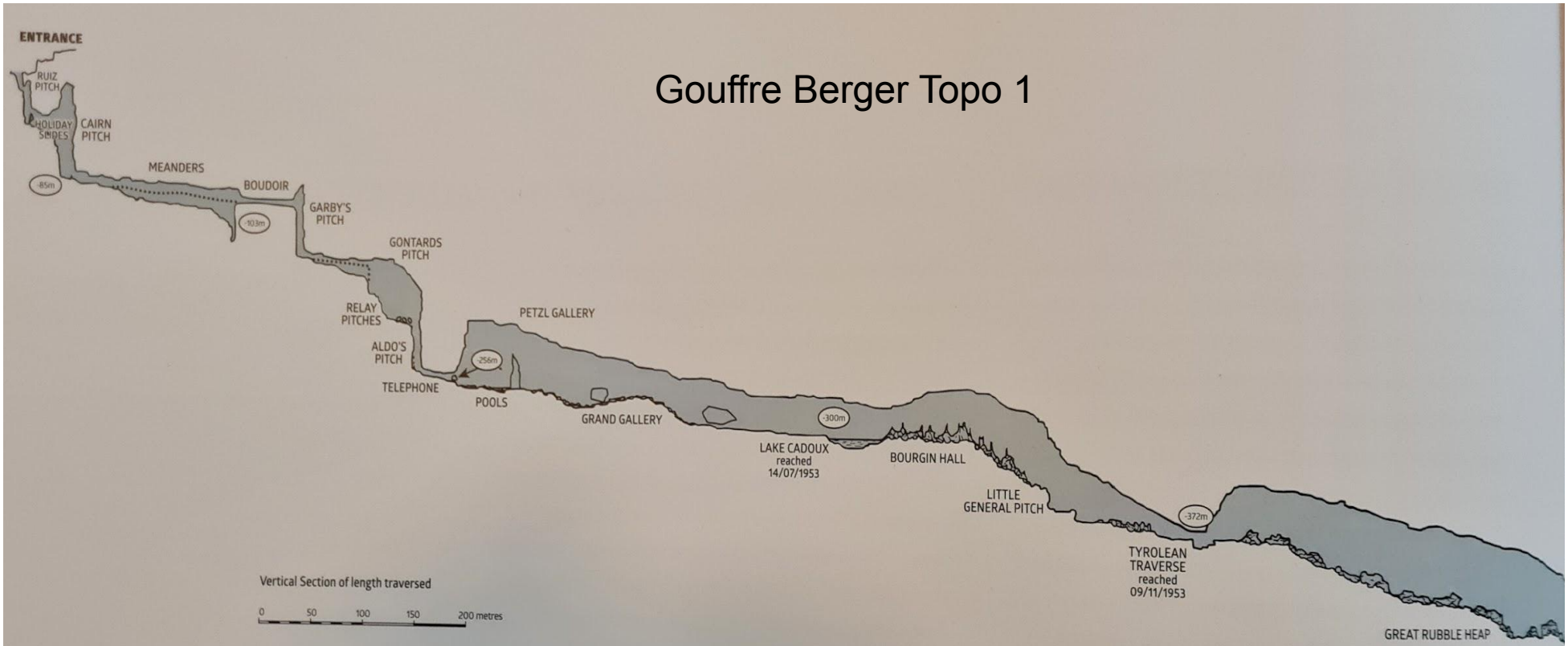
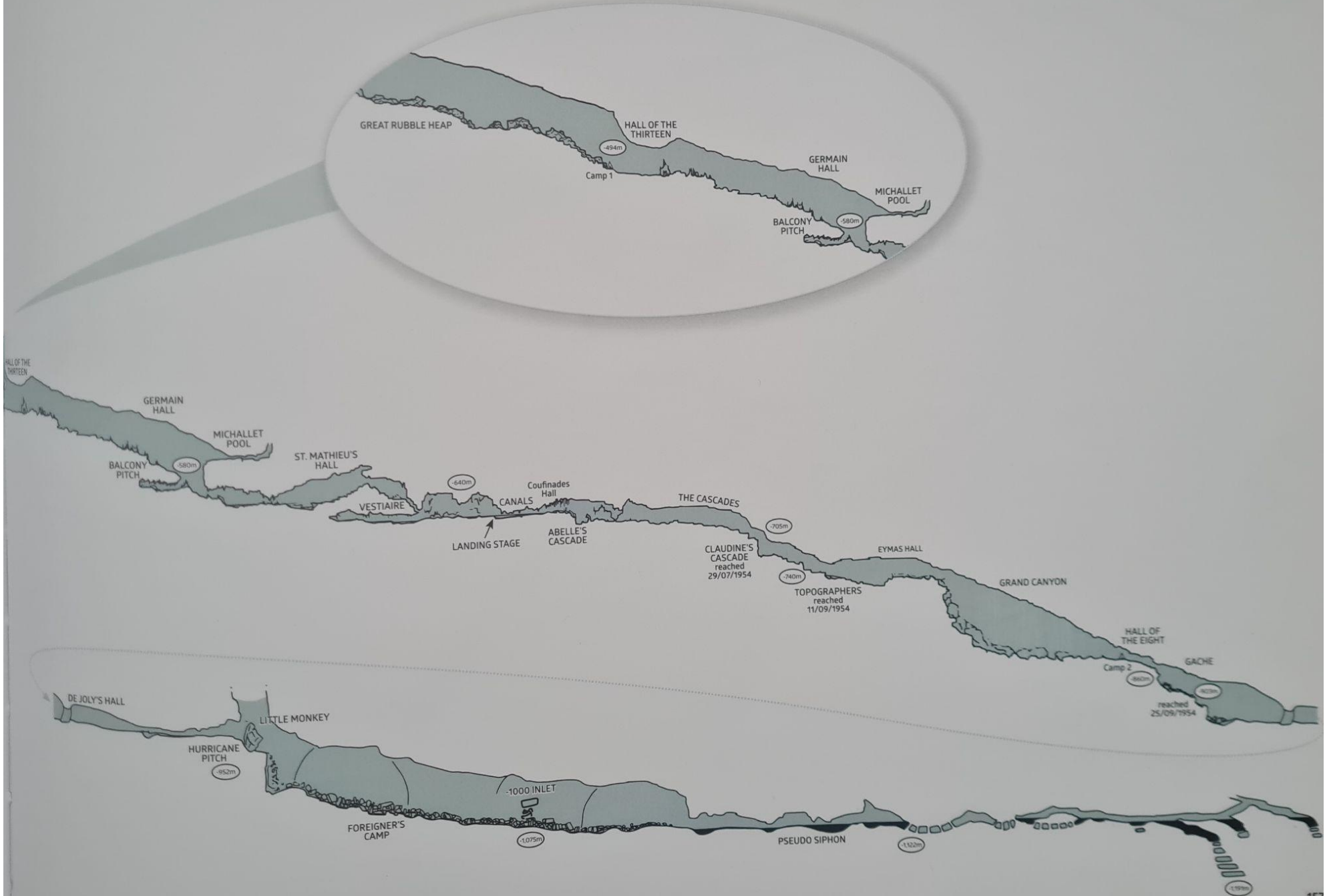


Gouffre Berger Description and Topos

Gouffre Berger Topo 1



Gouffre Berger Topo 2



Gouffre Berger Topo 1

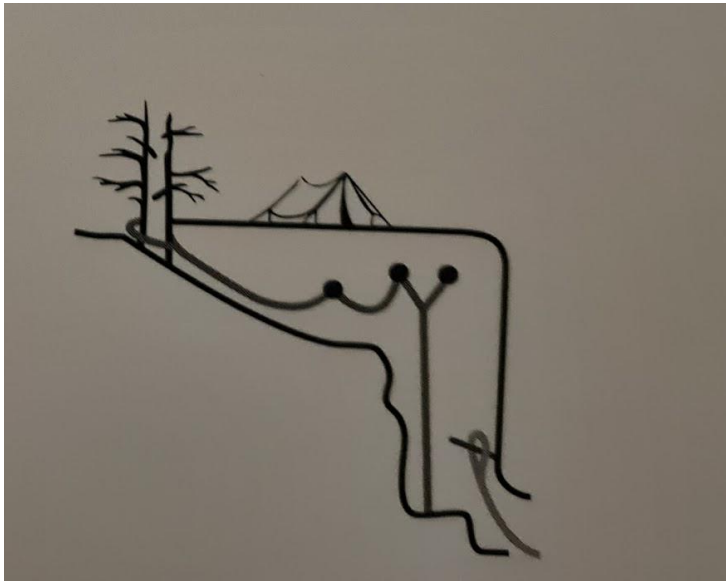


Gouffre Berger Topo 2



Entrance pitch 1 P8m

The entrance pitch is rigged with a traverse line and the first bolt. This leads to a Y-hang which drops you to the floor. (Deviation is sometimes in place half way down).



Ruiz pitch 2 P27m

At the bottom of the entrance pitch a narrow rift is followed for a few meters before the old floor timbers are met at the head of the pitch (these have been in place since 1953?) Pitch head should be treated with caution so as protect those below you!

