

*Lower reaches of Primadona*

*overview* The trip proposed here explores the complexity of the southern extensions in Primadona, with its intricate network of horizontal galleries, impressive pitches and chambers. A trip to the Hall of the Mountain King and out will take 4-6hrs, while a round trip to Ajdovscina via the What a Coincidence connection will take 4 1/2-6 1/2hrs. The Povezava branch is quite strenuous and cavers attempting the round should plan accordingly.

*Sejna Soba to Knot So Great* The route is described in *A Primadona-Monatip round trip*: follow instructions to reach Sejna Soba from the Primadona entrance. At Sejna Soba, the way on is to the right when facing the water chamber. A climb down into a dry, stooping height gallery is followed by a couple of minutes of easy caving to the top of a small 2m drop. This is rigged and a larger 5m drop swings into a short stooping height, scalloped passage. The take-off of Knot So Great is at the far end of the passage. The pitch starts as an elongate rift and bells out where the drips come in. The 20m hang lands on a bouldery floor of a 10x10m chamber with many ways off. Water disappears in between boulders to Cattlegrid, while a muddy tube near the landing leads to the Stile. A larger passage reached by scrambling on a muddy shelf marks the start of the Smero gallery.

*Knot so Great to Rokovo Brezno* Opposite Smero, a large, draughty gallery leads off, via several dry chambers with muddy floors to a traverse over a drop. On the right hand wall, water comes in noisily from an aven above, cascading down Quantum State pitch. Traversing over the pitch head using the in-situ rope leads into an abandoned streamway rift. The draughty passage continues past a 1 1/2m drop onto a mud floor and develops as a sinuous dry rift which is best traversed near the bottom. At the next climb down, it is possible to climb to the roof of the passage and continue a traverse over the top of Rokovo Brezno. The way on is down a small climb to find the pitch head.

*Rokovo Brezno to the Hall of the Mountain King* At the bottom of the clean 30m hang in a 9x9m circular shaft the start of Karstaway passage drops down several times to reach a small 4m drop into the Lunch Chamber, where a small stream is joined. Upstream is a small 15m clean-washed aven with interesting mud sediments. Following the water downstream, walls come in to form a straight, tight rift, beyond which a waterfall joins the stream. At a larger water chamber, the passage is above the water in a small phreatic tube with clear scallops. Staying high and leaving the streamway leads to a series of scrambles over boulders along a white rift. The passage abruptly ends at the head of the Mighty Fine Indeed series of pitches (P20, P15, P43). The third pitch drops into the large Hall of the Mountain King chamber, a high, boulder strewn passage.

*Hall of the Mountain King to Upside Down Chamber* A scramble up a boulder slope on the far side of the chamber leads to a climb up into Colony, a horizontal passage, where a chilling draught is found again. In the passage, to the left and upwind is the start of What a Coincidence passage while the way down through boulders, downwind, leads quickly to the head of the impressive Blue Danube pitch (P46). The pitch starts again the fault wall, and bells out 15m below, where a hanging rebelay provides a clean 30m

hang down the 6x6m elegant shaft. Half-way through the descent, a swing lands on a steep mud-and-boulders slope reaching the centre of the impressive Upside Down Chamber (20x30x40m).

*Hall of the Mountain King to Ajdovcina* After the climb up into Colony,

*Ajdovcina to TTT*

*TTT to Povezava aven*

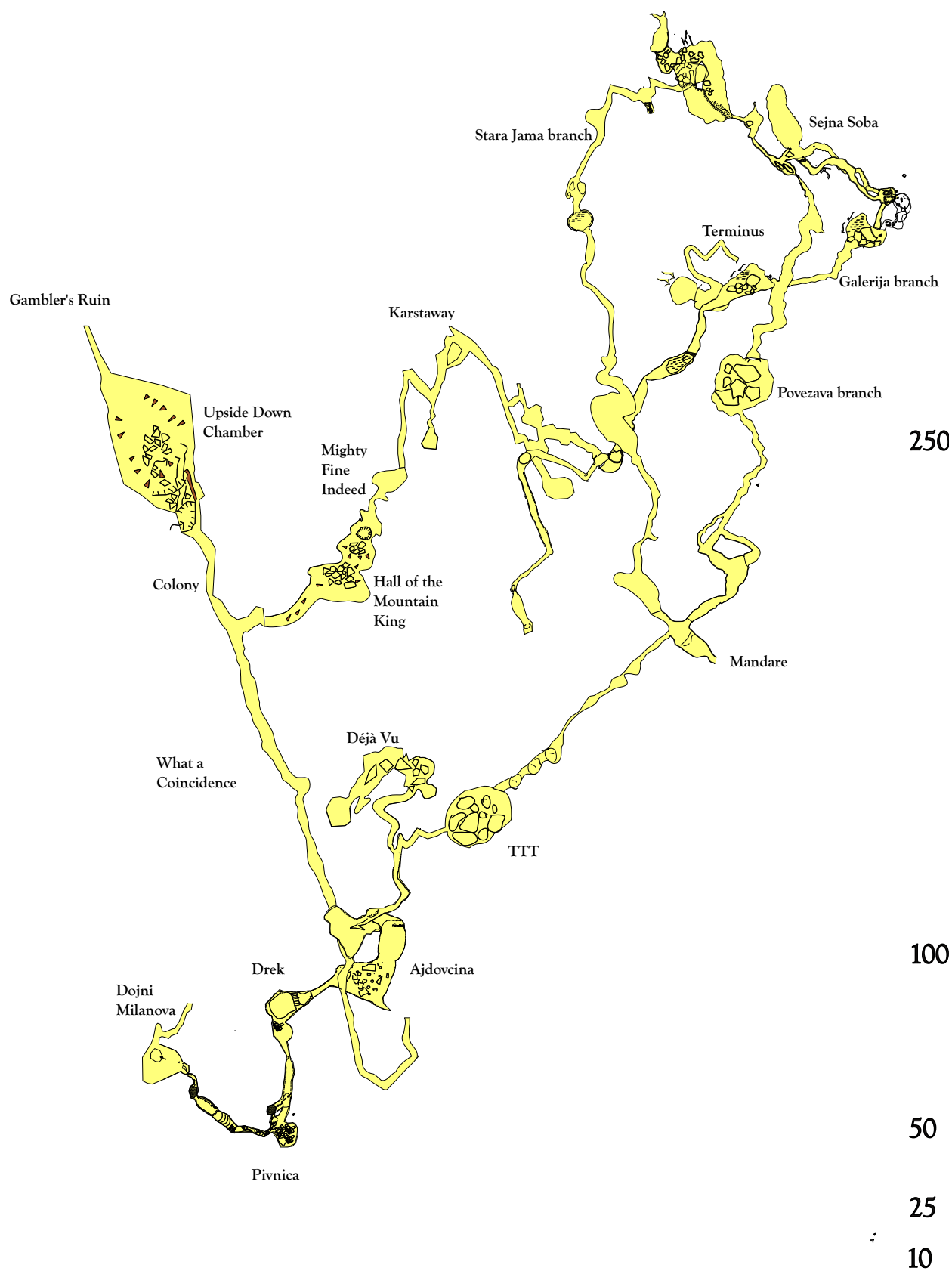


Figure 30: Plan view of the lower passages to the south of Sejna Soba