

# Cave Simulator Configuration Manual



Thanks to the Essex County Scout  
Caving Team for this manual

## List of Parts

- |   |   |
|---|---|
| 9 |   |
| 7 |   |
| 1 |   |
| 1 |   |
| 4 |   |
| 9 |   |
| 1 |   |
| 2 |   |
| 2 | Tarps   |
| 1 | Toolbox with<br>Manual<br>Wire cutters<br>Cable Ties<br>Ropes (2 short, 2 long) |

# Assembly Instructions

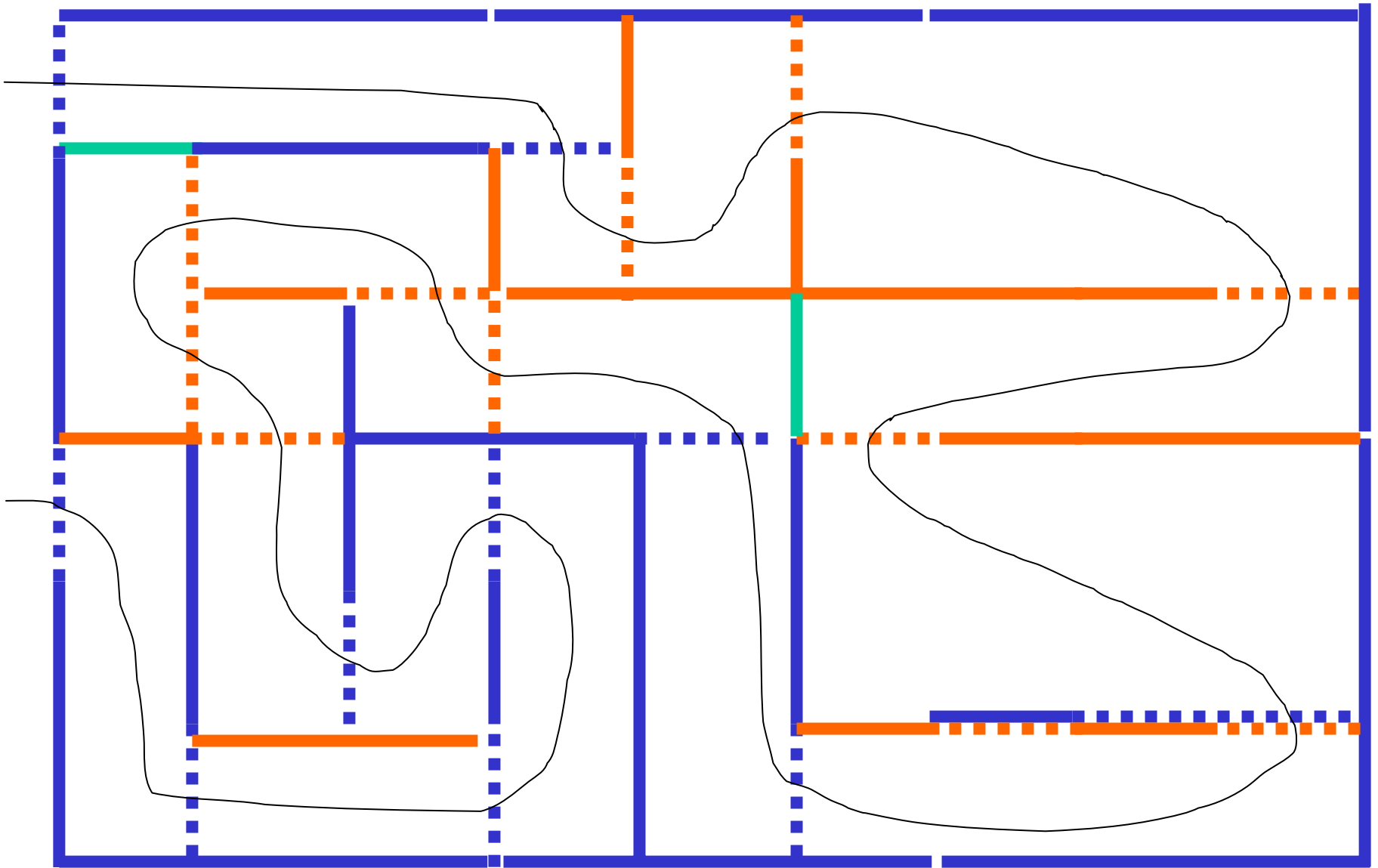
- Lay one of the tarps on the ground.
- Select a layout from the following pages. If you want to get as many people as possible through as quickly as possible, like at a jamboree, it is recommended that you select a design with a single route through. People can then queue, go through and leave. If you have a group of people using the simulator for a set period of time, then you would be better selecting a design with choices of route, dead ends and chambers, as this will take longer to explore.
- Assemble the boards as in the design. Blue lines represent the 6 foot boards, red lines represent the 4 foot boards, and green lines represent the 2 foot square boards. The dashed lines represent the location of a hole in the board. Not all designs use all boards, so don't be worried if there are some left over.
- All boards have small holes top and bottom where they meet other boards. These must be tied together with cable ties. Ensure cable ties will not rub on the tarps.
- When assembled, check the route through to ensure the boards are in the correct place, and that you can get right through. Also check all joints top and bottom to ensure they are all tied.
- Cover the structure with the other tarp. Using the eyelets, tie the top tarp to the bottom one, leaving a gap for the entrance and exit. There are two short ropes and two long ropes.

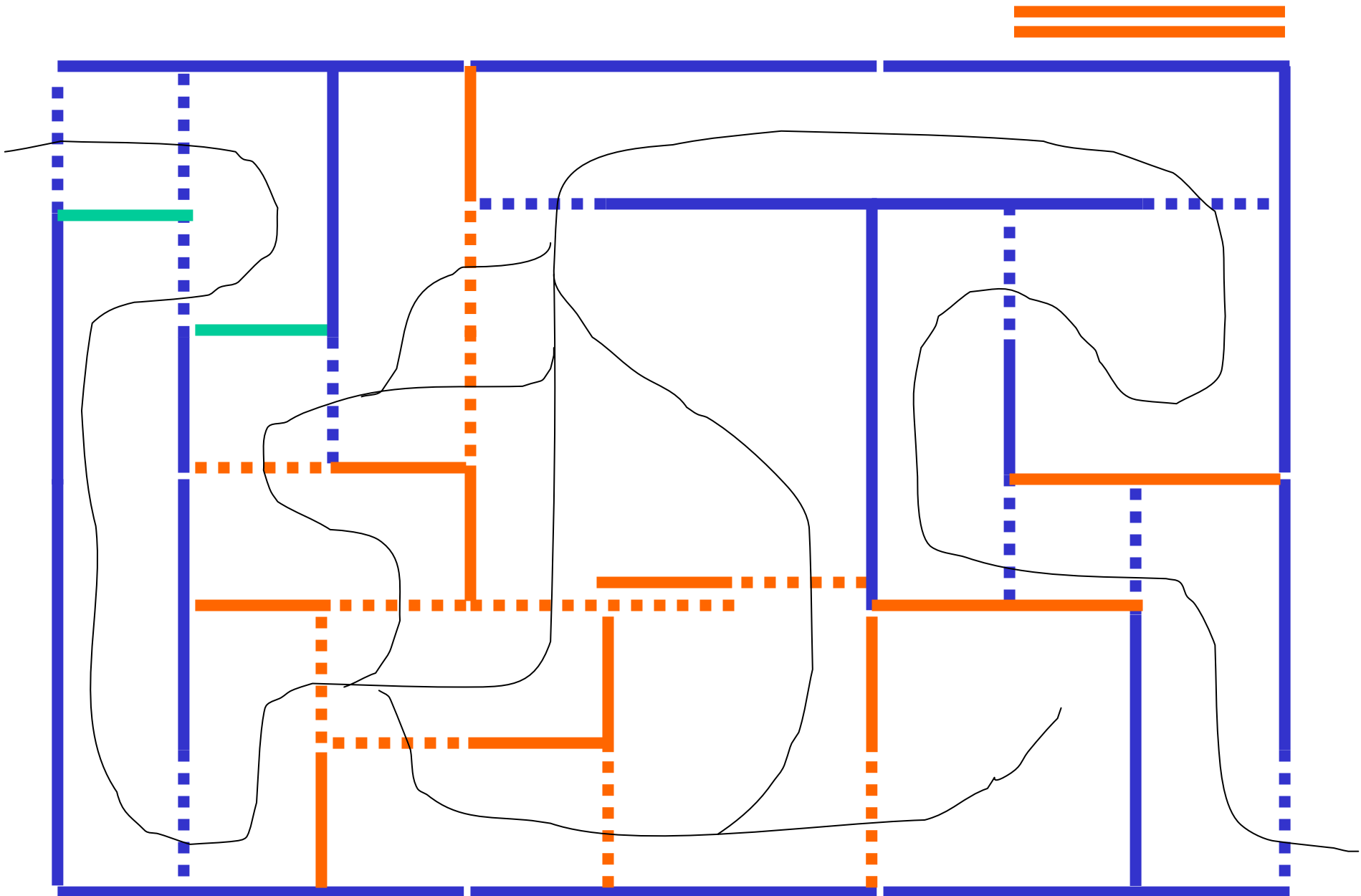
## Dismantling Instructions

- Untie the top tarp from the bottom one
- Remove and fold the top tarp.
- Snip all cable ties. It is recommended that the bottom ones are done first because if you undo the top ones first the panels fall over and tighten up the bottom ones making them difficult to undo. Use the wire cutters to cut the ties as a knife can damage the bottom tarp. If damage occurs to a tarp, you will be charged \$75 for a replacement.
- Pile up the boards in order of size ready to load into whatever transport is being used.
- Sweep the bottom tarpaulin and fold it.
- If any of the parts are wet, they should be dried as soon as possible.