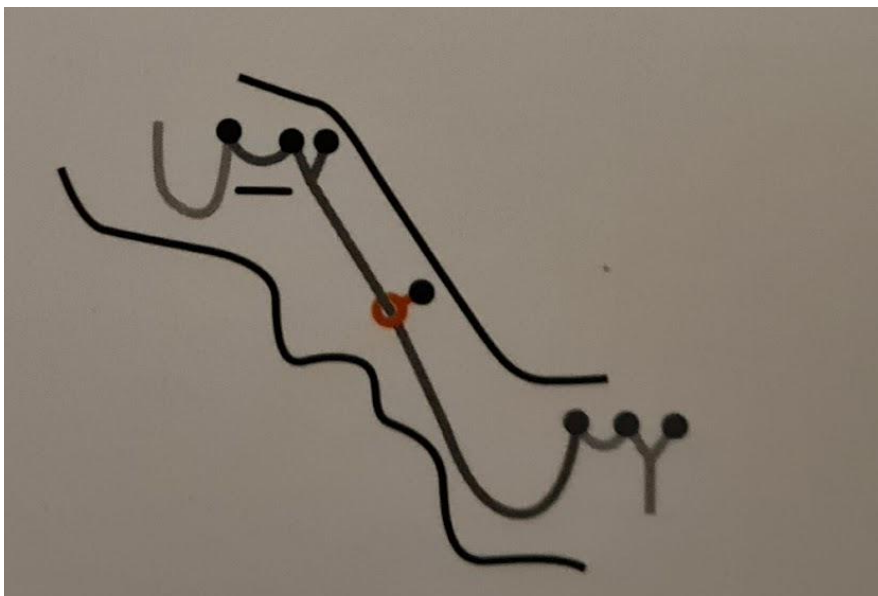
A short traverse leads to a Y-hang and a magnificent free hanging 27m pitch, 3 meters above the base of the pitch a short swing into an alcove leads to the next pitch, Holiday slides.



Holiday Slides 3 P10m

The rope from Ruiz links into this pitch and is rigged to avoid a large block of ice a few meters down which may be present.

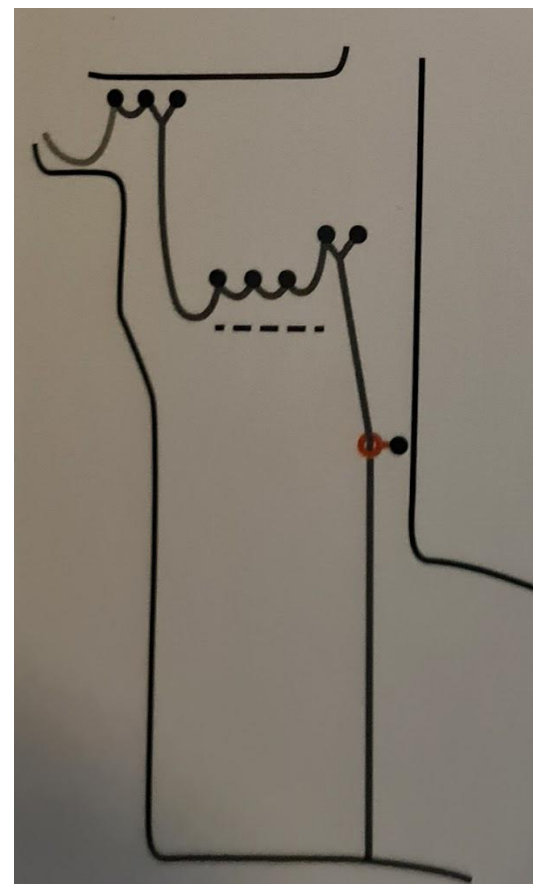
From the Y-hang descent leads to a deviation protecting the rope over the final few steps of the Holiday slides pitch.



Cairn pitch leading to Cairn hall 4 P33m

The bottom of Holiday slides leads to a traverse line to a Y-hang to descend the first section of Cairn pitch.

A 7 metre descent leads to a traverse line along the left hand wall. The end of the traverse line is a Y-hang. Halfway down Cairn pitch is a deviation in the opposite wall which allows a clear descent to the floor of Cairn hall.



Cairn hall

In Cairn hall two large timbers (X) block the the start of the upstream passage, which can be followed for 100m. The Scialet du Cairn and Gouffre Nicola enter the chamber from the roof of Cairn hall.

You also have to be careful as the Nicola radio wire is earthed in the lower part of the chamber.

Meanders 1

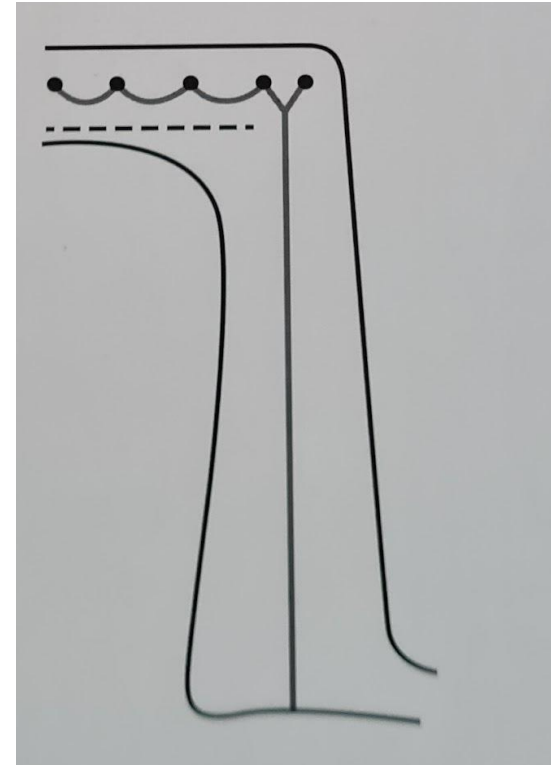
The passage starts with a walk down a narrow rift, passing a small inlet on the left. After a small distance the main route drops down through the floor. Climbing down soon leads to the continuation of the rift.

The Meander will be rigged as there are several drops on route and it can be slippery in places. The ropes definitely help when returning with a large bag.

Close to the end of the first section of meanders a short climb assisted with old timbers (take care), leads to a small chamber- The Boudoir, good place for a rest.

Garby's Pitch 5 P38m

The top of Garby's pitch starts soon after The Boudoir. A traverse line leads to a Y-hang above the fluted pitch head. Which allows a 38 meter free hang. This pitch is often double rigged.



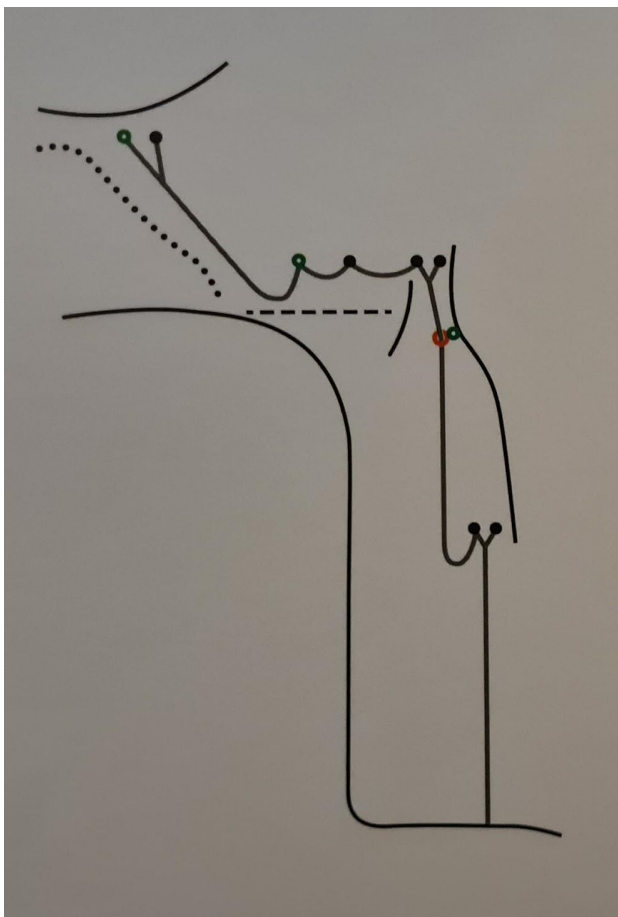
Meanders 2

The second meanders start at the bottom of Garby's pitch. A travers line will also be in place to aid continuation, this section is in two parts.

Gontard' Pitch 6 P30m

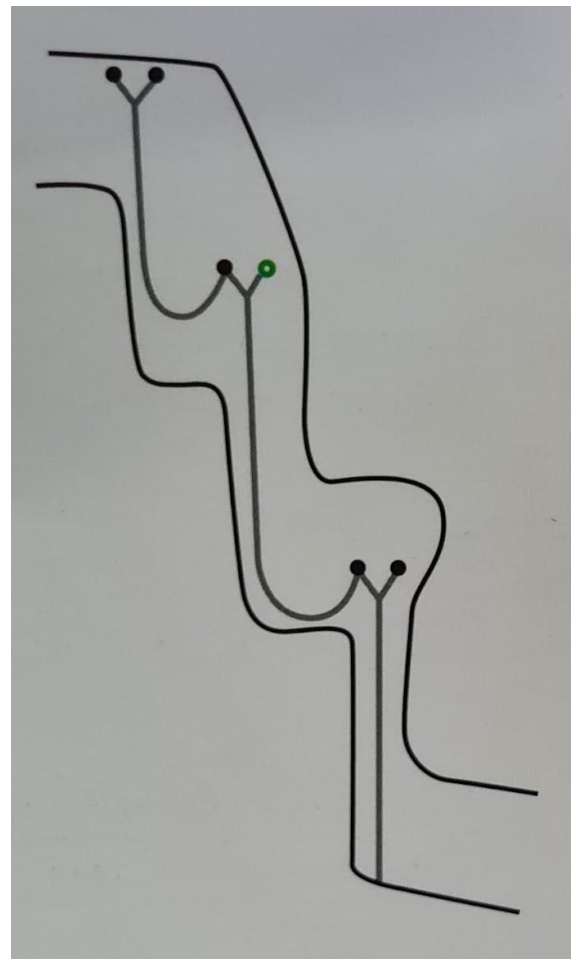
The end of the meanders is marked by a short climb down into the bottom of the rift. A short traverse line is followed by a 15 meter descent then another short traverse leads to a Y-hang. A deviation is located a few meters down.

