

# Principles and Guidelines of Cave Management

by **Dean Smart** 

# **EExploitation of Caves**

PPrinciple – caves are used in many different ways and mmanagement needs vary according

Historical and current use of caves in Southeast Asia:

**Tourist attractions** 

Places of worship and meditation

**Burial sites** 

Shelters

Store houses

Hiding places

Thoroughfares

Water supplies

Sources of food - fish, bats

Sources of guano and swiflet nests

Sources of sediment and minerals - tin, rubies

Industrial sites - stone tools

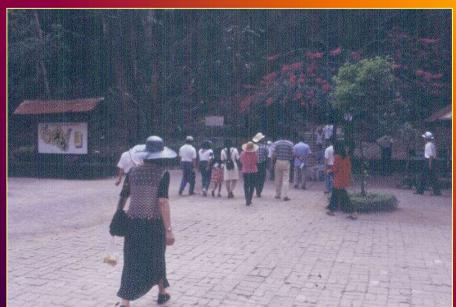
Centres of knowledge, research and learning

# **Exploitation of Caves**

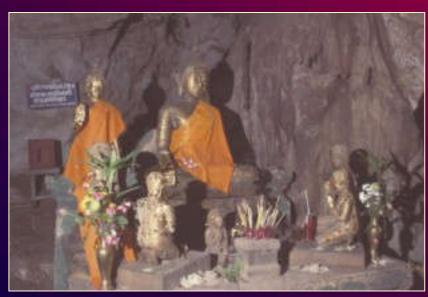
#### Other uses from around the world:

Wine cellars
Mushroom farms
Cheese factories
Tuberculosis clinics
Laboratories
Fortresses
Waste dumps
Mass grave sites
Hydroelectricity plants
Manufacturing sites, e.g. rope
Sources of saltpetre for gunpowder



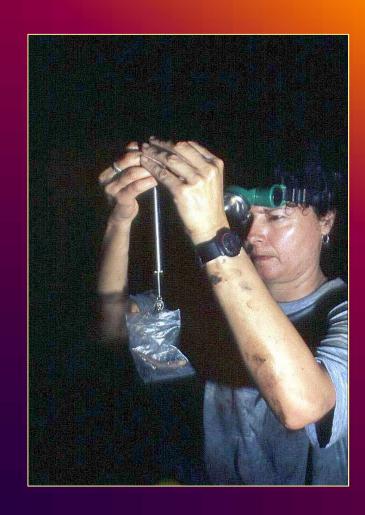












# **Exploitation of Caves**

#### Significance of caves:

Living museums - climate, relict species, fossils, archaeology, culture

Natural laboratories - human psychology, evolution, adaptation, ecology

Windows on the underworld - groundwater, geological exposures, archaeabacteria

Economic - water supplies, tourism, guano, swiflet nests, tin

Social - aesthetic, sporting, spiritual, shelter

# **Exploitation of Caves**

Special characteristics of caves:

Integral part of a wider landscape - karst Four dimensional - spatial 'X, Y and Z' plus time Origin by solution of the bedrock Rapid transmission of water Small, enclosed space Darkness Little exchange with the surface - stable environment **Excellent preservation qualities** Long 'lifespan' Accumulate sediments, speleothems, bones, artifacts, etc Simple ecosystem with unusual fauna Low total energy budget Remarkably easy to disturb