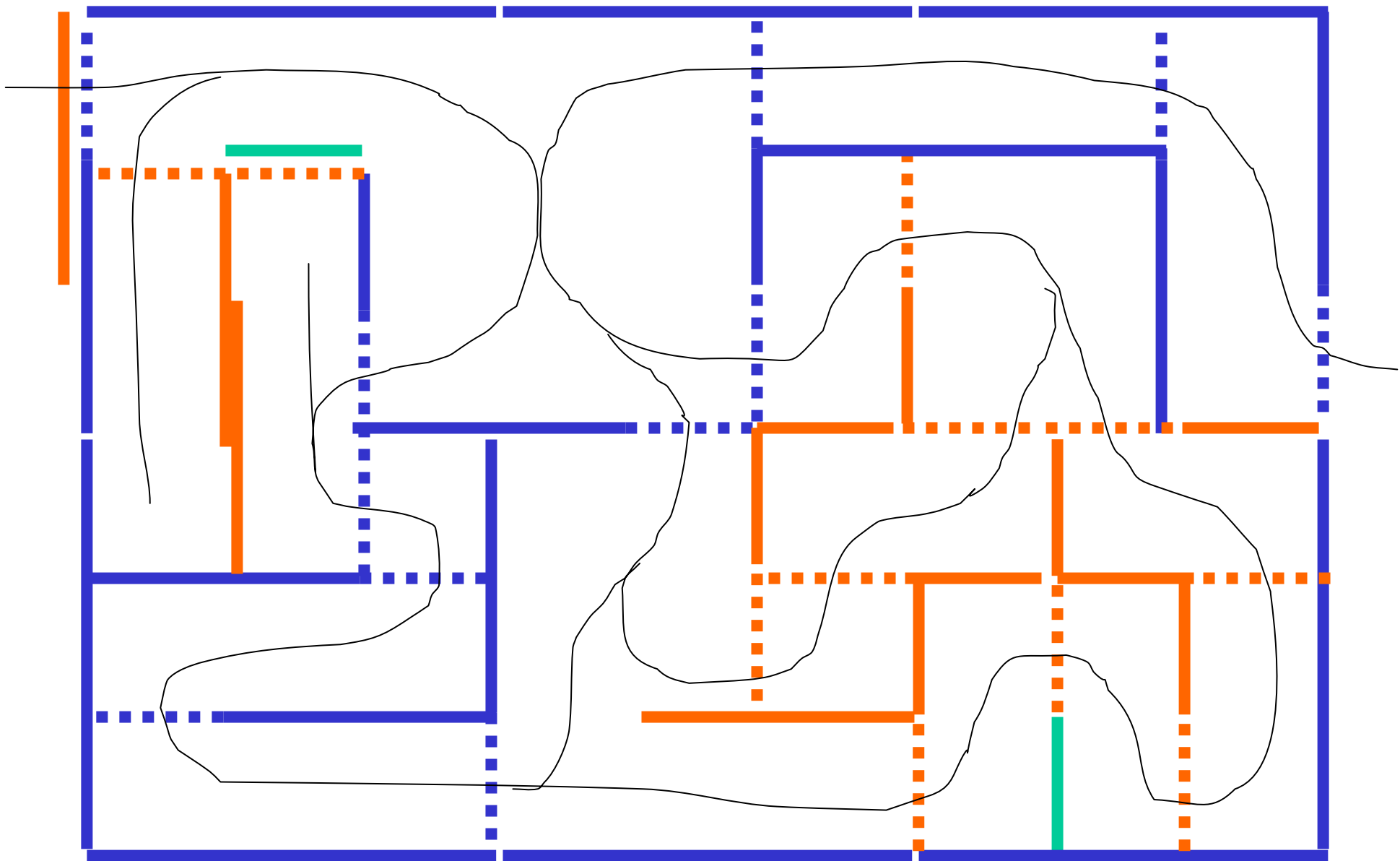
## Usage Instructions

- Whoever is supervising the use of the Cave Simulator should be familiar with the layout that has been used.
- There should be someone prepared to go in themselves in case anyone panics and requires help whilst inside. This person should be armed with a good torch.
- There should not be more than 7 to 10 people in the Simulator at once.
- If the Simulator is being used for more than one day, someone with a torch should go through after each days use and check that all the ties are ok and replace any that are missing. Litter and lost property should also be removed. Alternatively, these checks can be carried out by removing the top tarpaulin.
- When not in use, the entrance and exit should be covered so as to discourage people from using it unsupervised.

