

COMMENT IF YOU'RE A CAVER (AT THE BOTTOM & SIGN)
OTHERWISE JUST READ AND THINK

CAVING GEAR FOR ASRC CAVERS

ON PERSON:

WOOL UNDERWEAR
LEATHER GLOVES

COVERALLS

BOOTS

HELMET & LAMP OR ELECTRIC LIGHT ①

CAVE PACK:

CARBIDE OR BATTERIES (PLENTY)

WATER (LOTS . . . ~ 1qt.)

CARBIDE DUMP BAGS

② FLASHLIGHT + SPARE BULBS + BATTERIES

(BEST TO HAVE THIS AS A HEADLAMP, IN ADDITION
TO A CARBIDE LAMP)

③ SPARE CARBIDE LAMP OR OTHER LIGHT SOURCE

④ - MATCHES IN WATER PROOF CASE, PLUMBER'S CANDLE

GARBAGE BAG OR SPACE BLANKET

ORLON 'TOQUE' OR WOOL HAT OR BALAKLAVA.

} FOR HYPOTHERMIA
CONDITIONS

FIRST AID KIT (PERSONAL)

REPAIR KIT

PERSONAL ITEMS (GLASSES, TP, TAMPAX, ETC.)

PENCIL & PAPER

QUICK ENERGY FOOD (GORP, ETC)

HIGH-ENERGY RESERVE (MEAT BAR, ETC)

VERTICAL GEAR (IF YOU'RE VERTICAL QUALIFIED)

yes, this does make a giant ~~one~~ pack. oh, well . . .

what combinations/permutations, you're carrying about
10 light sources. all necessary? Betty (gd cave pack!)

Bill Sexton

I prefer denim jacket to coveralls for flexibility

Ken Hunter
(OVER)

Carbide

If you don't carry a spare ~~carbide~~ lamp
(you ~~aff~~ ~~can~~ carry a spare like source)

Be sure you carry 1 spare Tip, 1 very small
set of pliers, 2 felts, Tip Cleaner, Complete
Striker assembly, Spare Wing Nut, Spare Gaskets