



Scialet de l'Appel

Description and rigging guide

Location	Font d'Urle	Map	TOP25 3136ET
Lambert & GPS co-ordinates	836,02 X 3294,87 X 1345 GPS: 683.615, 4976.169	Date of last visit	26 th July 1994
Depth	-199m (System)	Length	5900m (System)

Access:

Follow the D178 from La Chapelle to the Resistance Cemetery just before Vassieux. Turn right at the cemetery following the D76 past the Font d'Urle turning (on left). Continue an approximate 600m past the Chaud Clapier ski station (also on left) looking for a rough track on the right leading to a picnic area a short way into the forest. The entrance is a little way along the track beneath some small trees.



Description:

Please refer to Speleo dans le Vercors Tome 1 for survey and more detail. Please note that rigging information presented here could have changed since this report was written. The cave is extremely weather dependant – DO NOT DESCEND FOLLOWING HEAVY RAIN.

(From '91, 92 and '94 trip reports with updates). A superb but frequently overlooked system - most cavers preferring to visit other entrances to the Brudour/Christian Gathier System. All published guides only provide a vague description of l'Appel. Rigged from a convenient tree and a couple of Spits the 11m entrance pitch lands in a small chamber with a low muddy crawl the only way on. The crawl soon develops into a stooping rift with the distant sound of running water to entice you. The second pitch is immediately beyond a waist high bridge of rock so care is needed when deciding to crawl under or climb over the bridge! The P13 requires about 30m of rope due to the amount of rigging required due to the way the pitch is overhung and generally corkscrews down to the "river". The river is in fact a small stream issuing from a perched sump immediately above a small waterfall, beyond which the river

again disappears.

A traverse over the top of the waterfall above a narrow rift is followed by a climb down to meet the stream again. Following the stream for about 20m the passage widens until ending abruptly at a dark menacing sump. The way on is to traverse over the sump into an ascending by-pass passage. (The traverse starts some way before the sump and has a few Spits for protection if required – long legs are an advantage!) The excavated passage passes beneath some hanging death and descends to an overhanging pitch, once more above running water. About 12m of rope should be enough to get you back into the stream. Progressing forward and under a low arch the stream descends into a canyon and a further sump. The way on is to traverse above the canyon (ignoring the passage to the right) to an awkward climb up into a window which usually has some tat in place. Once through the window there is a further climb down (rope useful) of about 3m into a large dry passage. Progressing forward a junction is met, take the right hand passage (marked “Jocelyne”) . Some initial hands and knees crawling soon gives way to more rifty passage with some traverses and climbs until some Spits mark a short pitch not mentioned in any guidebook! (About 10m of rope). Beyond this short pitch the passage turns an obvious corner followed by a traverse over a deep blind pit and a further climb up and further climb down to a floor of suspended boulders, beyond which is some serious darkness: Puits Jocelyne.

Jocelyne is rigged from the first two Spits (Y hang) (there are several to choose from!!) and a rebelay hidden underneath the overhang. Jocelyne is then a fine 10m free hang.

The passage continues rifty, with several short easy climbs to a junction: Reseau de l’Espoir, an active inlet. Continue downstream, water enters constantly from a myriad of hidden inlets, the passage remaining rifty with occasional climbs until Cascade Katia (an impressive inlet) enters from the right. The passage now becomes larger, the stream, a lot stronger, cutting into a steep V shaped slot leading to the top of Cascade Genevieve - a pitch of only 20m, but the darkness of the large passage beyond provides an impressive aura.

Rigged from a choice of Y hangs (depending on the amount of water) and a further rebelay takes you to the place where the photograph in the first edition Speleo Sportif guide was taken.

Initially huge, the passage quickly resumes normal proportions as you scramble over some large blocks followed by a choice between a low airspace section or an interesting by-pass, both of which take you to the magnificent main stream way. There are several cascades to climb, long sections of deep green canals to bridge and a few lakes to wade through before reaching a low roofed section which is not far from the upstream side of the Brudour sump. A superb and thoroughly recommended bit of caving, and if you have the enthusiasm, check out some of the holes in the roof - all probably unexplored!

Equipment:

Entrance pitch: 18m rope, initially anchored to the tree plus 4 hangers for a Y hang.

Second pitch: 30m of rope backed off to the “bridge” followed by at least 5 hangers plus a sling for an optional deviation.

Sump by-pass traverse (if required for novices or those of short legs): 26m plus as many hangers as you want to throw at it (about 5 to 7).

Pitch beyond sump: 12m plus 2 hangers for backup followed by 2 hangers for Y hang.

Climb into window beyond sump: 2 long slings is usually enough, but if you really want to over do it, 10m. A couple of long slings are useful for the climb down on the other side as well.

Climb in rift before Puits Jocelyne: 10m plus 2 hangers.

Puits Jocelyne: 22m plus minimum of 3 hangers (Y hang plus rebelay).

Cascade Genevieve: 18m, plus minimum of 3 hangers (Y hang plus rebelay).