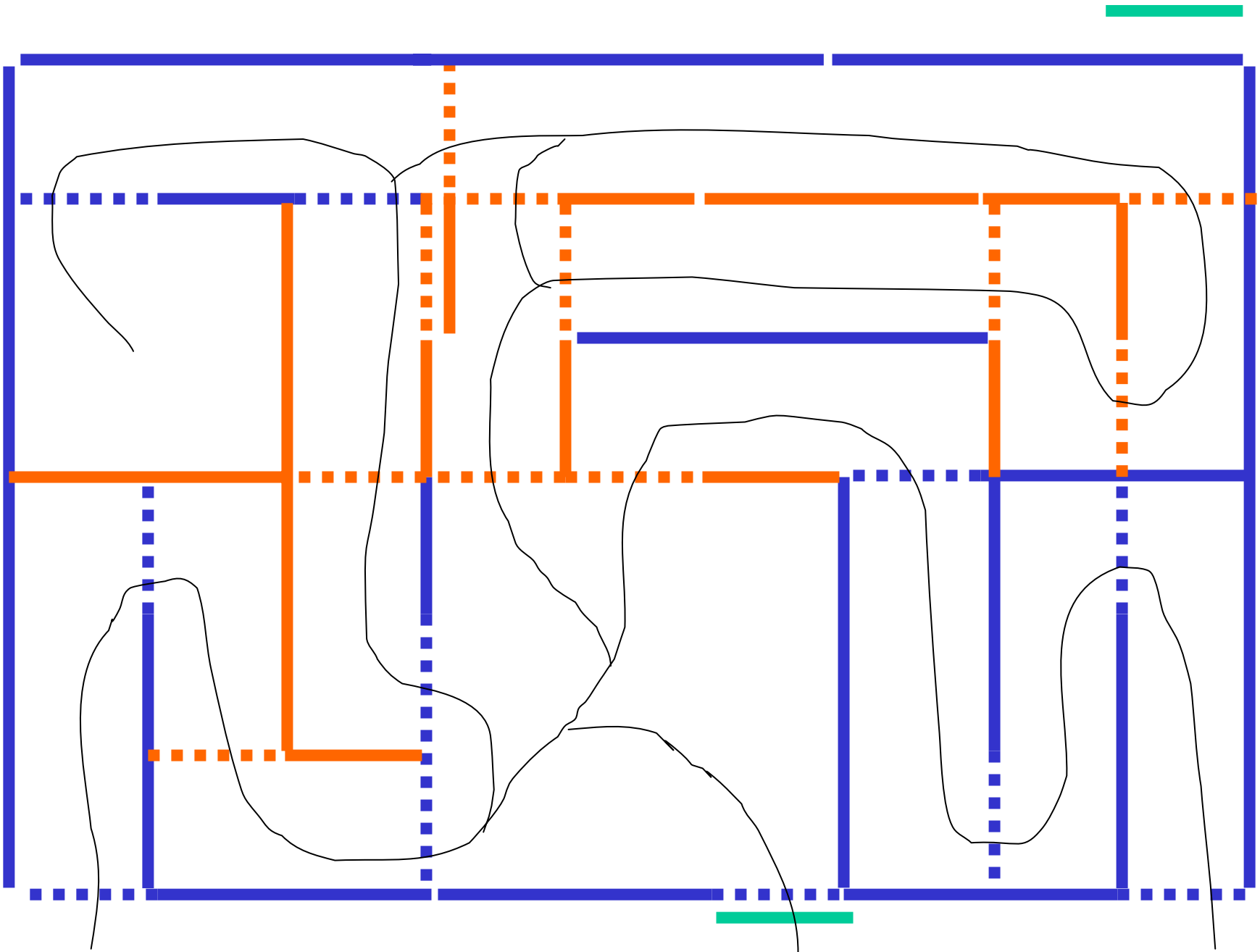


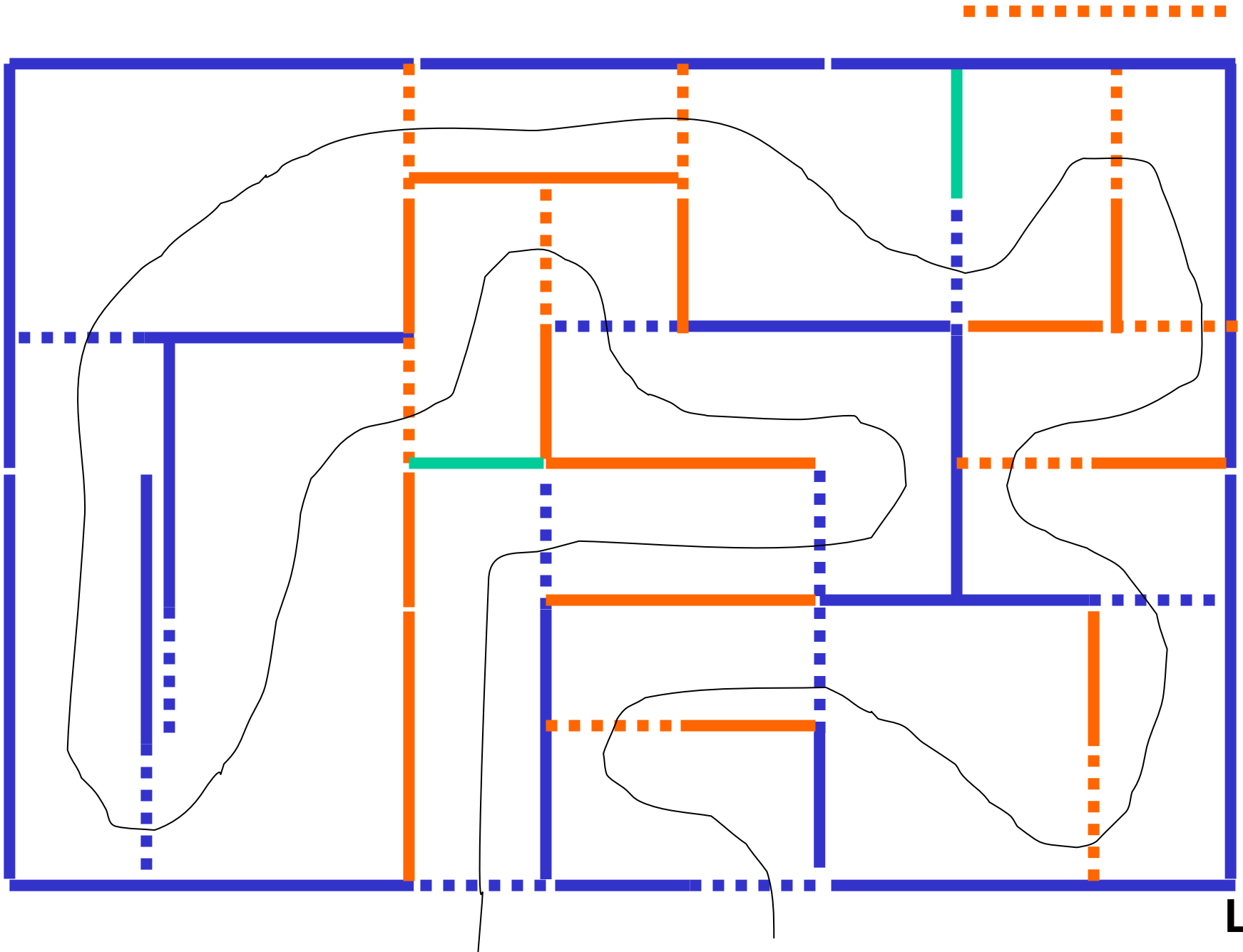


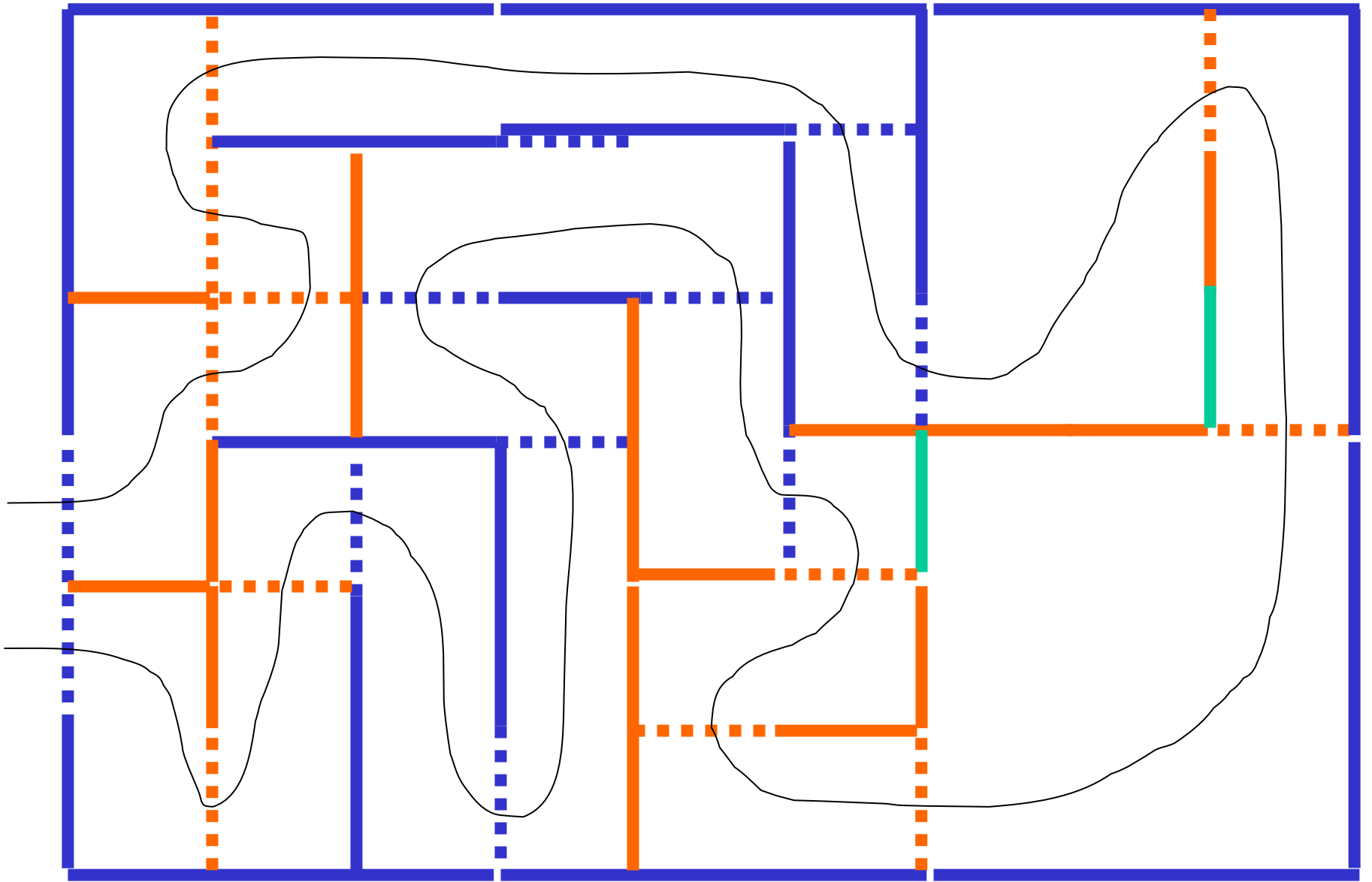
L02

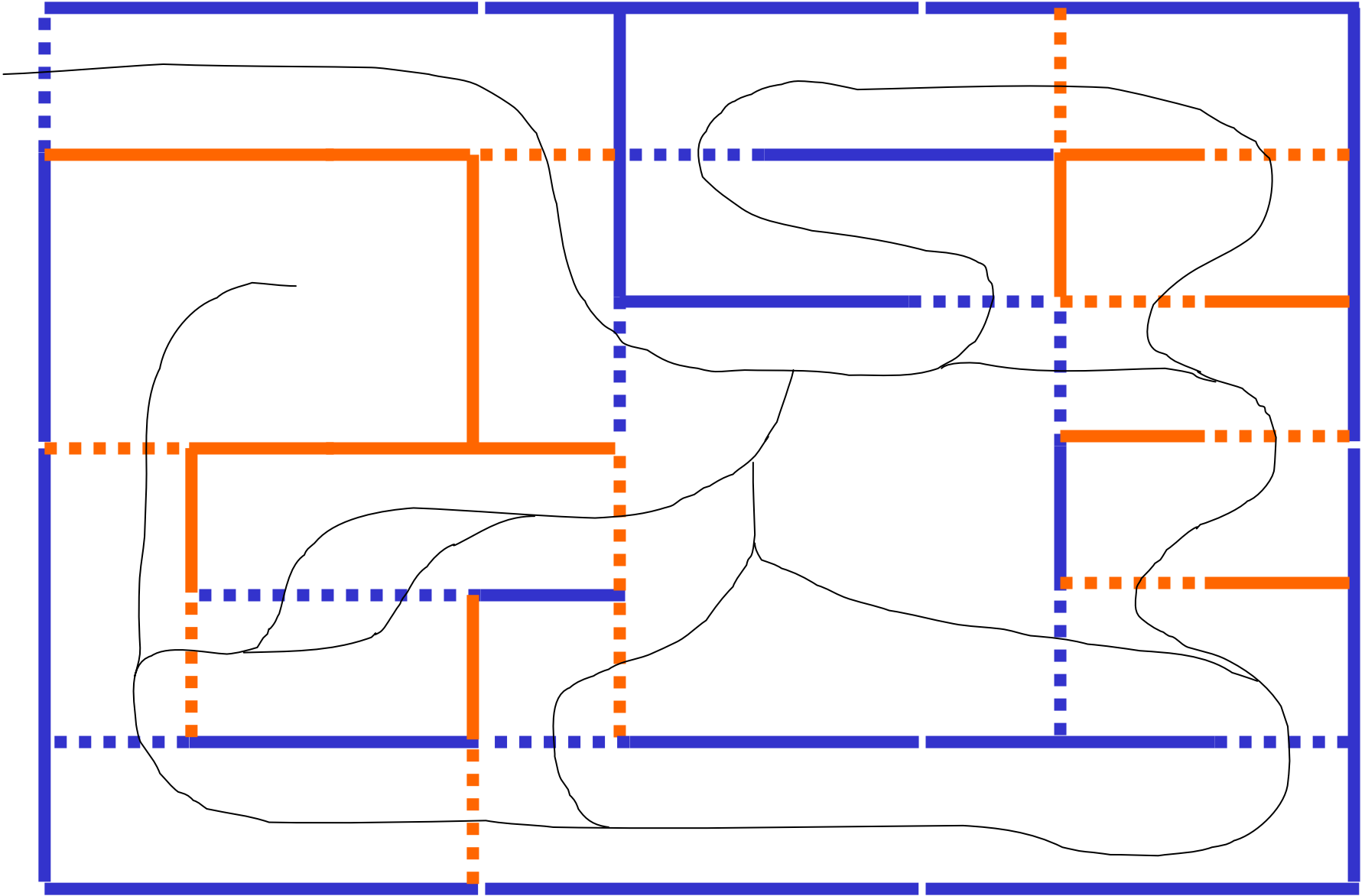


