

**Kompendium i grottekartlegging**

A compendium of Cave Surveying

presents the handcraft and tricks in the art of making good quality cave maps that are useful for cave exploration as well as cave science. A cave survey is based on polygon legs, measured as polar coordinates by means of tape, compass and clinometer. This is in turn converted to Cartesian (x,y,z) coordinates for projection, rotation and plotting. The cave map is then constructed around this polygon as guidelines. Since the geological details and overall morphology of the cave cannot be recorded with simple polygon lines, additional measurements and observations are as important as the polygon itself. Although greatly underestimated, height differences are the most important properties of a cave map if it is to be used. It is important to follow a strict routine in order to ensure a complete record while in the cave; a missing measurement can be very annoying when the map is to be constructed. A simple program code in Turbo Pascal for data processing is shown as an example.