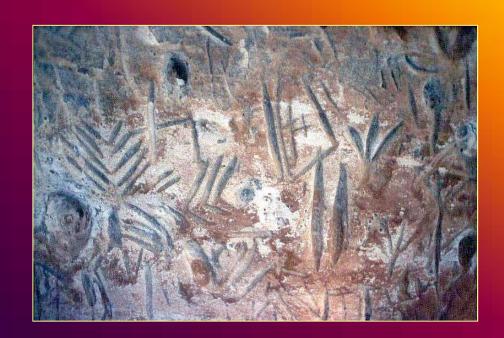


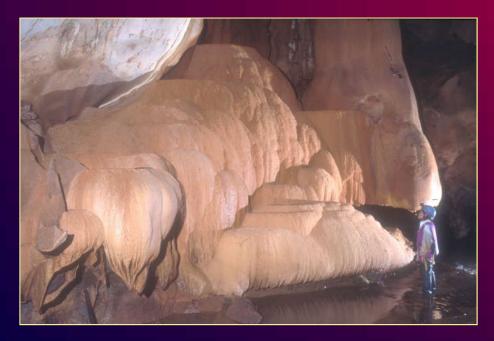












# **CCave Management**

PPrinciple – maintain the integrity of caves tthrough protection, sustainable use and education Cave management needs to:

Recognise the position of caves within the broader context of karst

Understand caves and the natural processes acting upon them

Appreciate the significance and vulnerability of caves

Understand potential threats and the ways in which damage can be prevented or reduced

Realise that all caves are different and that management must adapt to the needs of each cave

# **CCave Management**

Aims of cave management:

Maintain the natural processes and environment of caves

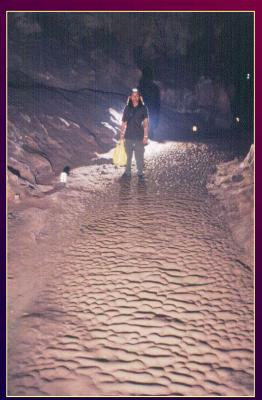
Protect the natural and cultural features of caves

Detect deterioration and take action if necessary

Allow people to enjoy caves and improve their appreciation and understanding

Provide economic and social benefits

Actively collect data



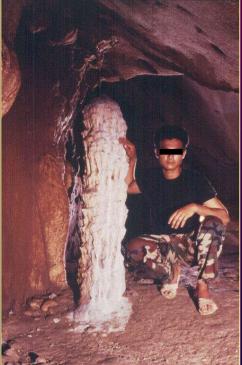


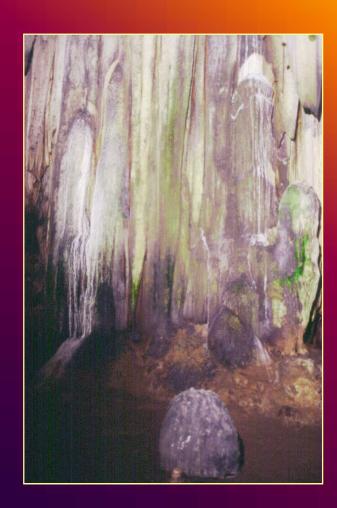












#### Cave management classification in Thailand (Smart, 2000):

#### Category 1: Public Access Caves

- 1.1 Eco-tourism
- 1.2 Tourism
- 1.3 Temple

#### Category 2: Special Purpose Sites \*

- 2.1 Comparison sites
- 2.2 Sites of special natural and/or cultural value
- 2.3 Dangerous sites
- 2.4 Human industry sites

#### Category 3: Wild (& unclassified)

- 3.1 Caves classified as wild
- 3.2 Unclassified caves

<sup>\*</sup> The classification for 'special purpose' sites also needs to state the reason for inclusion in this category, e.g. Tham Hud - 2.3 (bad air), Tham Khao Chong Phran -2.4 (bat guano).

## **SSite Selection**

PPrinciple – correct use of a cave can minimise many problems Apply the cave to the use and *not* the use to the cave:

Assess the cave to determine what it is suitable for, if anything

Energy level - low, high and ultra-high

Location, location and location

Restore and redevelop old public access caves before developing new ones

Different parts of the same cave may be used in different ways

#### **CCave restoration**

Principle – repair and clean the damage caused by people Some techniques for cave restoration:

Assess the state of the damage and formulate a plan
Remove all rubbish and old, unused development structures
Old, organic material - remove gradually and not all at once
Freshly broken speleothems - stick back together with epoxy glue
and stainless steel pins

Large, robust speleothems - brush or scrub gently with water.