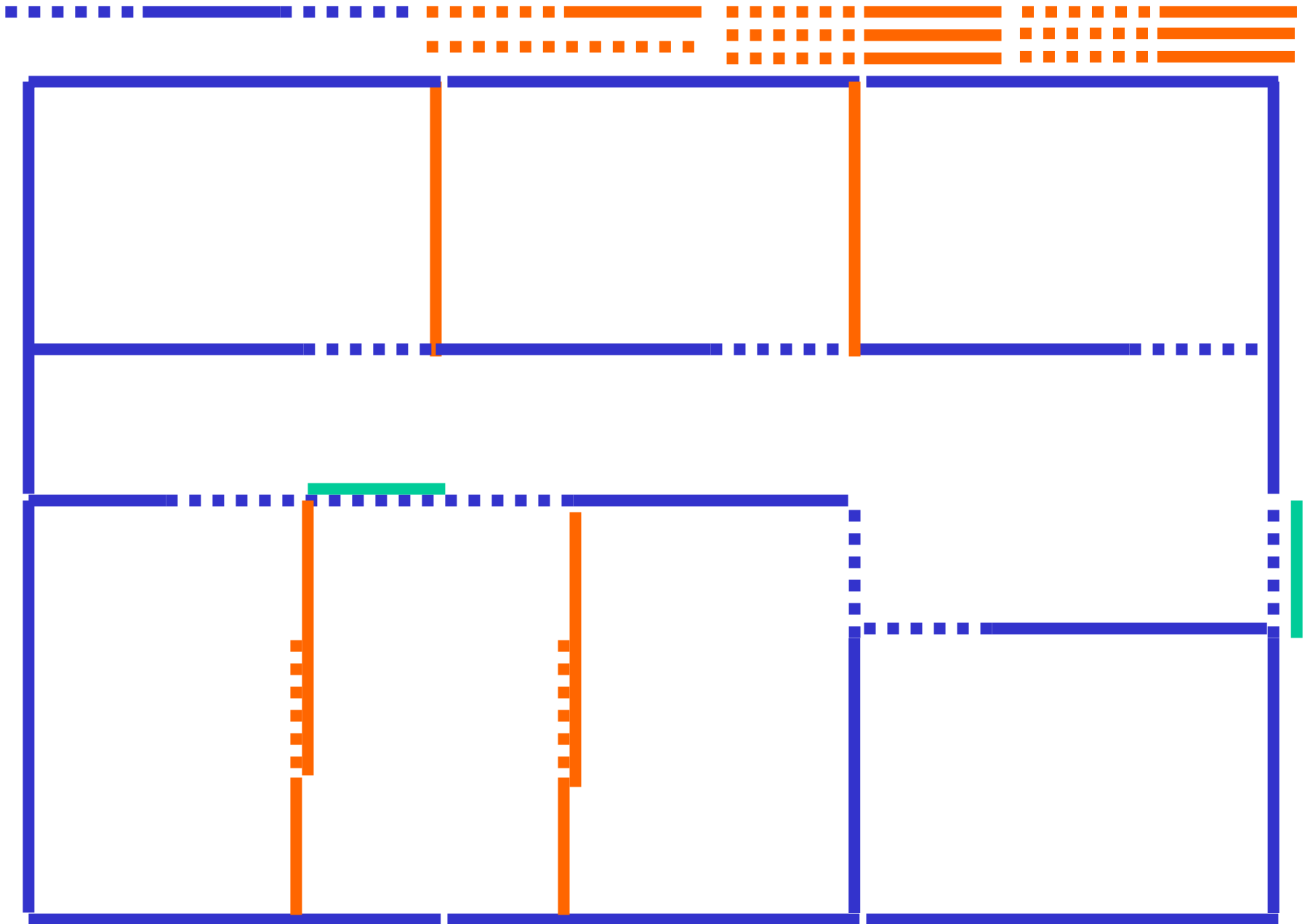
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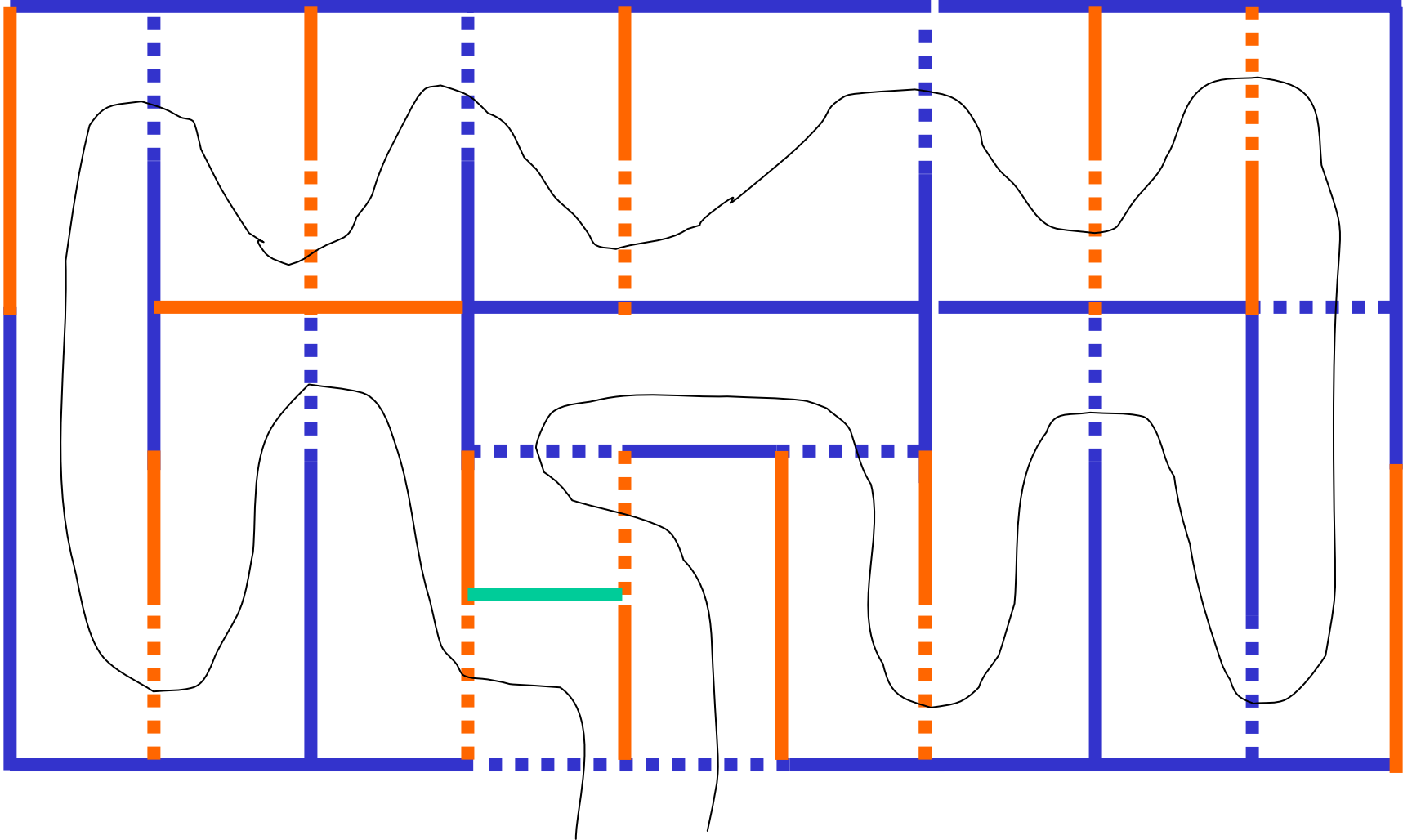




