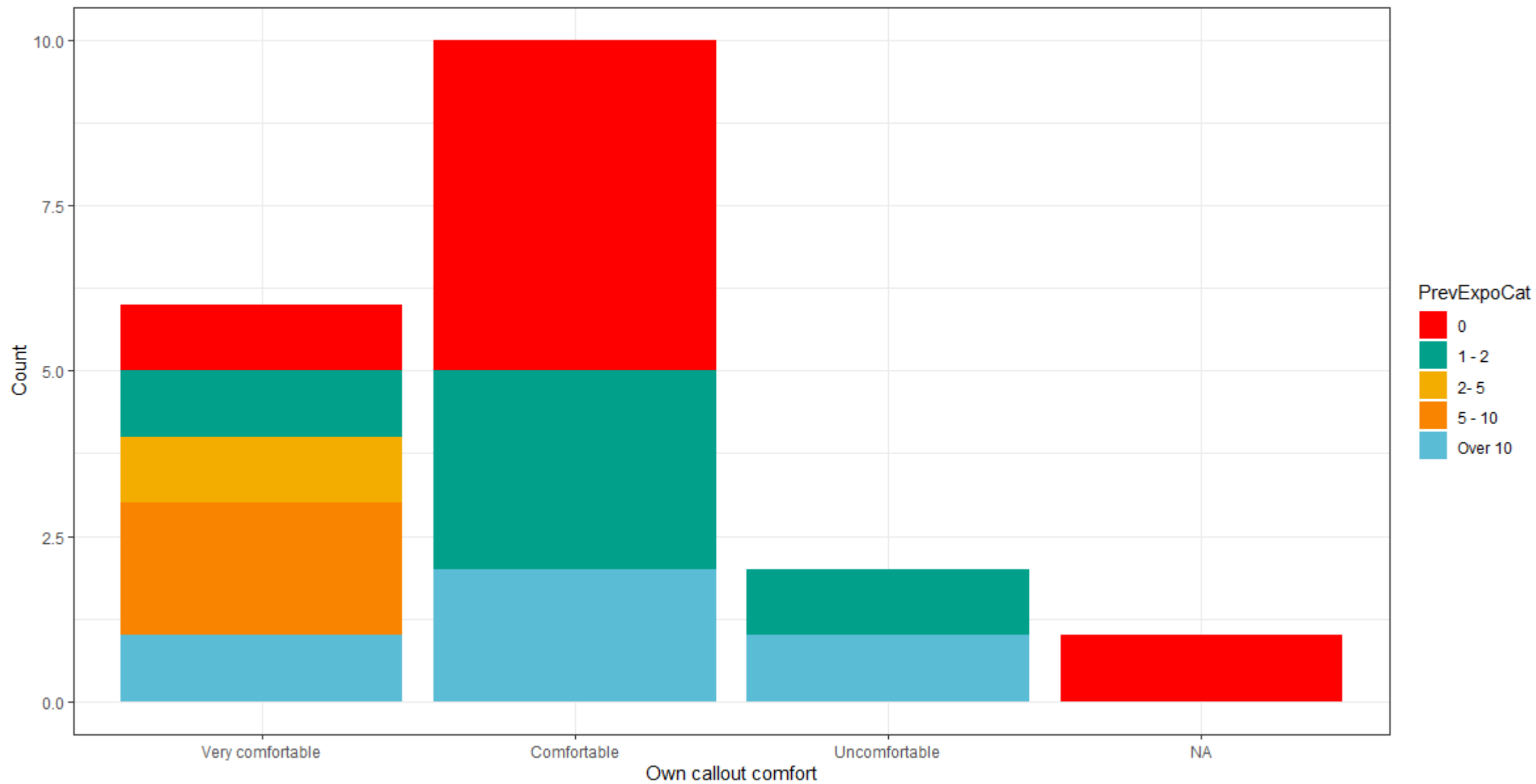
MENTORSHIP IMPROVEMENTS

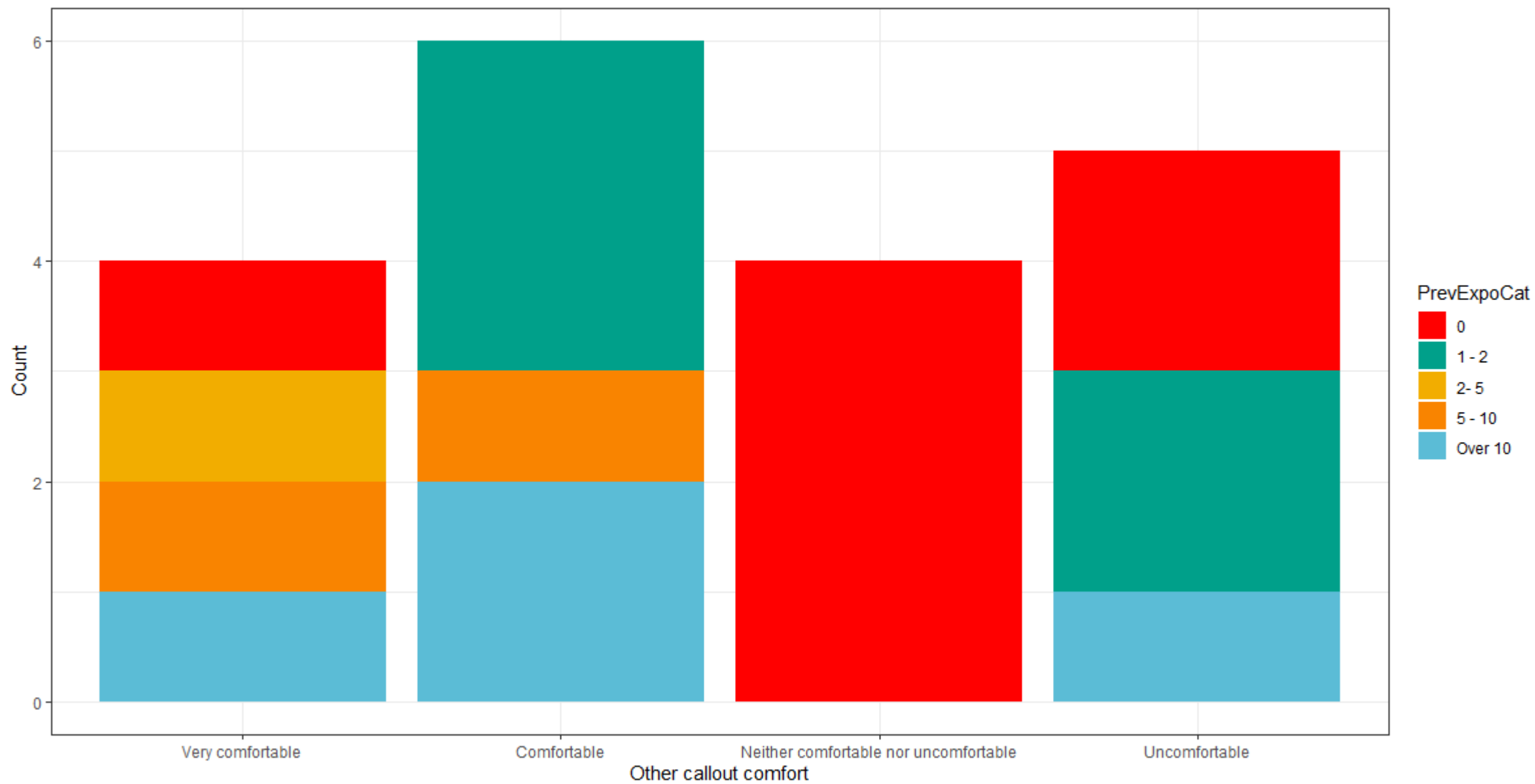
- **Allocate mentors ASAP (e.g. closer to training weekend)**
- **Make sure people know their mentors and are well suited (with aligned skills/ambitions)**
- Mentor needs to be willing to focus on mentee rather than own personal goals
- More active mentoring
- Multiple mentors per mentee
- Better temporal distribution of new folks across expo
- More structure (?)

