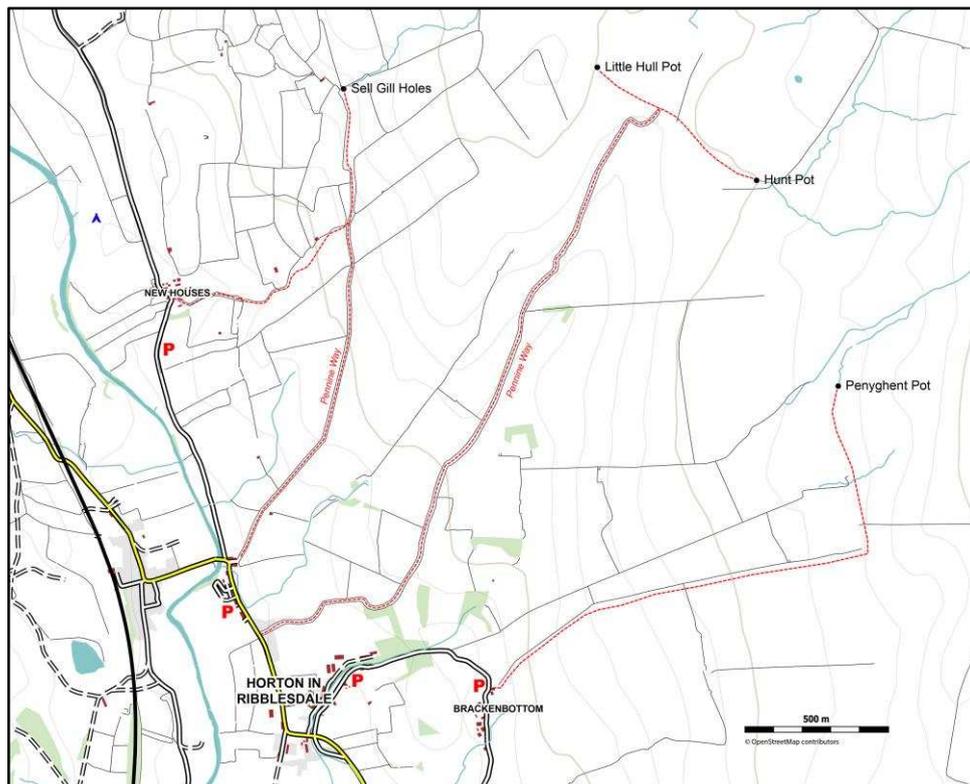


This description covers two entrances to Sell Gill Holes (one wet, one dry) which unite at the large passage at the bottom.



## Parking:

Park in Horton-in-Ribblesdale near the Crown pub (there is on-road parking on the road between the Crown pub and the railway station and also south of the Penyghent Cafe). Alternatively use the village car park (small fee). A slightly closer but much steeper approach can be made from New Houses (parking in one of several laybys) via the public footpath.

## How to find:

Grid reference: SD 81183 74347

From Horton-in-Ribblesdale, follow the Pennine Way footpath behind The Crown pub gently uphill for about 2.5km, passing the footpath coming up from New Houses. The very obvious entrances are easily found, one on either side of the footpath. On the right (east) is the more technical and flood-prone wet (Goblin) entrance and on the left (west) is a dry stepped gully leading down to the first pitch of the dry route.

**Rigging:** The rigging topo from 'Northern Caving' is available on the CNCC website (courtesy of CNCC Technical Group).

## Dry Route (passable in moderately wet weather conditions):

From the bottom of the gully, three simple and dry pitches lead directly to the main passage and the connection with the wet, Goblin Route. The first pitch commences with a traverse down the gully leading to a rebelay at the top of the pitch. Once inside the cave the second pitch is immediately reached via a traverse against the left hand wall to either a very large Y-hang spanning both walls, or a Y-hang off the left wall with an immediate deviation from the opposite wall (depending on how you would prefer to rig it). This pitch lands in a large chamber.

The next and final pitch is reached almost immediately and is broken by a shelf a few metres down.

At the bottom of the final pitch, follow the passage downwards; after only 10m the water crashes down on the right (the rope from the wet route enters here). The spectacular large passage can be followed steeply downstream for a short distance before it gets smaller. Then you are faced with a small wet section including a climb over or stoop under calcite obstructions. This is best avoided in very wet weather.

The final obstacle is found where the water disappears into a very wet, narrow, sideways crawl in the stream around a right hand bend. This typically involves considerable immersion in the water (hence most cavers turn around here), but is only a few metres long. The large passage continues beyond the duck, and is worth the wetting, but soon degenerates to some low dug crawls leading to another pitch (currently only bolted with exploration hangers of untrustworthy condition and best avoided) dropping into a large rift-chamber with an active dig.

## Goblin Route (not suitable for wet conditions):

This is a much under-rated trip with some technical and very varied ropework all happening in quick succession.

The entrance climb (where the stream goes underground) should be protected by a short (10m) handline as the rock is very slippery.

Walking-sized passage soon reaches the first pitch. An exposed traverse (on rope) goes left around the corner into a short loop passage. From the end of this is a reach out around the corner for the anchors of the Y-hang. In wetter conditions this is a very dramatic place indeed with the water thundering below and lots of spray. There may be considerable spray as you descend the rope, but thankfully, you don't continue too far down; about 5m below the Y-hang, swing out of the water into a letterbox shaped crawl which leads into a dry parallel shaft. From here, a staggered descent leads to a hanging rebelay above the final pitch, which lands alongside the waterfall only 10m from the dry route.