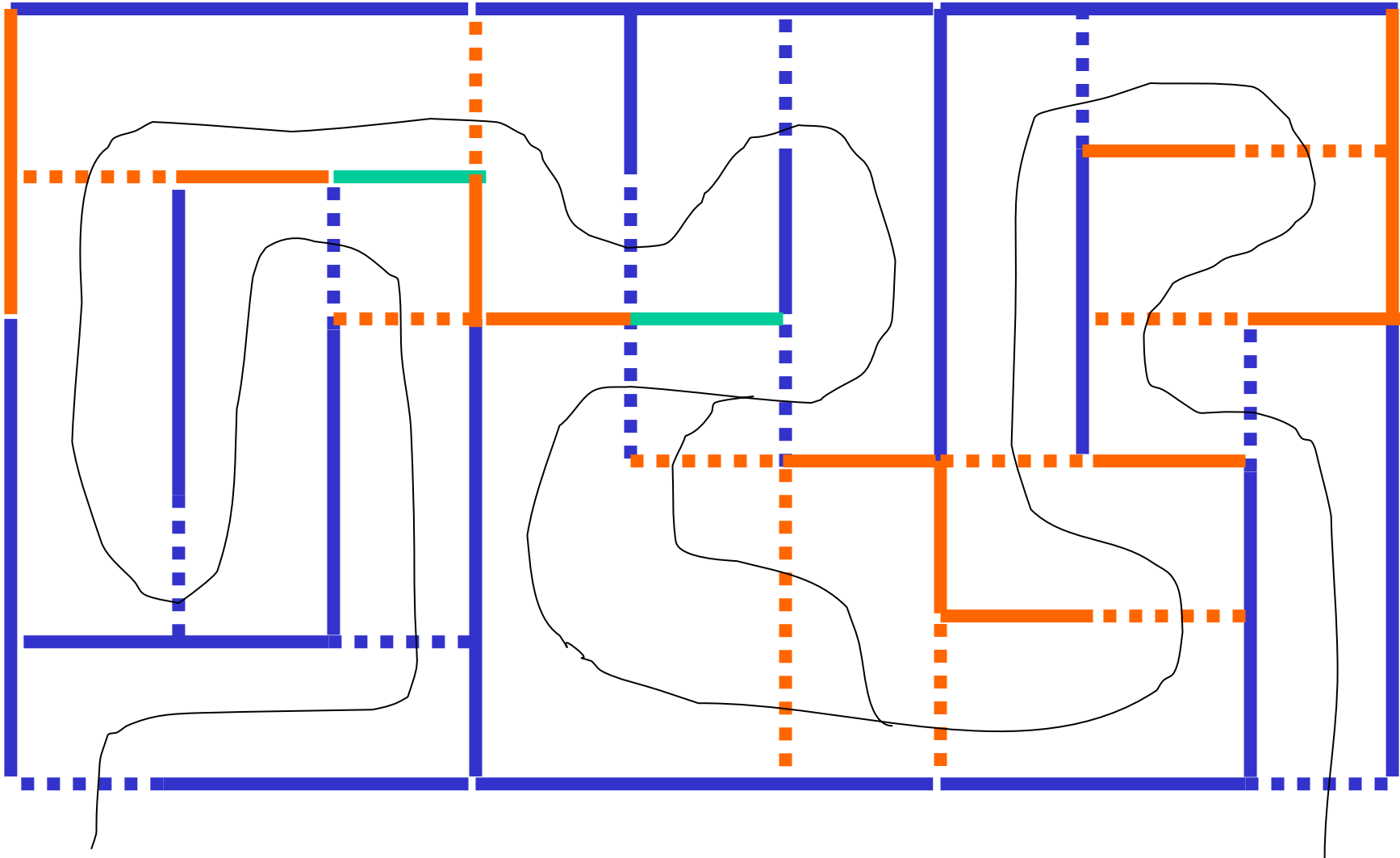


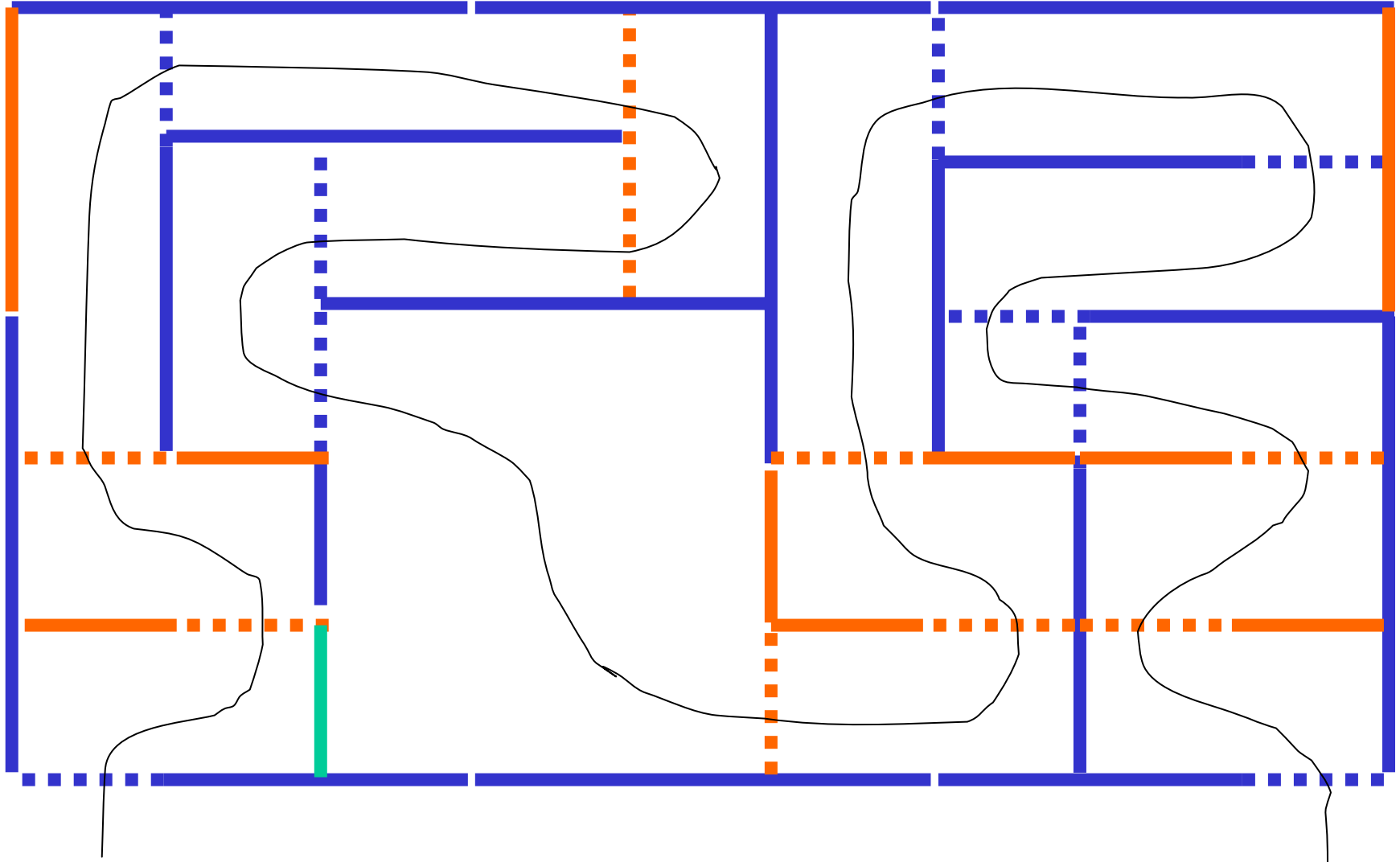


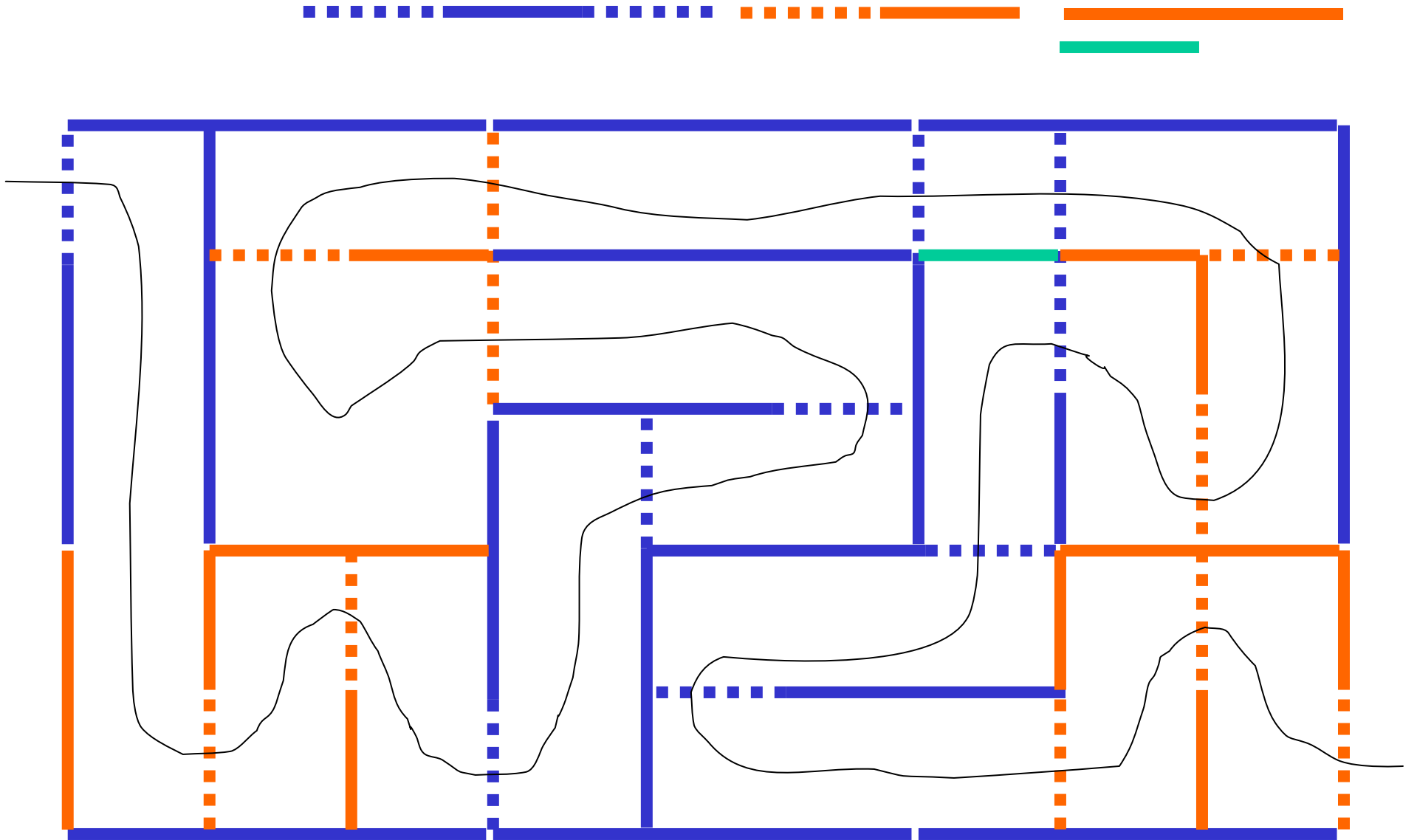