About halfway down the pitch a Y-hang is located in the opposite wall giving a free hang to the bottom.



Relay Pitches 7 P20m

The relay pitches usually start at the bottom of Gontard pitch. A Y-hang descends to a ledge and another Y-hang. This descends to another ledge and the final Y-hang to the floor.



Awkward climb before Aldo's Pitch P8

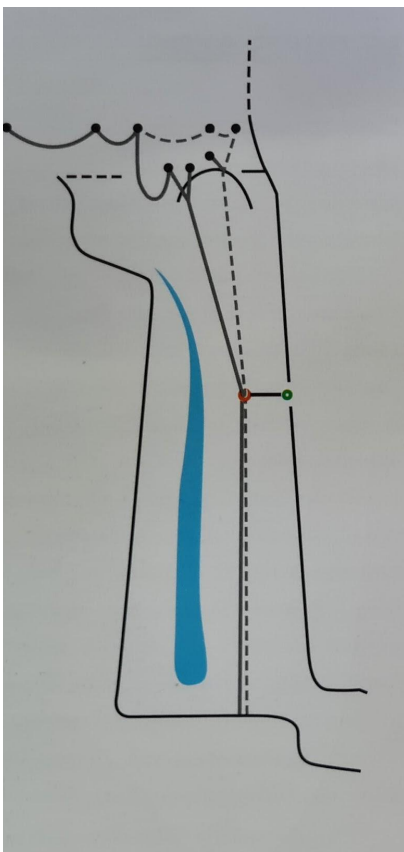
A short distance from the bottom of the Relay pitches, an awkward step across a deep section is passed with the aid of a traverse line.

Aldo's Pitch 9 P42m

The approach to Aldo's pitch is via a traverse line which takes you around an awkward corner onto a ledge.

Aldo's pitch will be rigged with two ropes allowing for speedier ascending. A short traverse leads to a short decent and a Y-hang. About halfway down a deviation is passed and a decent to the floor.

The second route requires a longer traverse out before the Y-hang and deviation are passed. Be Careful when choosing your route especially if a little tired on the return! Aldo's can take a lot of water so be mindful!



Main route

At the of base of Aldo's pitch a short climb down and a window on a ledge is the end of the entrance series .

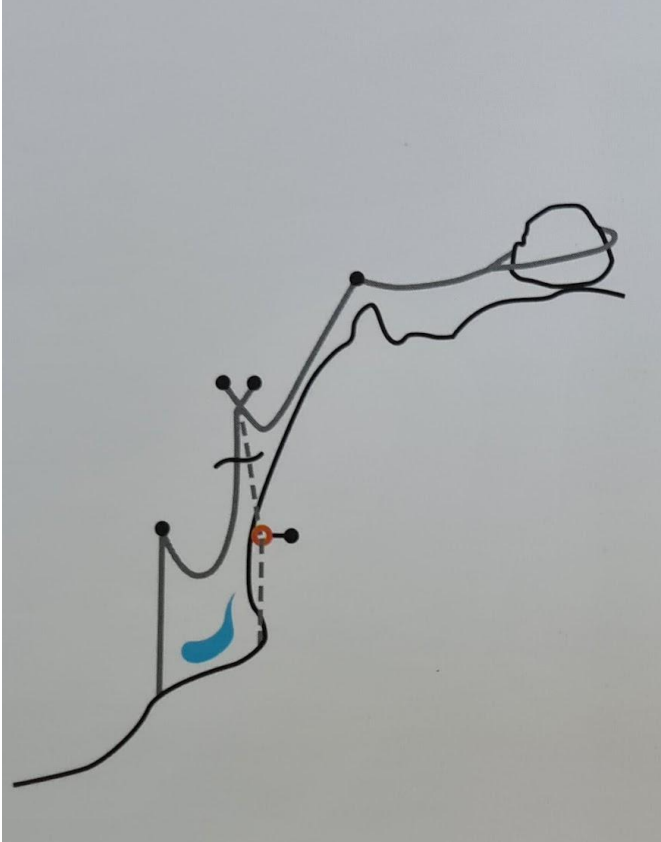
This leads to the main passages of the Gouffre Berger. When exiting the Aldo's window turn right slightly down hill (look around here and make sure you know your return route). If you turn left this ascends and leads for a long way through large passages.

You are now in the Petzel Gallery and progress is much easier following the large passage leads to Grand Gallery and passing under a low arch then Lake Cadoux. This is usually dry and can be best passed on the left. If the lake is high a dingy is used to cross the lake.

Once passed the lake the splendid Bourgin Hall is reached. The path winds it way through large stalagmites. When the path steepens down wards following it to the right leads to Little General Pitch a handline will be followed for the first descent.

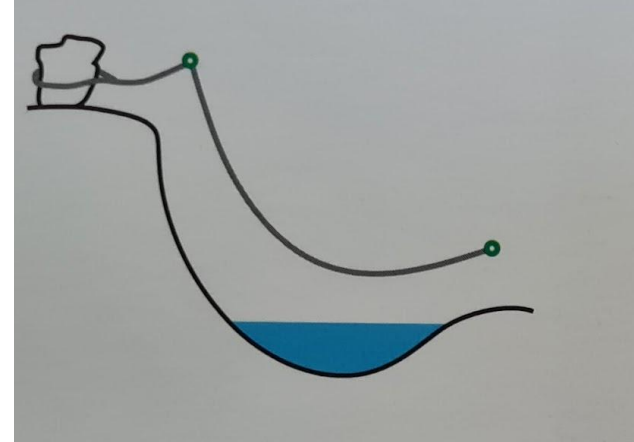
Little General Pitch **10** P10m

A traverse rope is followed to a Y-hang and a ledge over the main pitch. This leads to a rebelay that keeps you out of the water from Lake Cadoux.



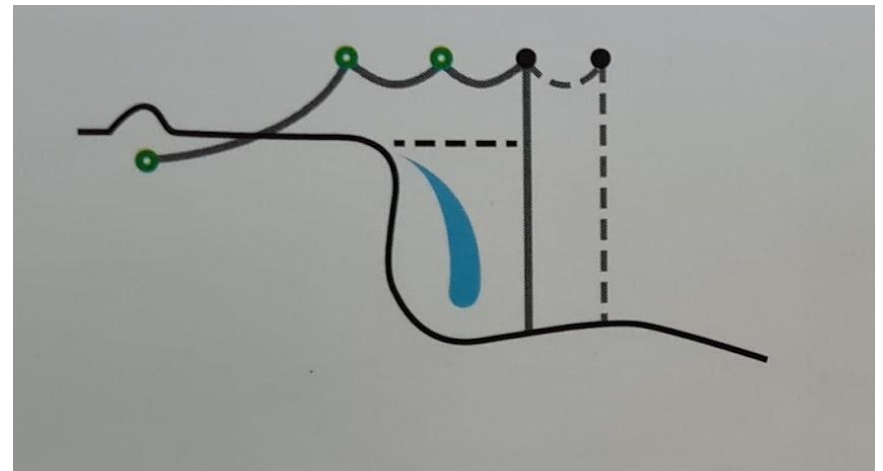
Pool Traverse **11** P12m

Following the clean washed passage soon leads to Pool Traverse on the left. A short traverse leads to a short descent to the water and a ledge just under the water allows you to traverse to the end of the pool.



Tyrolean Traverse **12** P5m

This is passed on the left hand side of the passage. A traverse rigged on naturals is followed before a descent landing you in water (maybe dry).



The Great RubbleHeap

From the bottom of the Tyrolean traverse you climb over and around The Great Rubble Heap (reflectors may help navigation). This is probably one of the largest caverns/passage in the Berger. I would recommend staying slightly to the left and around before descending towards Camp 1.

Camp 1

You need to contact surface when passing camp 1 up & down! (Surface needs to know where everyone is and can update you on weather).

After descending The Great Rubble Heap a well worn path leads you straight to camp 1. Where in recent years it has been tidied up, you will find some shelters in place for camping or making a brew and eating a meal in relative comfort.

This is the place to leave your bag for camping if going to the bottom or further into the cave. Water can be found a little further on in Hall of the Thirteen but should be purified.

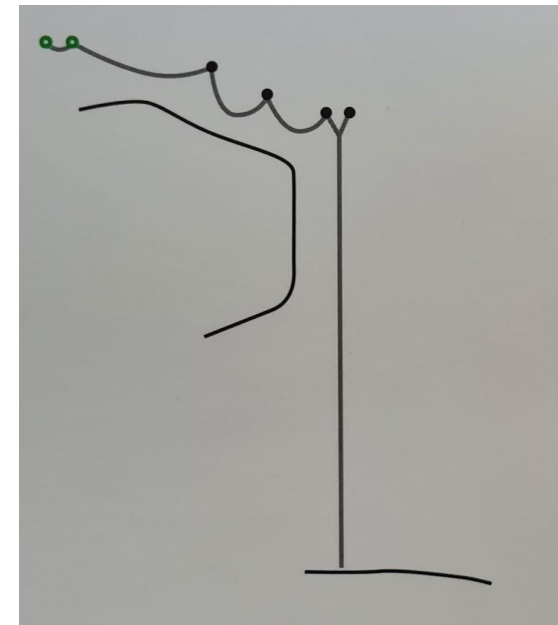
Hall of the Thirteen **13 P6m**

Following the passage from camp 1 down a series of short steps to the start of the Gour pools in Hall of the Thirteen.

