Site 2889: Torca La Vaca

Surveyed by the Matienzo Expeditions 2008 - 2011

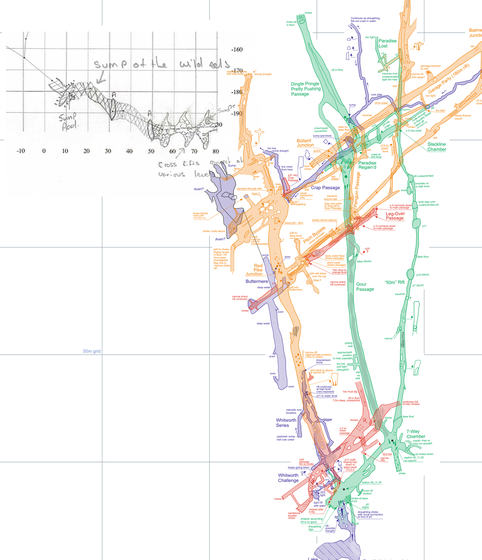
Version 2.13 - completed 15th Sept 2011 (11_05 added; southern extension 11_01 to come)

Printed full size, at 1:500, this survey requires a sheet about 240cm wide by 420cm long

Various pdf files of this version exist. The lowest quality, eg 2889-2_07-lq, has poorly rendered passage colour fills and outline but a small file size (approx 2Mb). The medium quality, eg 2889-2_07-mq, has reasonable passage colour. (approx 9Mb). The highest quality file, eg 2889-2_07-hq has a size of approx 120Mb.

Note to JPetPhil: Rising up from chamber over a lip is a thin drop on the left in a small chamber with a rock floor. Nearby is a hole in the floor which drops into a small chamber with a pool. Both of these drops were passed for research but remains unexpended. On the light a crawl soon chokes. However, the crawl is in the same direction as the Sump and may be worth a look.
Note 8 2011-07 to a possible flat floor 18m descent.
Note 7 2011-07 to a possible 15m drop in the Sump 2 extension.
Note 6 2011-07 to 8m ramp down approximately 20m to a choke. Not straight ladder on 31/7/08.
Note 5 2011-07 to 8m climb up to a rift. Climb up 2m to a ledge and then 6m more to a rift. Rift is continuation on the right which starts to go and drops 15m.
Note 4 2011-07 to 8m climb up to a ledge. Ledge is flat and 2m wide. Rift continues at the other end of the ledge through a squeeze and soon becomes impossibly tight trending upwards. No descendeers brought. Passage seen heading off to approximately NW from the top of the climb. Rift is in the same direction as the Sump 2 extension. Rift is a separate passage going off lower pool, not descendable and not linked to the first gate. Should lineshot from a handline to check for connection.
Note3 2011-07 to 8m drop in the floor of the Sump 2 extension. Drop is the first drop in the cave. Rift at the bottom of the drop is too tight for a human. Rift is in the same direction as the Sump 2 extension and the Sump 1 extension. Rift is a separate passage going off lower pool, not descendable and not linked to the first gate. Should lineshot from a handline to check for connection.
Note2 2011-07 to 8m climb up to a ledge. Ledge is 2m wide and 6m long. Rift at the other end of the ledge is too tight for a human. Rift is in the same direction as the Sump 2 extension and the Sump 1 extension. Rift is a separate passage going off lower pool, not descendable and not linked to the first gate. Should lineshot from a handline to check for connection.
Note1 2011-07 to 8m climb up to a ledge. Ledge is 2m wide and 6m long. Rift at the other end of the ledge is too tight for a human. Rift is in the same direction as the Sump 2 extension and the Sump 1 extension. Rift is a separate passage going off lower pool, not descendable and not linked to the first gate. Should lineshot from a handline to check for connection.
Note 0 2011-07 to 8m climb up to a ledge. Ledge is 2m wide and 6m long. Rift at the other end of the ledge is too tight for a human. Rift is in the same direction as the Sump 2 extension and the Sump 1 extension. Rift is a separate passage going off lower pool, not descendable and not linked to the first gate. Should lineshot from a handline to check for connection.

Version Notes
v2.13 2011-09 Small amendments to S Annular chaos area and S high level end of Sellafrheadie Tarn Chamber.
v2.12 2009-09 new grid, border and step lines added.
v2.09 10-10-09 Metal J added and some minor changes.
v2.08 10-10-09 Metal J added. Sump 1 extension not correct?
v2.06 7th Nov 2009 Bryan Gill Sump 2 extension added.
v2.05 2009-09-19 Sump 2 extension added. Sump 1 extension added. Stitch required (completed Pierre 2009-09-19).
v2.04 10-10-09 Minor edit: lost climb to above Bob's Red Pitch Junction.
v2.03 2009-09-19 Minor edit: Sellafrheadie Tarn Chamber.
v2.00 2-10-09 Summer 2009 extensions. Note that old stations at south end of the 1 Hour/Muffs Lake loop are not in the same place as the new survey. Stitch needed. Bob's Pitch Extension added.
v1.99 10/11/10 Easter 2010 extensions added. Batches 10_01, 10_02.
v1.98 2010-11 Easter 2010 extensions added. Batches 10_01, 10_02. Batch 10_03 is wrong.
v1.97 2010-11 Easter 2011 extensions added. Batches 11_01 and 11_02. Batch 11_03 is wrong.
v1.96 2011-11 Easter 2011 extensions added. Batches 11_03 and 11_04.
v2.10-11_01 (all v2 series) 11_05 added.


Sump at the wild end
Cross Rifts
Upper Rift
Sump 2
Dingle Pringle Profile Pushthrough Passage
Paradise Lost
Batman Junction
Gandalf Aven (100m rift)
Squality Street
Photographers' Engage Passage
Stackline Chamber
Bulbous Junction
Paradise Regained
Leg-Over Passage
Bulbomaze
Gour Passage
"50m" Rift
Whitworth Series
Whitworth Challenge
T-Alley Chamber
Lake Bassenthwaite
Pevrith historic market town dock
Sellafrheadie Tarn Chamber
Bacchus @ Tetrahedron Chamber
The Colander
Scafell Aven
Don't Be An Idiot
Pelic's Pathetic Passage
Can You Hear the Buzzing?
Fabulous Kitchen
Top Toe with the Two Tarts
The Buzzing Gets Closer
Which Way to Continental Pencil Factory?
Guano Chamber
Jack Rabbit Passage
The Frozington Extensions
Deep Rifts Passage
The Whitest Haven
La Belle Dunoise
Air Cotter's Gypsum Crystals - 1" on Long
Frost's Passage
Boxer KO - The Learning Support Department
Tuna Can Corner Area
Manouriam Candidate
Bathtime
High Street Oxbow
Ankle Breaker Passage
11" Terminal Choke
The Rib Tickler
High Street
Arse Aven
Mard Arse
It Only Hurts When I Laugh
Don't Make Me Laugh
Shoulder of Mutton
Nearly-Gan Chamber
Henry's Way
Bat Vindaloo
Henry's Chamber
Bat Vindaloo 2
Bat Vindaloo 3
Bat Vindaloo 4
Bat Vindaloo 5
Bat Vindaloo 6
Bat Vindaloo 7
Bat Vindaloo 8
Bat Vindaloo 9
Bat Vindaloo 10
Bat Vindaloo 11
Bat Vindaloo 12
Bat Vindaloo 13
Bat Vindaloo 14
Bat Vindaloo