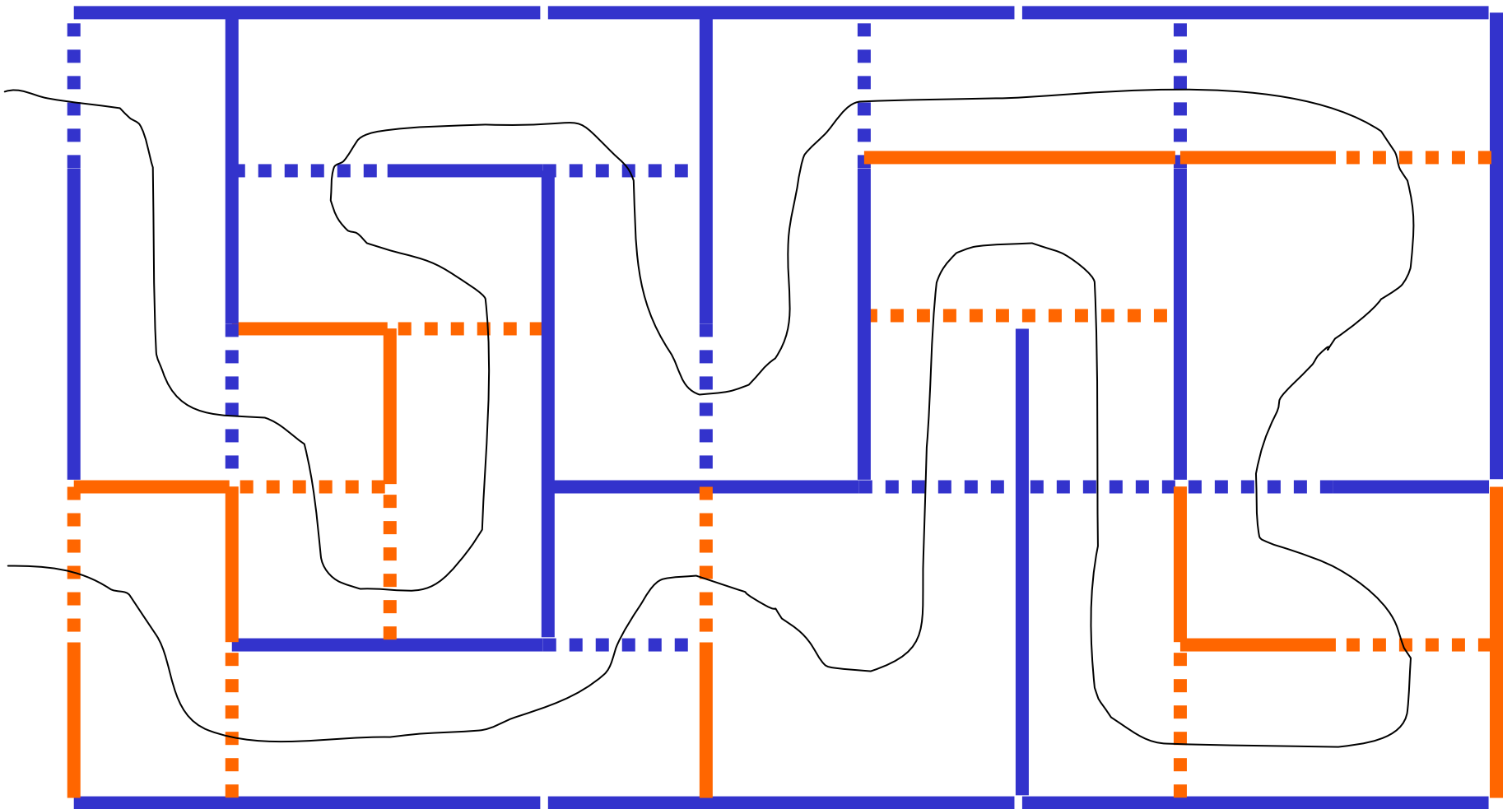


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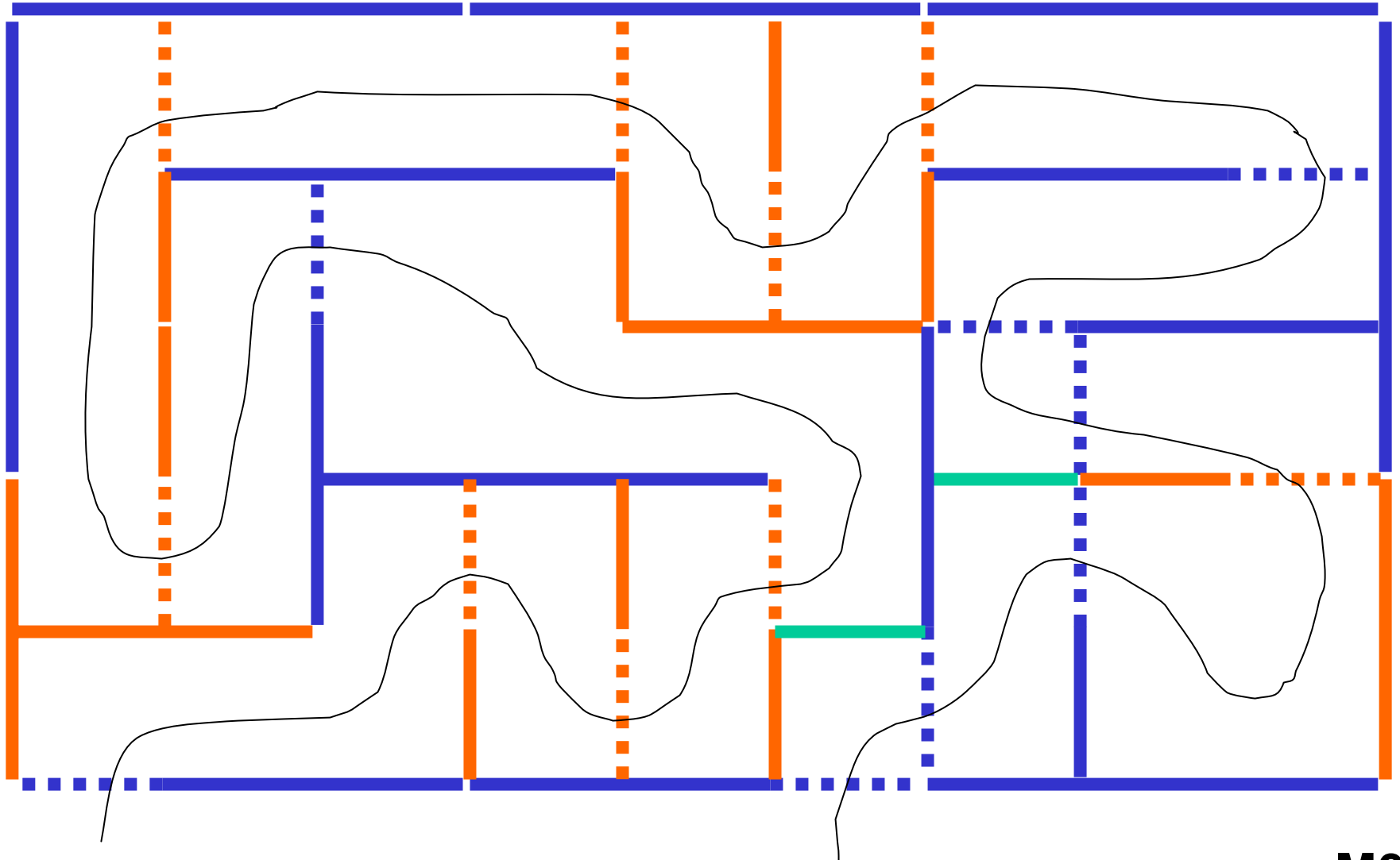