Some of the Gour pools are very large and great care is needed to negotiate around them especially if they are full! The route takes you past towering stalagmites before a short climb up and over with a fixed line to help progression.

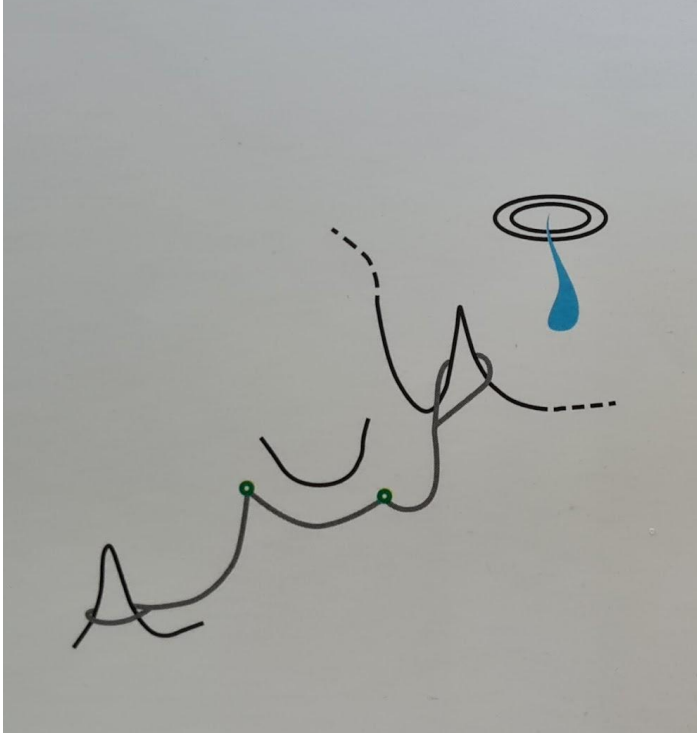
Balcony Pitch **14 P15m**

Balcony Pitch is usually rigged on the left hand side of the passage. A sloping traverse is followed to a Y-hang which allows a decent against the wall to the floor.



Enormous Cascade 15 P10

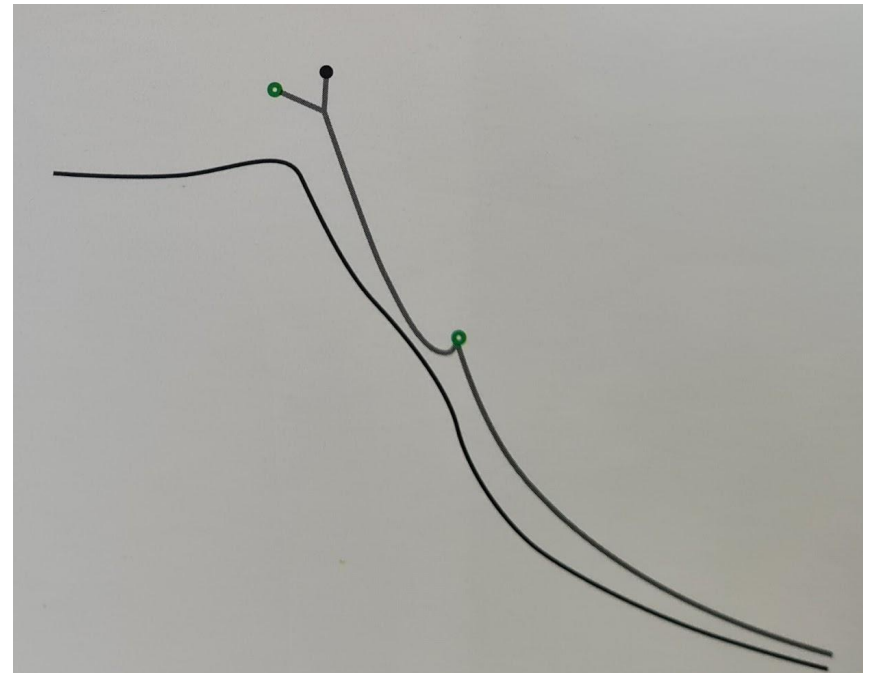
Water comes out of a large stalagmite in the roof, which is very impressive. Enormous Cascade is passed by following a sloping traverse line.



St Mathieu's Hall & Calcite slopes 16 P15

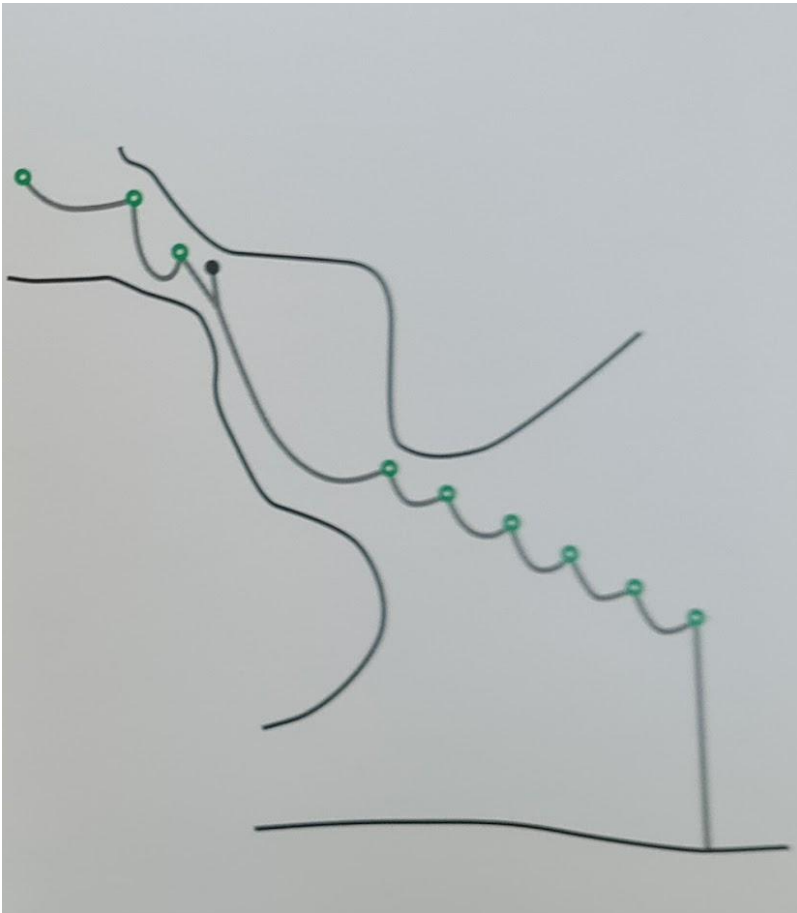
A short but steep climb down takes you into St Mathieu's Hall, A short climb up is followed (usually protected with a hand line). Duck under large boulders to the right and a further awkward climb up fixed rope takes you to the top.

You are now at the top of the Calcite slopes a short traverse is followed before a Y-hang allows a descent for the top section. A rebelay about halfway down allows you to descend the lower section.



Vestire 17 P15

Vestire starts at the bottom of the Calcite slopes where the passage narrows significantly. A sloping traverser is followed before a Y-hang allows for the first descent. Another sloping traverse is then followed before the final pitch to the floor.



The Canals 18

A little further on from the bottom of Vestire a fixed rope allows a short climb to the start of the Canals. The Canals are followed using several traverse lines trying to keep as dry as possible.

This can be a very tiring section especially with a heavy bag. These ropes do not get replaced often so caution should be taken when crossing the Canals for worn ropes.

The whole cave changes character after the Canals and you start to think you are along way from home!

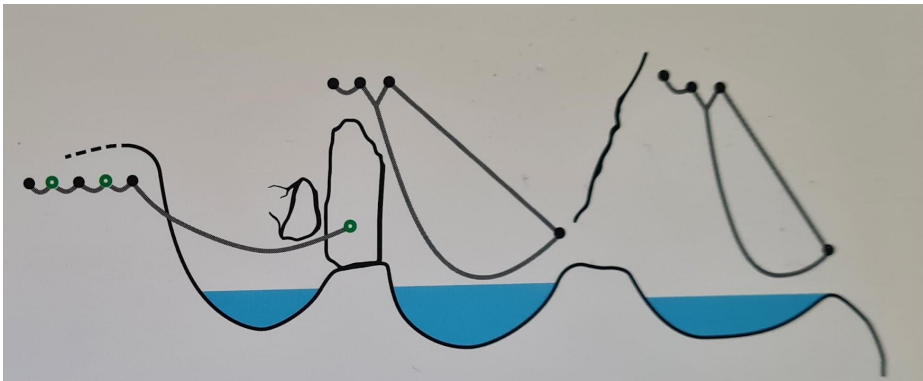
The Cascades 19 P15

The Cascades can be a very sporting section of the Berger particularly if water levels are high.

The Cascades are passed in three sections, the first follows a traverse line keeping you out of the water.

The next section follows straight away and is rigged with a Y-hang allowing a short descent a tensioned traverse is in situ when water levels are high and help keep you dry near the bottom (the tensioned line needs checking for abrasion and retensioned if necessarily).