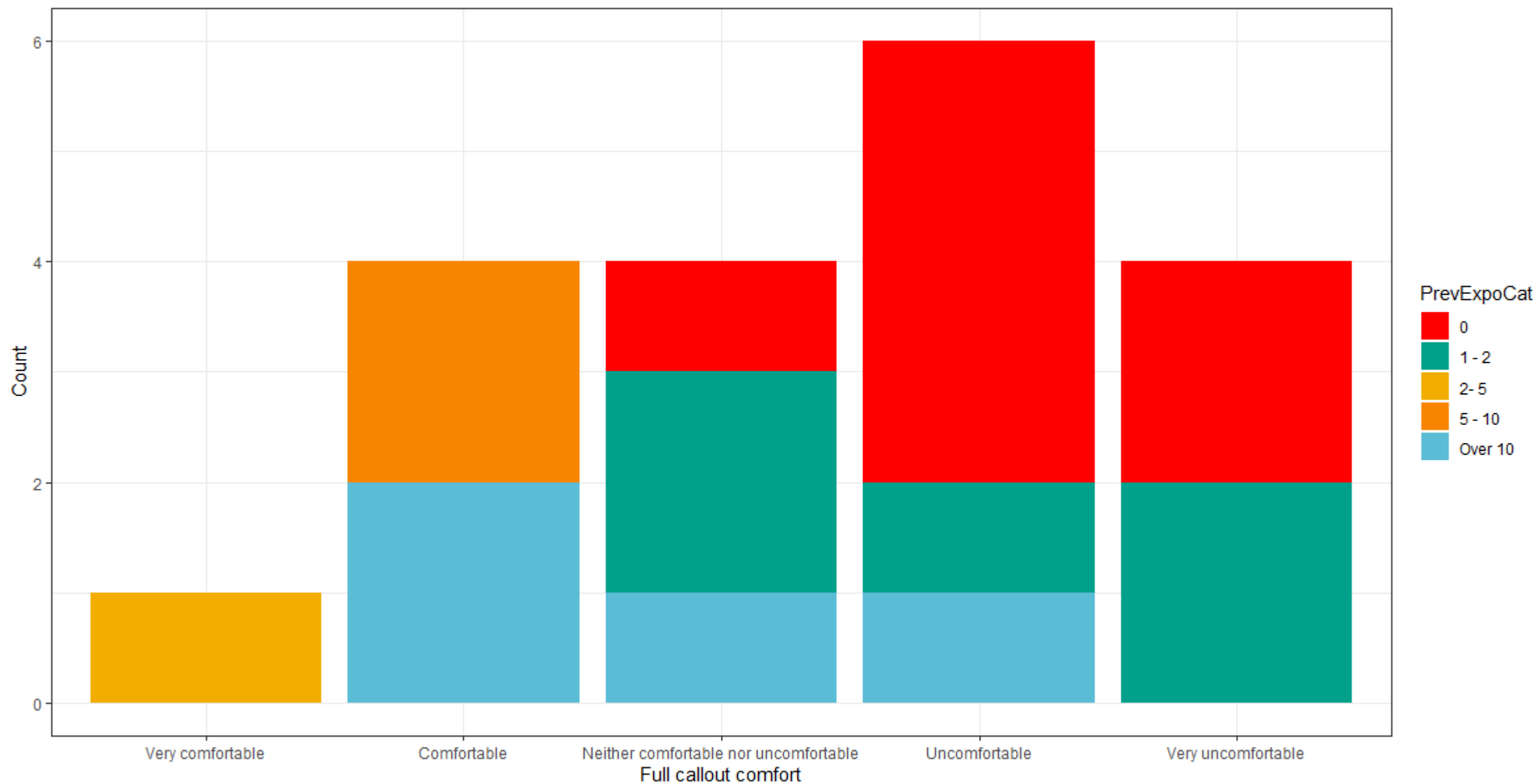
CAVING SAFETY

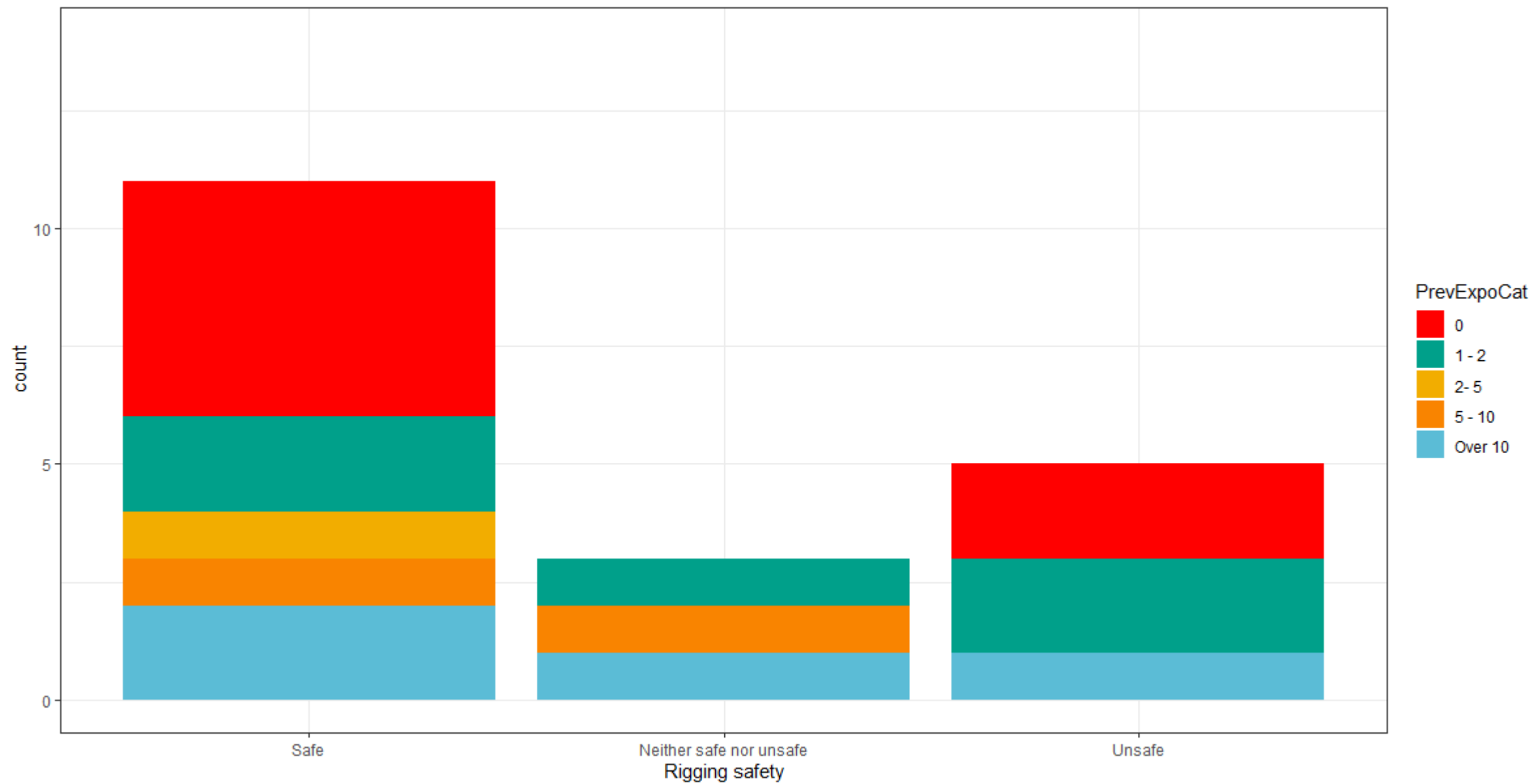
CAVING SAFETY

- Most trips (but not all!) checked weather most of the time (but not all!)
- Most trips (but not all!) took appropriate gear most of the time (but not all!)









RIGGING

- **Balkon rigging mostly OK, Homecoming rigging worse (awful in places)**
- Single bolts rebelay could be turned into y-hangs
- “Traverse lines in *****[Homecoming]** were terrifying”; **loose traverses**
- **Rope rub**
- **Water and about how to avoid it (especially when rigging in the dry)**
- Trade routes only rigged by people who have been on a derig who “know the pain of many bags on slack traverses and on loose or tight hanging rebelay”
- *“Issues cascade as novices become accustomed to the low standards and then copy what they see”*

WRAP UP |

OTHER FEEDBACK

- **Need some shallow cave**
- More work on expo drills needed/sorting gear sooner and/or with bigger budget
- Bigger budgets for rigging gear
- Food could be improved
- **People should be on expo for either rigging or derigging (either without enough people is miserable)**
- 2 camps made things harder
- Communicate callout expectations
- Some trips without much experience (=rubbish bolting)
- **Inexperienced people not getting on trips/feeling like a burden**
- Website is overwhelming

WHAT WORKED WELL

- **Keen new people with the right skill/experience level**
- **Underground camping set up worked well**
- **Meshes good**
- **New drills good**
- Lots of caving
- Mentorship scheme (but needs tweaking)
- Retrospection
- Top and garlic camp worked well