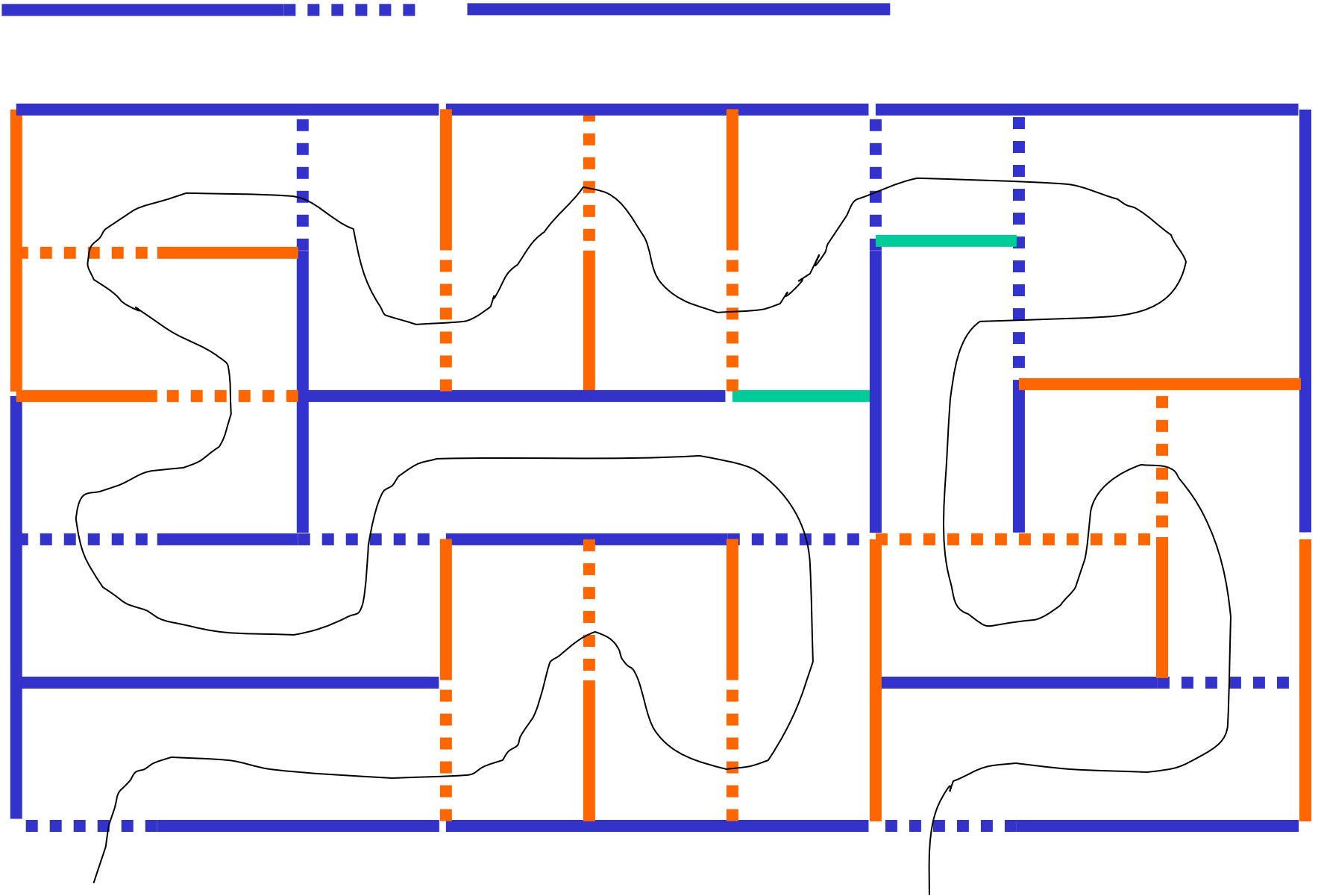




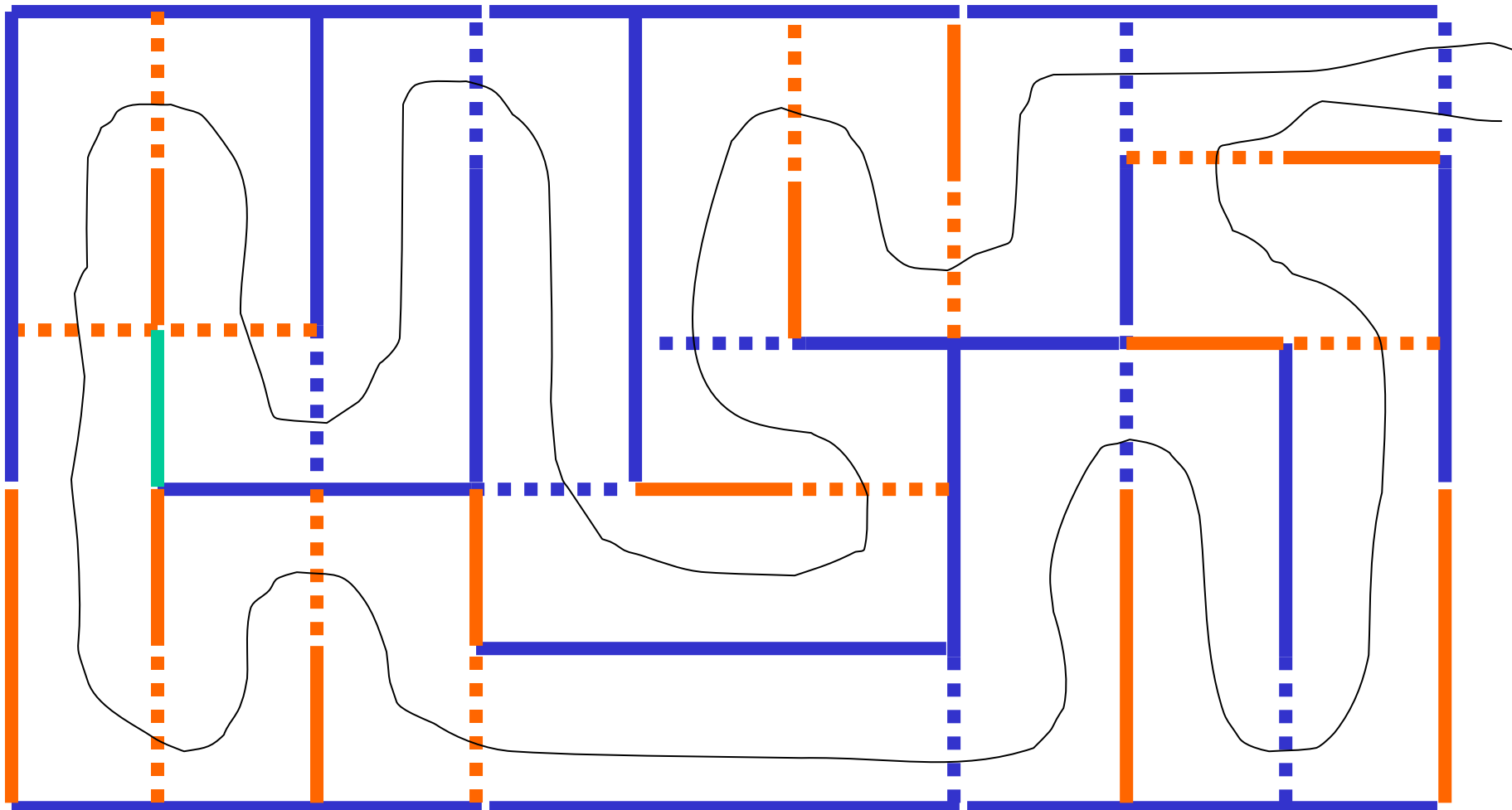
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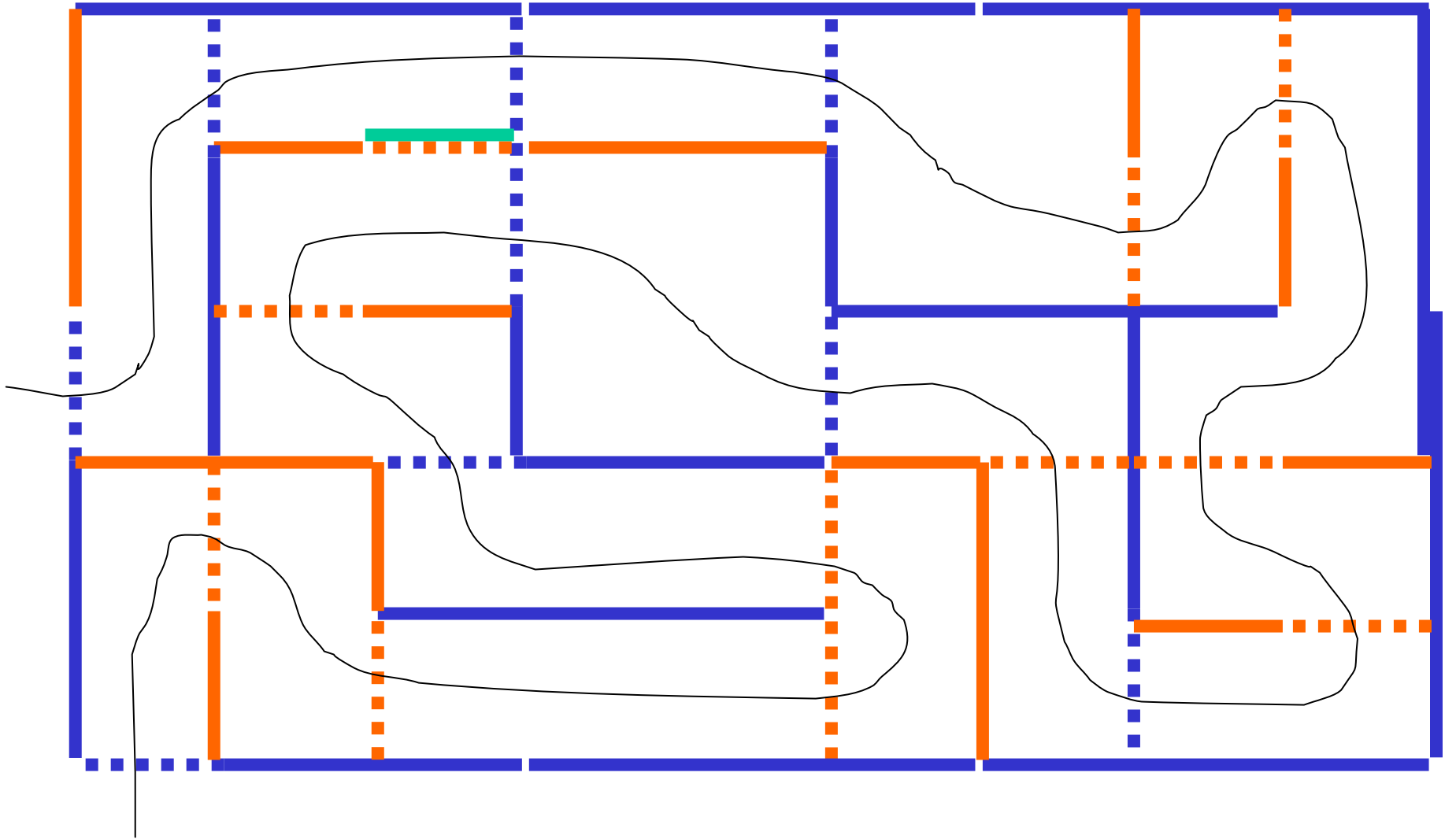
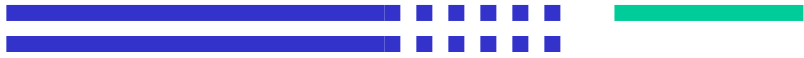
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