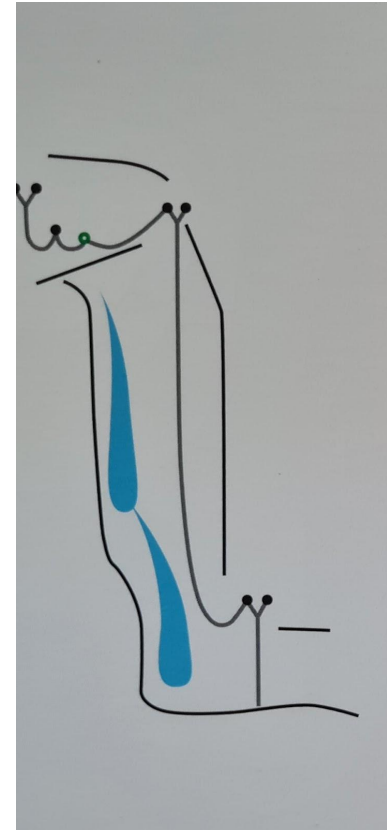
The final section is located by climbing up on the left where a short traverse leads to a Y-hang and a tyrolean to help keep you dry to the floor. Claudine's Cascade follows straight away!



Claudine's Cascade 20 P17

A short climb leads to Claudine's Cascade, a short traverse on the left finds a Y-hang for the first short descent. A traverse line leads you around a corner where you will find a steel tube across the top of the cascade. This steel pole is not fixed in situ and moves so take care! This allows access to a Y-hang avoiding the water of Claudine's Cascade. About 6 meters from the floor a Y-hang rebelay allows you to descend to the floor.

There maybe a tensioned line at the bottom to help keep you out of the water.

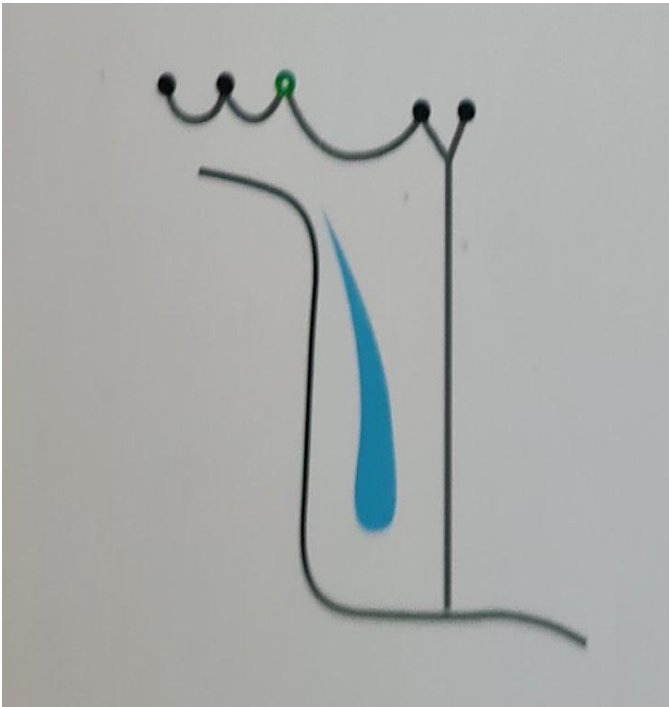


Short Climb after Claudine's 21 P5

Soon after the bottom of Claudine's a short pitch is reached where a short traverse and Y-hang descend to the floor.

Topographers 22 P5

A traverse on the left wall leads to a short descent around a corner before a Y-hang allows a descent to the floor.

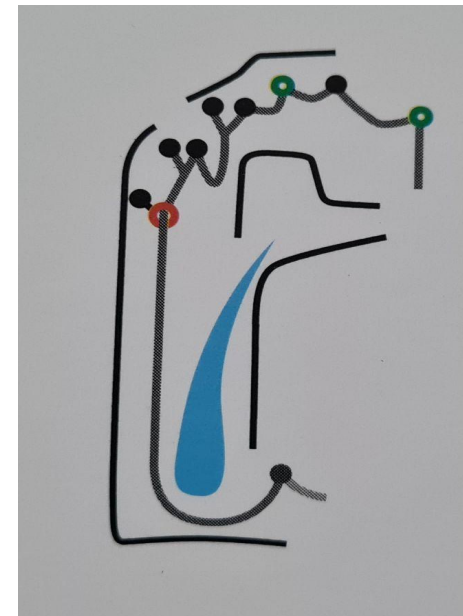


Grand Canyon 23

Following the streamway after Topographers some mud banks are reached, climbing to the top reveals the expanse of the Grand Canyon. **Camp 2** can be visited climbing the mud banks to the left. The well worn path leads you down the Grand Canyon on the right hand side, some in situ ropes aid your descent but are very muddy and slippery in places!

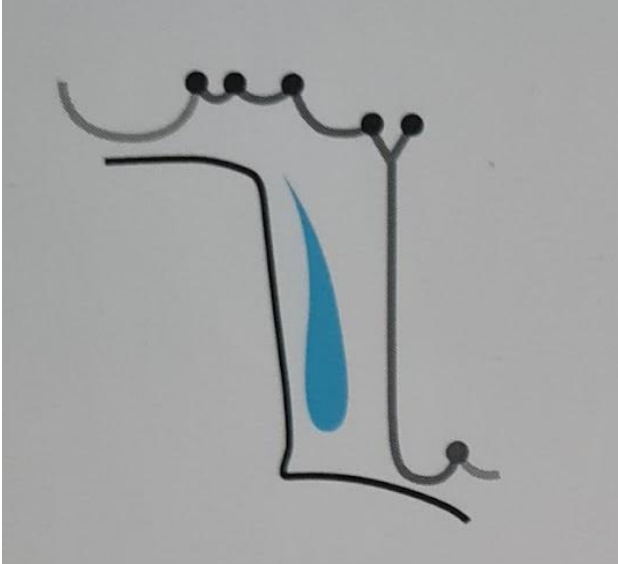
Gache 24 P20

The next four drops of Gache, Mat, Singe and The Grand Cascade all follow one another. A short climb on the right wall follows a traverse to a Y-hang after a descent of two meters another Y-hang is reached. A deviation a short distance down in the opposite wall gives a free hang to the floor.



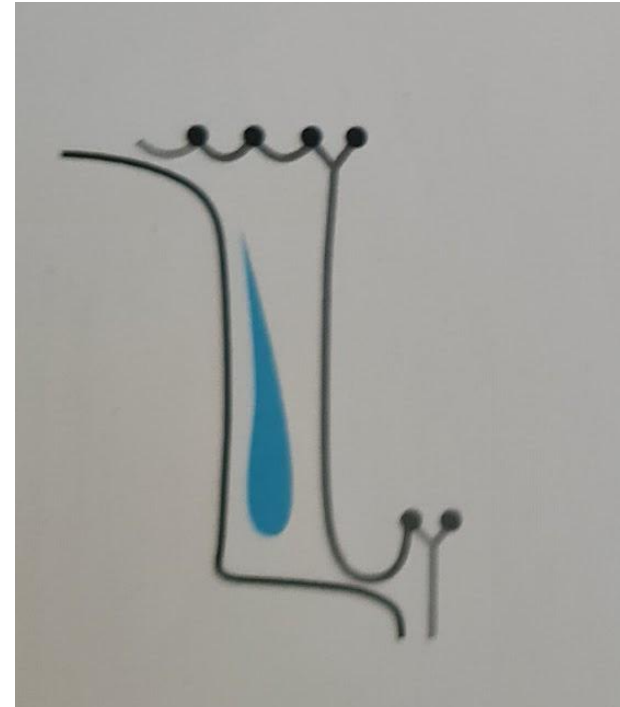
Mat 25 P10

A traverse on the left around a corner allow a descent before a Y-hang allows you to descend to the top of Singe.



Singe 26 P10

Look out for a description on the wall -900m! A traverse is followed to a Y-hang allows you to descend but a tensioned line may help progress to the bottom and the top of Grand Cascade!



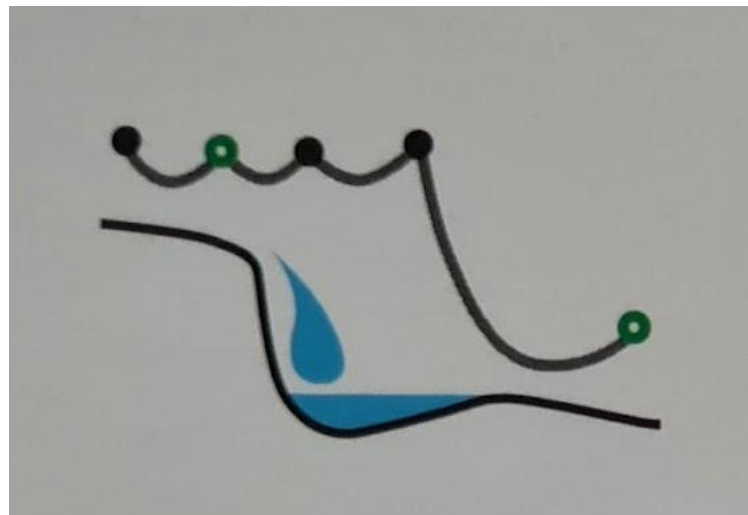
Grand Cascade 27 P27

From Singe a traverse to a Y-hang descends to a series of bolts/rebelays leading to a Y-hang that descends you to the bottom. A tensioned line maybe in place to keep you out of the water spray.