Pressurised water jets can be used for large areas.

Small, delicate speleothems - gently brush or leave alone
Soot and non-paint graffiti - spray or gently scrub off with water
Paint - dissolve with sulphuric acid solution and rinse thoroughly
Lampenflora - scrub with 5.25% solution Sodium Hypochlorite
(bleach) and rinse thoroughly

Algae - spray with undiluted bleach, leave for 3-5 days and rinse Removing waste from the cave - dust pans, waste water drains

Principle – simply not telling anybody about a particular cave iis a form of protection

Secrecy has the following advantages:

Simple, cheap and quite effective in the short term

No public interest = no pressure to develop the cave

Visitor numbers will be very limited

#### **Secrecy**

Disadvantages of secrecy:

Other people will be unaware of the caves' significance and that their actions could cause unintentional damage

The data may be lost due to computer failure, fire, etc.

The information will get out sooner or later

Remember – misinformation and lies cause confusion for everybody

#### **Gating**

Principle – keep casual visitors out of sensitive caves

Gates can be used only after all other options have been exhausted:

Gates can severely impact the cave environment by changing air and water movements

Gates can restrict animal movement in and out of the cave

Some species of bat cannot tolerate gates

Large bat colonies cannot pass through gates

#### **Gating**

Gate design (if there is no alternative):

A fence encircling the entire entrance area is better

Gates need to be strong and lockable

The gate must be openable from inside without a key (emergency)

Avoid changing the cross-sectional shape of the passage

Leave a hole for the passage of porcupines, rats, crickets, etc

Bar spacing for a bat gate should be at least 15cm vertical and 120cm horizontal

Some bats prefer a gate placed inside the entrance where it is dark and predators are fewer

Airtight doors are needed for entrances that were naturally sealed before being dug open

Put up a sign explaining how to gain permission to enter the cave

#### **Permit systems**

# Principle – limit visitation in sensitive caves to people with permission only

The way a permit system works:

The cave is closed off to casual visitation

People wishing to visit the cave apply for permission to enter

The manager assesses the application and either: grants permission, issues a permit and arranges access; or denies permission.

The permit may cover one trip or a series of trips

#### **Permit systems**

Limiting permission, for example, to people who:

Have a recognised qualification

Have previously demonstrated a responsible attitude

Have a legitimate reason to enter - surveying, research, monitoring, cleaning, etc

#### **Permit systems**

#### Advantages of permit systems:

Very effective for limiting and monitoring visitors
Visitors follow minimal impact codes more closely (violators can be easily identified and not granted permission again)
Overcrowding can be reduced
Good opportunity to spread conservation messages

#### Disadvantages:

Increased bureaucracy
Higher level of protection needed to prevent casual visitors
There will always be people who try to 'sneak' in - sometimes
successfully

#### **Carrying Capacity & VIM**

**Principle** – people are not cows

Cave managers no longer use 'carrying capacity':

Carrying capacity was originated by farmers wanting to put the optimum number of cows on each unit area of field

Managers took the idea and turned it into a limit on the number of people allowed to visit a site

All visitors to all caves cause impacts, so the carrying capacity of all caves is zero

Cave managers accept that impacts are inevitable and try to minimise them

#### **Carrying Capacity & VIM**

Visitor Impact Model (VIM):

Define objectives for the conservation of the cave

Create a scheme for monitoring impacts

Apply management practices to achieve the objectives if they are not reached

Minimal impact visitation codes:

