

Bottom of String Theory to Camp Kraken

From the foot of String Theory, a roped traverse in a rift diagonally across the chamber from the foot of the String Theory rope leads to the head of Procrastination, accessed by walking round the bouldery pit in an anticlockwise direction. Descend via a rebelay to a ledge about halfway down followed by an immediate rebelay and long hang to the floor for a total descent of ~90m. **THE PITCH GETS UNPLEASANTLY DRIPPY IN WET WEATHER AND FLOODS DANGEROUSLY WITH NO WARNING IN A THUNDERSTORM.**

At the foot of the pitch, a roped traverse leads over a small hole. Beyond this, another traverse line is visible which leads to the head of a tedious 5m pitch. The landing is on a sandy floor – a good place to sit out a flood. Proceeding further, an uphill pitch in two parts is reached – Bring on the Clowns. At the top, a 2m climb up a mud bank and thrutch through a hole leads immediately to the head of Number of the Beast – a 60m pitch, two rebelays.

Number of the Beast lands on a rubble floor with a number of holes. Standing with your back to the wall at the foot of the rope, the way on is to head right until a rope is reached to protect the descent of the boulder pile. From the foot of this rope, continue downhill and look for a draughty hole on the left where the next rope is found. This pitch is Widow Twankees Knicker Elastic – a scrappy and loose descent. This is followed by three further short, loose pitches to a substantial ledge with a piano sized boulder “wedged” at the top of another pitch. **ON NO ACCOUNT SHOULD THIS BOULDER BE DISTURBED!** The boulder is avoided by a bolt traverse on the right hand wall to the head of the next pitch – Magic Glue.

Magic Glue descends 32m via two deviations. The pitch is drippy in dry weather. At the foot, there are two ways on. A phreatic passage with a floor trench (traverse line needed) heads west (QM A). In wet weather, copious quantities of water can be heard through this hole, but Magic Glue itself has hitherto always been passable.

To the east is a further drop with a very cold and draughty pitch head – Inferno - which descends in three steps of 25, 15 and 25m separated by ledges to land at the bottom of a large chamber – Upper Kraken. The chamber is approximately 75 x 30m and 15m high, and contains a ridge formed of large boulders covered in black mud across its centre. From the foot of the pitch, standing with back to the wall, head left under a large boulder, then double back over the top to ascend the boulder pile to reach the right hand wall and the pitch into Lower Kraken chamber. *(On the opposite wall a traverse leads off to Anthemusa chamber, which has some B leads).*

The first part of the pitch into Lower Kraken is a scrappy descent down the mud slope via a traverse to a y-hang, a large swing to a y-hang rebelay and two further rebelays to clear the mud slope. After descending a total of 25m in this manner, a duck under an overhang reaches a y hang from where there is a fine 40m free hanging descent to the floor. The campsite is visible from this part of the pitch. **THE UPPER PART OF THIS PITCH IS VERY LOOSE – RECOMMENDED TO ASCEND/DESCEND THE ENTIRE PITCH ONE AT A TIME.**

The landing is in a further breakdown chamber – Lower Kraken - at the top of a boulder slope. Descending the boulder slope a small, clean-washed pit with water entering is passed – this is the camp water supply. The access to the campsite is a little further downhill from this point in a large sandy alcove on the left.

Camp Kraken to start of Song of the Earth (route to deepest point)

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Head across Lower Kraken chamber from the campsite to the opposite wall and head downhill until a bolt traverse into a rift passage is reached. The traverse is rigged over a muddy floor trench, to a short drop followed by a further traverse over a slot to reach solid ground. To the left here is a window into the lower level of Kraken chamber. To the right a passage continues to a left hand bend where a 5m round phreatic ramp with a mud floor descends at ~30deg – this is Octopussy.

Octopussy descends for 100m and drops into "Living the Dream", a series of phreatic tunnels. To the north a phreatic ramp heading up east parallel to Octopussy leads to extensive passage. The route to Song of the Earth is south (left). Living the Dream is initially 10m diameter and reaches a crossroads after 30m. The main passage heads east (left) up a ramp. Heading up this ramp, an immediate hole on the right leads to a T-junction where left connects back to the large passage. Right, a dry sand floored passage meander south for 50m past several passages to the east (the first connects in a loop, the second is unexplored but unpromising [QM12-C] and the third appears too tight). At the southern end of the passage ends in a 25m pitch. Descend to a boulder floor, then down a 5m climb through boulders at the bottom to meet the water and access to Song of the Earth.