Grand Basin 28 P5

A traverse leads you along the left hand side before a descending avoiding the pool at the bottom.

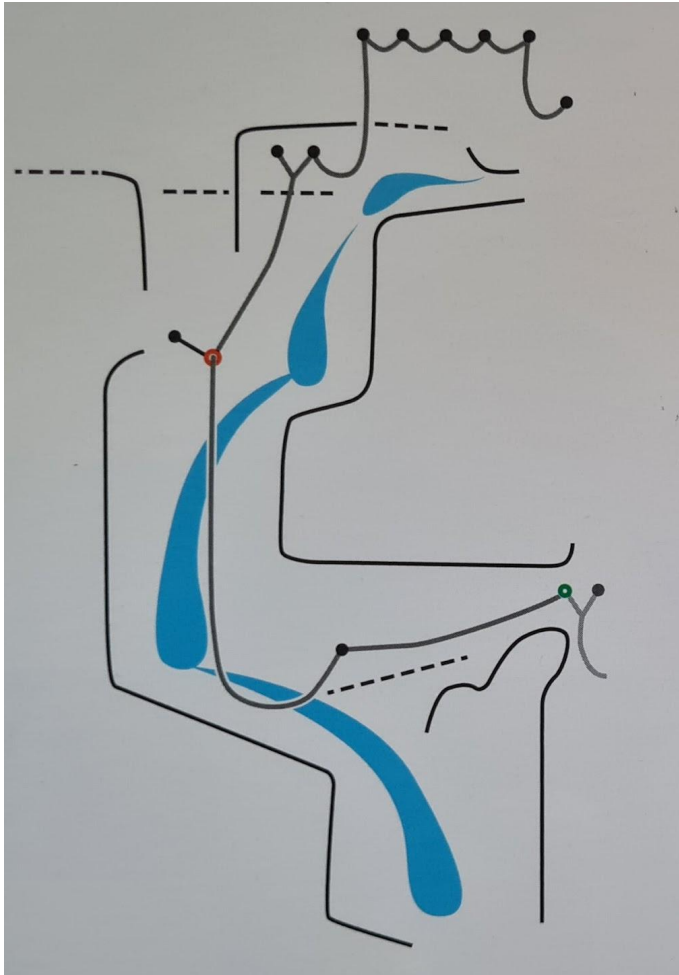


From the base of Grand Basin the passage is followed and the water disappears on the left (can not be followed). The way on is a flat out crawl on the right this takes you to the other side of the duck (usually dry but can be impassable in high water).

Little Monkey 29 P15

A fixed line on the right wall marks the start of Little Monkey. A line leads you up the wall and a traverse line leads you to the first vertical sections (take care on this section)!

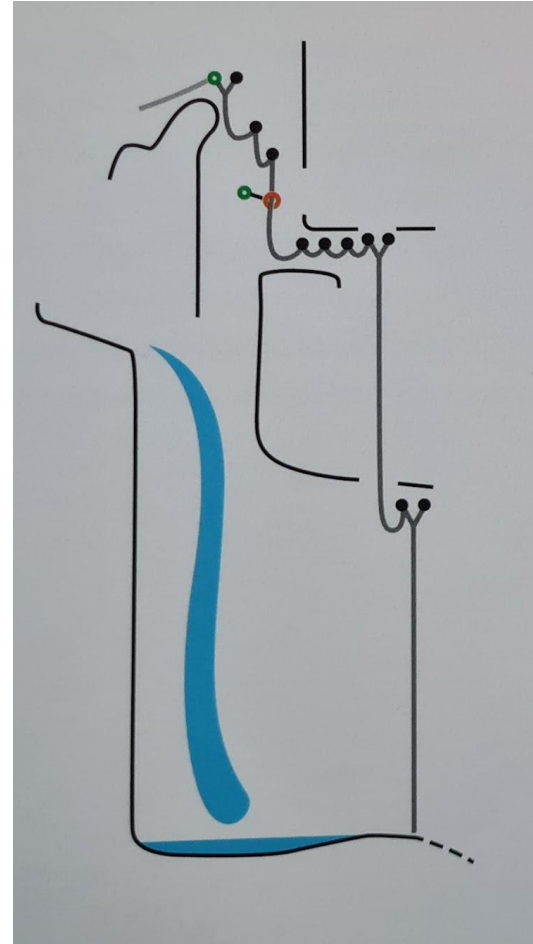
Following the traverse leads to a Y-hang and a deviation is passed a short distance down. Near the bottom a swing across the passage leads you to a ledge and the traverse to the head of Hurricane.



Ressaut Hurricane/Hurricane Pitch 30 P44

The traverse leads to the top of Hurricane Pitch where a Y-hang descends to two rebelay and a deviation before landing on a small ledge.

A traverse leads to a Y-hang which one descends about halfway down Hurricane Pitch to another Y-hang which you descend to the floor (this may have an etrier installed to help the change over, a short rope ladder). The rebelay is the majical **-1000 meters!**



The bottom of Hurricane Pitch can be very damp and cold, an old camp is located below called the Foreigners Camp!

Looking down this enormous chamber/passage one descends through boulders and the 100m inlet is passed on the right.

Eventually the passage narrows and you have to decide how far you want to go or how wet do you want to get? If water levels are dry you can traverse and boulder hop all the way to the Pseudo Siphon but if it's wet!

If you want to go to the final sump you have to negotiate the Pseudo siphon which requires a 20 meter swim(neoprene recommended).

-1,122 meters!

The majority of cavers turn back!

All that now remains is uphill!

If the cave is in flood then there are a few safe places to wait:

Below Aldos pitch in the main gallery

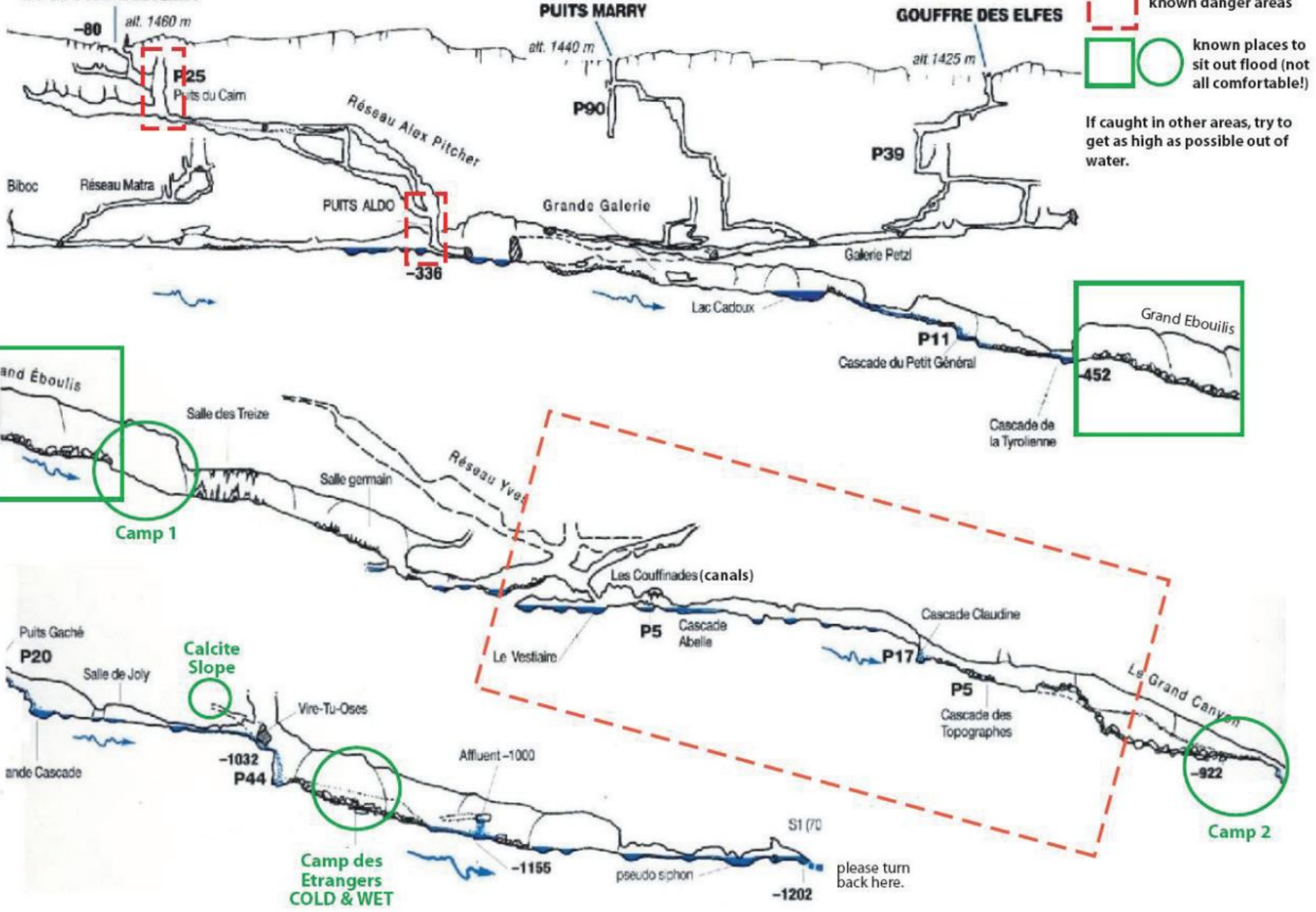
Great Rubble Heap

Camp 1 & Hall of Thirteen

Grand canyon (camp 2)

Bottom of Hurricane

GOUFFRE BERGER



known danger areas
 known places to sit out flood (not all comfortable!)

