

# Llanberis Copper Mine (Eastern Workings)

## A guide to SRT rigging and descent - to use with rigging guide and survey

Small parties only recommended  
Stay clipped on at all times when possible  
Please respect the artefacts  
Wash all equipment well after trip

**\*Be aware - take it you are always on false floor unless you can confirm otherwise yourself\***

The mine is situated on the northern flanks of Snowdon, there is ample parking in the large layby on the A4086 at the south east end of Llyn Peris. The upper adit entrance can be seen directly above, approx. 120m up the hillside above a stone platform. The gated south adit can be viewed by walking south east, through the gate in to the park, and is soon visible on the right.

A mostly vertical trip through some spectacular if not serious surroundings, lower pitches wet after rain.  
Approach up the steep hillside following faint tracks and scree slopes, climbing carefully over any fences.

Enter upper adit and follow to room size chamber with stoping above, forwards then turn left over low wall in to passage, and follow to barriers of pipe and another low wall, over these, turning left at T junction.

Rig immediately to an expansion anchor on left wall before ascending the rubble slope. A Collinox resin anchor is hidden above and left of you before stepping out over hole to 1st pitch (9m), Y hang from 2x Collinox bolts.

**Stay on rope at bottom of pitch.** Heading out-by here leads to a short run-in adit. Anchor for short traverse to the head of pitch 2 (8m) can be found as you land from p1 on the left wall. Y hang on right wall, descend for 8m and stop when level with small ledge.

*This traverse leads into a level (level interesting to explore, climbing carefully over collapse leads to nice wall of deads, fine copper staining and level leading outwards (again run in).*

Swing onto the ledge and traverse leftwards into start of the level, rig to high anchor on right wall, then over to opposite wall and Y hang (pitch 3, 30m) to bottom of stope, passing between 2 large timbers to floor, landing on what *\*appears\** to be a short section of solid floor at the start of a level heading outwards.

*Note that it is possible to head in-by at the base of the 3<sup>rd</sup> pitch by ascending and stepping onto a higher area at the base of the stope.*

Follow the level from base of p3, over more false floor, to 4th pitch (Malachite Falls), again the anchors start well back on right wall for traverse to pitch head. Y hang and descend down the canyon-like pitch to a rubble slope on false floor (stay on rope & rig traverse line to 5th pitch).

Follow rubble slope downwards to 5th pitch head (which is directly above the 6th pitch) with bolts on right wall to Y hang, giving a very short descent, to swing out of the stope and into a large level opposite (again worth careful exploration).

Belay rope to anchor on the right wall as entering the level, then rig to a pair of anchors on the opposite wall for Y hang on the 6th pitch. This pitch is a fine but rather damp descent to land on a sloping floor of debris, **noting the large flooded shaft next to you.** This can be carefully traversed to enter the gated south adit, daylight visible, with un-surveyed workings and flooded shafts on the right heading out. Heading in an unexplored level continues and appears to turn right.

### Tackle List

Pitch 1, 20m rope / 4 maillons  
Pitch 2 & 3, 50m rope / 6 maillons  
Pitch 4 & 5, 38m rope / 6 maillons  
Pitch 6, 40m rope / 2 maillons

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