

# Norsk Grotteblad nr 1, 1977

## Klatrebeskrivelse

### Skorsteinen (chimney)

The descent from the upper entrance gallery is safer with an 8~10 m ladder belayed to schist span in the roof, although it can be free climbed.

### Store Skrå (Big Rift)

A handline should be used on the lower 40 m.

### Ulvs Travers. ("Wolf Walk").

The middle third of a 40 m rope was stretched across the traverse, and the ends tied to a running karabiner, used for hauling tackle over. The stretched rope was also used for self-life lining via a sling. KCC rigged a wire belayed to rawl bolts here, but our simpler arrangement worked just as well.

### Storstupet

This was abseiled in 3 stages, with a 150 m line for double security.

The line was lowered by the last man down, after life lining the others. Then a Clog ascender was used for life lining on the abseil. The abseil rope was double and fixed to a sling, and pulled down and re-belayed on the ledges. At the top of the pitch a 10 m sling was needed to pass over the edge and let the rope hang free on the ledges, 1.5 - 2 m was enough. The ledges were quite small, but 4 men could well stand there. As the first and the last man down needs their arms free, a heavy load was laid upon the middlemen.

### 12 m pitch on Galleriet

One of the abseiling ropes was laid around a rock without a sling. The pitch is not vertical, and might be climbed.

### Knivgangen (Razor Passage)

10 m before the end of the passage, just after the narrowest bit and close to the roof, there is a good belay for a sling, just as the passage gets steeper. From here it is an abseil of c. 25 m to the Balcony.

### Litlstupet

Quite a long sling is needed here, some 15 m. It proved difficult to pull down the abseiling rope, so care must be taken here. A full list of tackle appears on p. 41.

### Security

We would like to point out how important the security might prove in RJR in the future. A small accident might have large consequences so that outside help is needed. The time factor could be critical, and a signalling system to people in Musken, e.g. by rockets, would be the best.

Parties visiting RJR should appoint a rescue plan in advantage, as no cave rescue exists. Erik is probably the best man to contact.