If caught in other areas, try to get as high as possible out of water.

and Éboulis

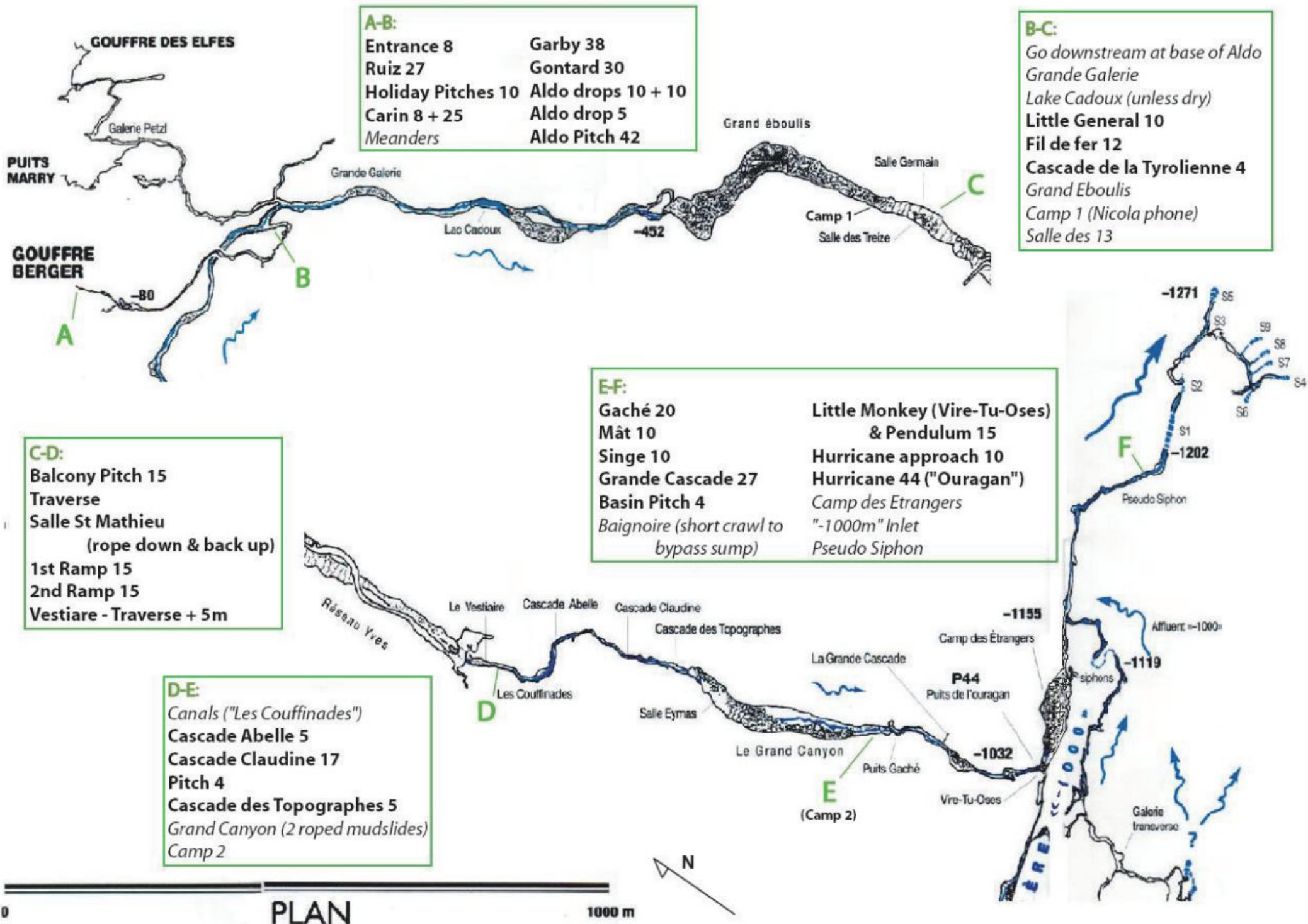
Camp 1

Calcite Slope

Camp des Etrangers COLD & WET

Camp 2

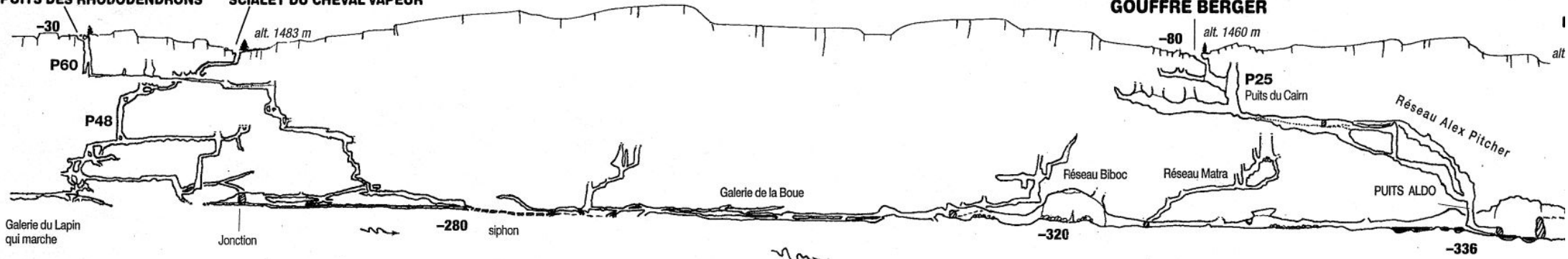
please turn back here.