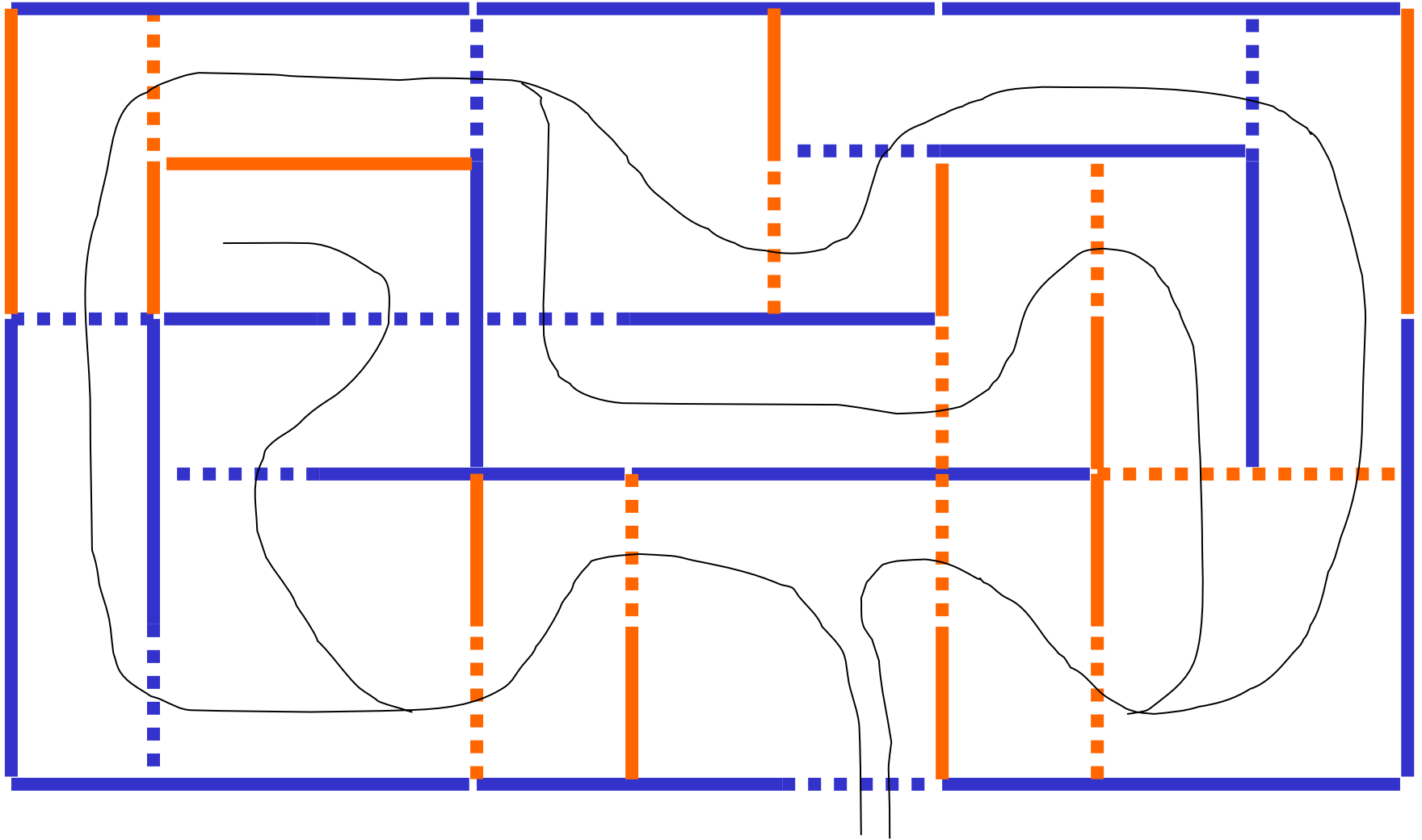
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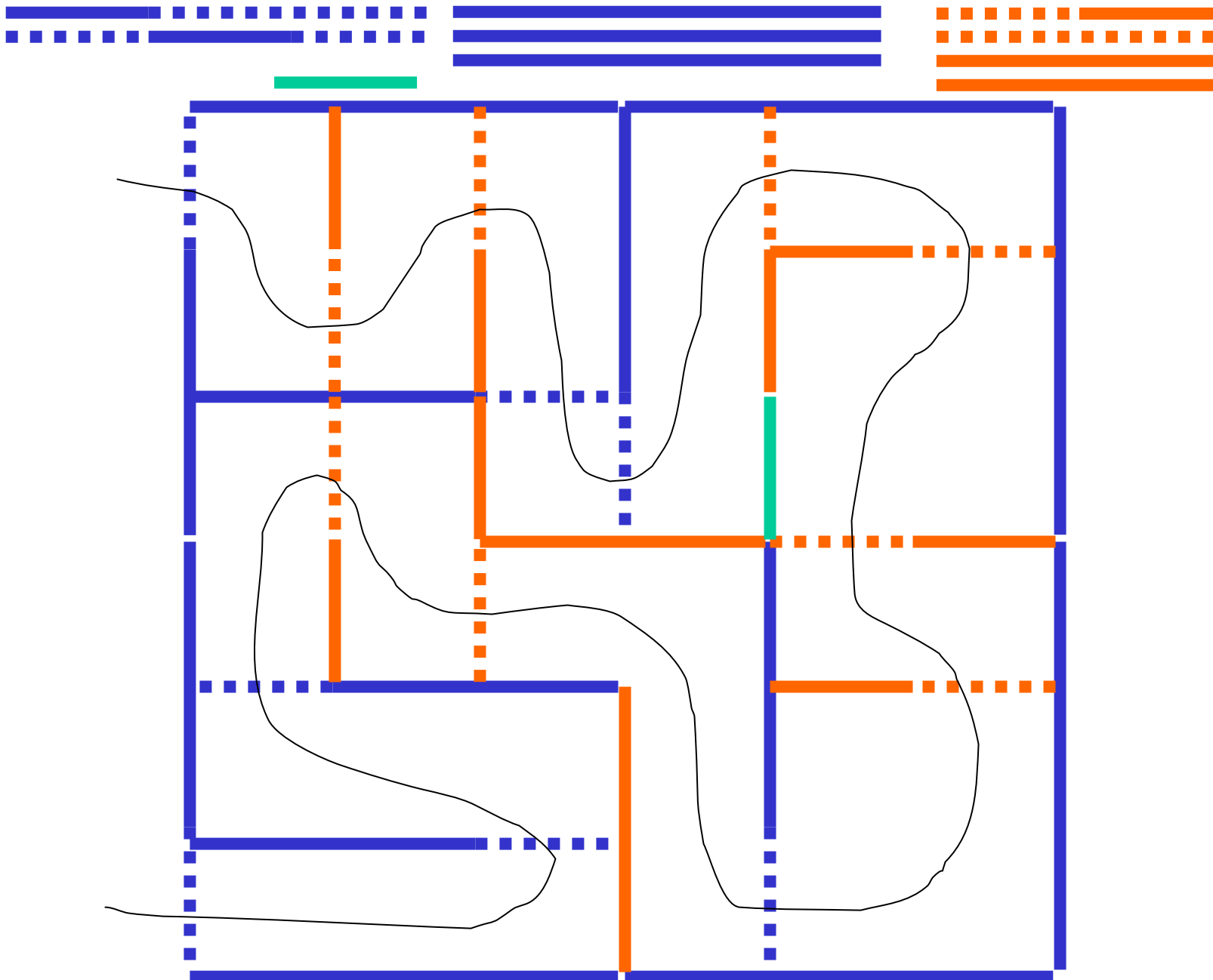
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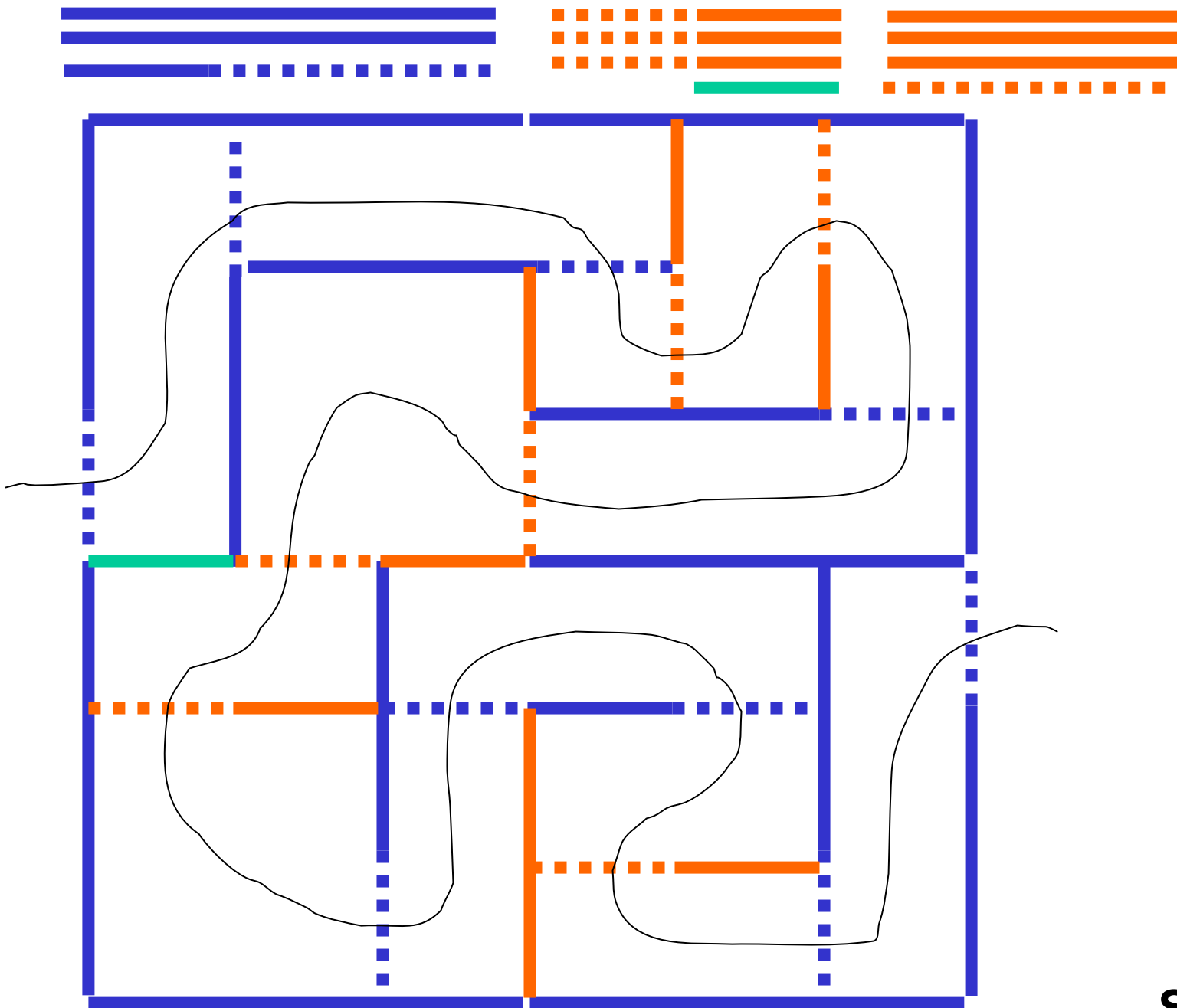
M09



M10



**S01**



S02