

# Pozu Chicago

## Location

On the slope leading towards Ostón, best reached by following the Ostón path past the Roca Naranja depression, and then contouring left. GPS 0344791 4790105.

## Entrance Series

The cave starts out as a rift, and the entrance is a vertical slot at the back of the indentation in slope/cliff. It's fairly narrow, but not tight. The first pitch, *Deja Vu*, is immediately down the entrance rift and was rigged off a bolt with a large chock-stone back up. Two single bolt rebelay then follow and a ledge is reached.

[Back towards the entrance a short pitch leads to a boulder filled area with no way on.] The other side of the ledge is the second pitch, *Adrenalin* (26m), rigged off a bolt and backed up by the previous pitch. This descends via a single bolt rebelay to a large boulder pile. At the edge of this is *Don't Stop! Pitch*, which was rigged with a bolted Y-hang and backed up off a large boulder. CAUTION: there are several loose rocks at the head of Don't Stop! Pitch.

Pitch	Rope Rigging
Deja Vu (P10)	140m Bolt, chock-stone backup, two bolt rebelay (−4m, −8m).
Adrenalin (26m)	” Bolt from ledge, bolt rebelay next to ledge on 2nd wall (−10m).
Don't Stop! Pitch (71m)	” Bolted Y-hang on left wall, with boulder back up, bolt rebelay (−35m).

## Rift Route

At the bottom of Don't Stop! are several routes. [A climb up to the left (facing away from pitch) leads in to a parallel shaft with nothing at the bottom.] To the right is a short climb down to a rift. [Climbing down to the bottom of this rift leads to a small stream-way crawl which quickly becomes impassable.] The way on is reached by an awkward traverse along the rift at a mid level until a bolt signals a short climb down followed shortly by a pitch of approximately 30–40m, *Windy City*. The chamber at the bottom of this pitch contains a narrow, unexplored, unpromising rift off to the left (which probably reconnects) and a slippery climb up a slope to the bottom of Disposable Belays (see below).

Pitch	Rope Rigging
Windy City	40m Natural backup, natural Y-hang, bolted Y-hang.

## Wild West Route

Returning to Don't Stop! Pitch, a number of windows are visible. Swinging into one about 5m below the rebelay leads to the fossil *Wild West Passage*. The passage begins with a rift with a calcite and boulder floor. Soon a traverse past a large column is reached. Beneath, the passage opens out but was left undescended as it was assumed that it would drop into known cave. Continuing past this leads to another traverse, lined off boulders. A second lined traverse past an impressive column leads to the top of *Disposable Belays Pitch*. [To the left, the passage

continues for about 30 metres with occasional openings into tight, deep rift; after passing a fist-sized crystal formation, the passage drops down a short climb (10m handline) into a small section of rift blocked by calcite at the far end.]

[About 35m down Disposable Belays is a large ledge, *Tacklesack Ledge*, from which a small passage quickly turns into an unpromising tight crawl. Following a traverse opposite this ledge leads to a blind pot.]

<b>Pitch</b>	<b>Rope</b>	<b>Rigging</b>
Traverse	50m	Rock at start of 1st traverse, rock between 1st and 2nd traverse, thread to left of Disposable Belays pitch head.
Disposable Belays (35m)	"	Y-hang from two bolts, backed up by traverse, deviation from thread (-10m), rebelay 10m from bottom.

Note: if this route is taken, Don't Stop is 45m long, and 125m of rope will suffice for the first three pitches. The Disposable Belays rope has a tendency to become muddy, so 9mm rope should not be used.

### Lower cave

Disposable Belays lands at a three-way junction, with the connection to the bottom of Don't Stop! [One way from the junction leads to an unpassable rift. Another way leads to an aven.]

The way on leads to a short pitch (P5), which drops into more rift. [To the left intersects a streamway leading to an aven.] To the right reaches another junction. [Going right leads to a small passage, which goes nowhere.] Going left becomes very tight and meandering, and passes above a drop to a pitch of about 30m.

The pitch lands at another three-way intersection. [Two ways lead immediately to avens.] The rift continues tight ahead. The way on is to climb up, double-back and then traverse to a handline climb. More traversing leads to a climb and pitch down (P5).

Going left along the top of a rift leads to a climb up into a chamber. A further climb up on the right of the chamber leads past stal to the top of an undescended pitch estimated as 50m.

<b>Pitch</b>	<b>Rope</b>	<b>Rigging</b>
5th Pitch (P5)	10m	Single bolt, backed up from last pitch.
6th Pitch (P30)	35m	Bolt, (needs a second bolt), bolt rebelay where it opens out.
Climb (C2)	4m	Bolt belay; traverse line to next pitch.
7th Pitch (P5)	15m	Backed up to traverse; bolt; bolt rebelay at end of climbable part (rope in situ from 2005).
Climbs	5m	Belayed to stalagmite and floor (rope in situ from 2005, continued from 7th Pitch).