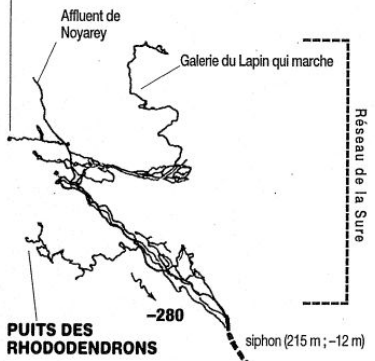
PUITS DES RHODODENDRONS

SCIALET DU CHEVAL VAPEUR

GOUFFRE BERGER



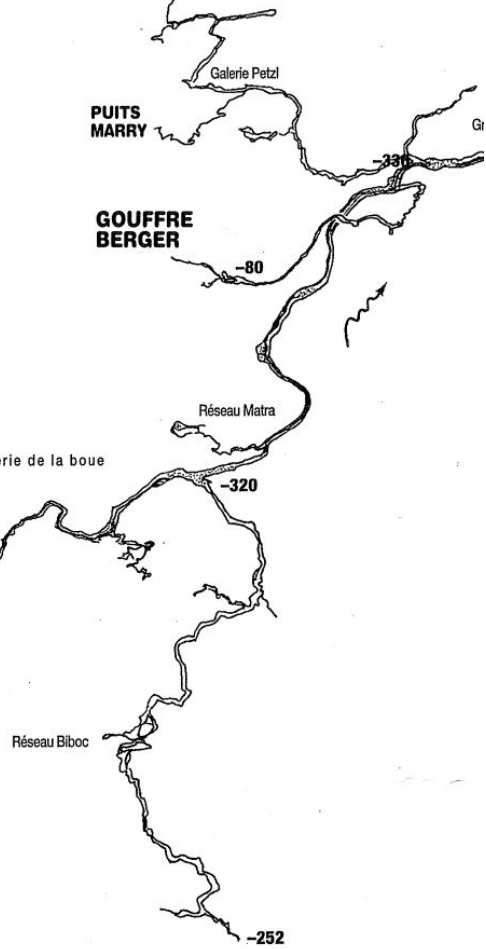
SCIALET DU CHEVAL VAPEUR



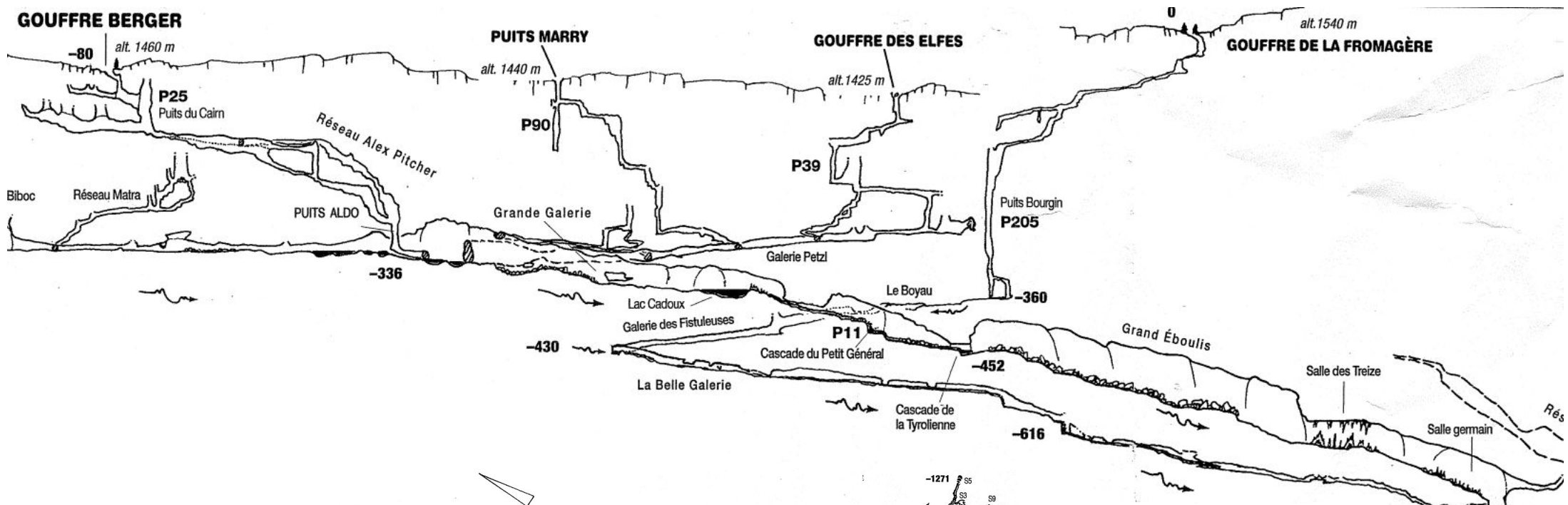
GOUFFRE DES ELFES

PUITS MARRY

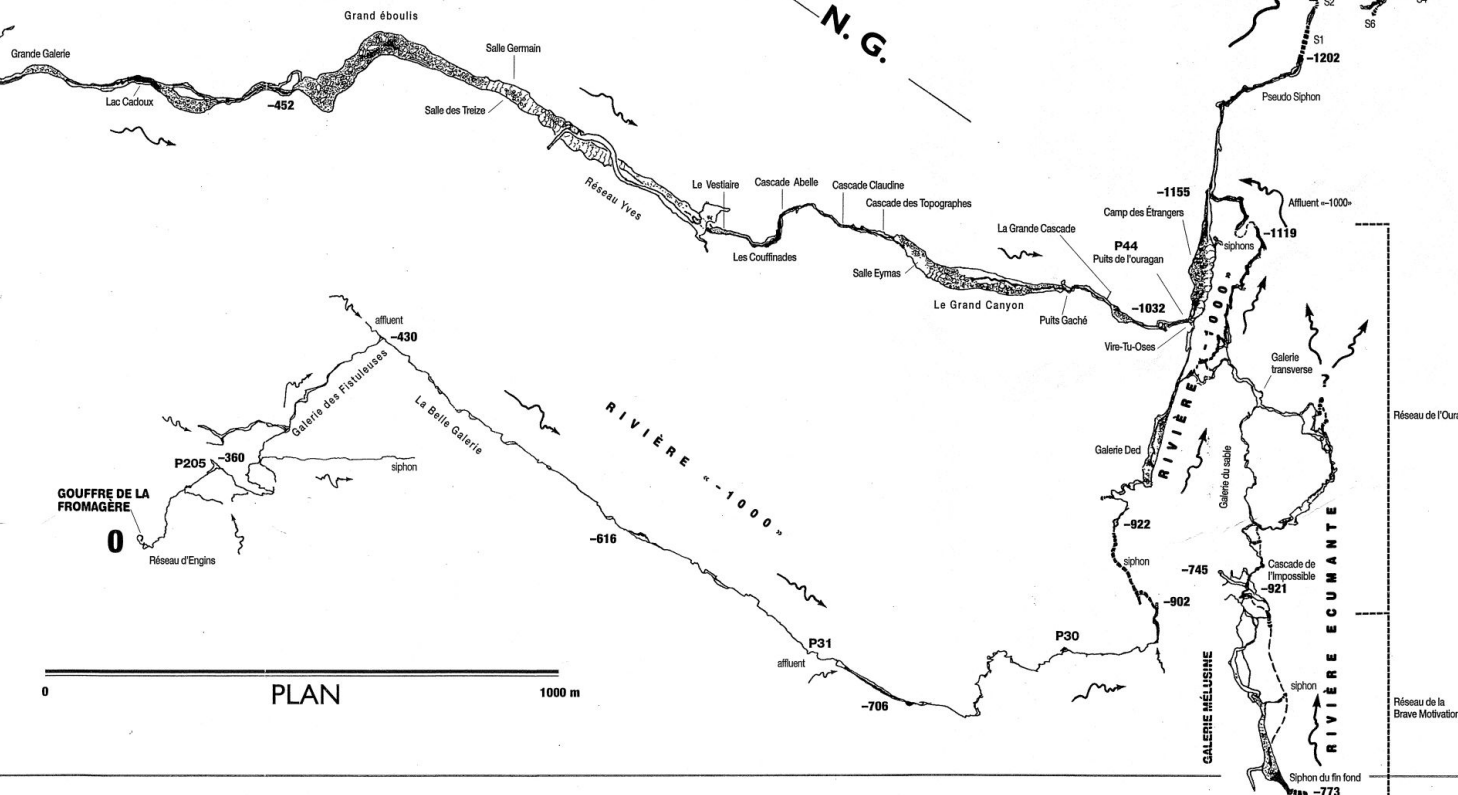
GOUFFRE BERGER



GOUFFRE BERGER



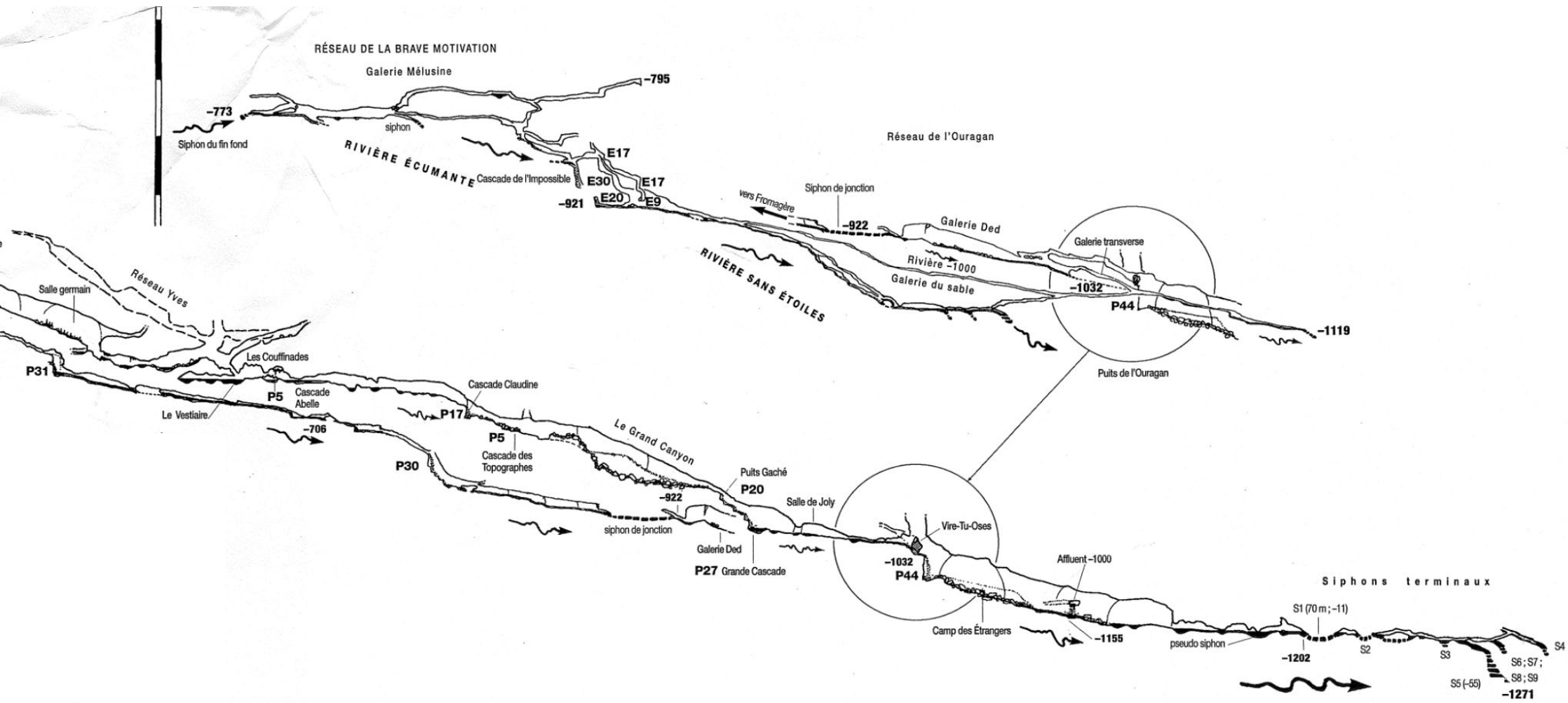
RIVIÈRE SANS ÉTOILES



N. G.

0 1000 m

PLAN



RÉSEAU DE LA BRAVE MOTIVATION

Galerie Mélusine

-795

-773

Siphon du fin fond

RIVIÈRE ÉCUMANTE

Cascade de l'Impossible

E17

-921

E30

E17

E9

Réseau de l'Ouragan

vers Fromagère

Siphon de jonction

-922

Galerie Ded

Galerie transverse

-1032

P44

-1119

Puits de l'Ouragan

Salle germain

Réseau Yves

P31

Les Couffinades

Le Vestiaire

P5

Cascade Abelle

-706

P30

Cascade Claudine

P5

Cascade des Topographes

Le Grand Canyon

-922

siphon de jonction

Puits Gaché

P20

Salle de Joly

Galerie Ded

P27 Grande Cascade

Vire-Tu-Oses

-1032

P44

Affluent -1000

Camp des Étrangers

-1155

pseudo siphon

S1 (70 m; -11)

-1202

Siphons terminaux

S2

S3

S4

S5 (-55)

S6; S7;

S8; S9

-1271