#### Minimal Impact Caving Code, 1995 - Australian Speleological Federation (summarised):

- 1 EVERY caving trip has an impact. Is the trip into the cave necessary? Is there an alternative, less vulnerable cave that can be visited?
- 2 The trip leader should have prior experience and knowledge of the cave, its sensitive features, anchor points and reduce the need for unnecessary exploration.
- 3 Move slowly.
- 4 Beginners should be close to an experienced caver who can help when required.
- 5 Keep the team size small 4 is a good number.
- 6 Move as a team and help each other. Do not split up unless it reduces impacts. Move at the speed of the slowest team member.
- 7 Constantly watch your head AND the heads of your team members. Warn them before any damage is likely to happen.
- 8 Keep caving packs small or do not use them at all.
- 9 Do not wander around the cave unnecessarily.
- 10 Stay on marked or obvious paths. If there is no path define one.
- 11 Learn to recognise deposits and features that can be damaged by walking or crawling on them.
- 12 Take care when placing hands and feet.
- 13 Wash your caving clothes regularly to reduce the spread of fungi and bacteria between caves.
- 14 If a site is obviously being impacted, find an alternative route in which impacts will be lower. Inform the management of the damage and the alternative.
- 15 Carry in-cave marking materials to replace missing markers and tape off sensitive areas or areas being damaged.

  Inform the management of the damage.
- 16 If it is necessary to walk on flowstone, remove dirty boots and clothing or DO NOT proceed. Return later with better equipment.
- 17 Treat cave biota with respect. Watch out for them, avoid damaging them or their traps and avoid directly lighting them.
- 18 Bone material found on existing or proposed paths should be moved to a safer location. Collection should only be undertaken with appropriate permission.
- 19 Eating food in a cave should be done over a plastic sheet to catch falling food fragments and then removed.
- 20 Ensure that all foreign matter is removed from caves including human waste.
- 21 Protect natural anchor points with cloth, carpet or a caving pack. Only use bolts where natural anchor points are inappropriate.
- 22 CAVE SOFTLY!

#### Minimal Impact Caving Code - National Speleological Society, USA:

#### 1 Take nothing but photographs

Do not move or remove rocks, sediments, speleothems, animals, fossils, archaeological remains, religious and cultural artifacts, etc. (N.B. The light from flashes can disturb bats and other cave fauna)

#### 2 Leave nothing but footprints

Do not leave spent batteries or calcium carbide, candle wax, litter, food and drink scraps, graffiti, bodily wastes, etc.

(N.B. Walk along a single, narrow footpath. Remove dirty shoes to walk on delicate floors.)

#### 3 Kill nothing but time

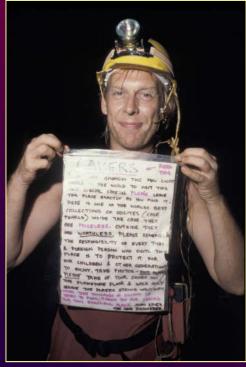
Do not disturb, harm or kill any cave animal - invertebrate, fish, bat, snake, etc. Do not smoke cigarettes, light fires, touch speleothems, etc.

(N.B. Do not spend too long in any one place. Body heat and breathing can alter the cave environment.)









#### **Resource extraction**

# Principle – resource extraction from caves can be sustainable if done properly

Reasons for allowing resource extraction:

Many people may already rely upon the resource

The resource may have great economic value

If the benefits go to the local community, other pressures such as hunting and deforestation can be reduced

#### **Resource extraction**

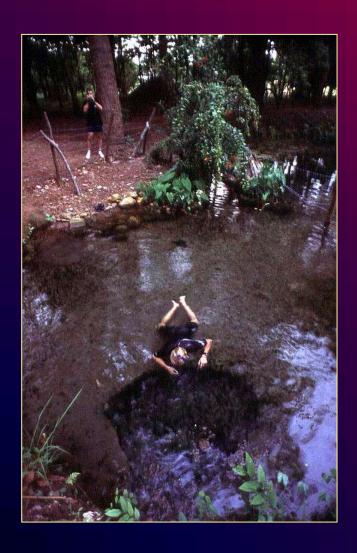
#### Water supply:

Assess the quantity and quality of the supply

Determine the source (catchment area)

Maintain water quality by protecting the catchment area

Building dams at cave entrances or inside caves will drown the cave and may increase flooding risk in catchment areas





#### **Resource extraction**

#### Guano extraction:

Assess the deposit size and rate of replenishment

During extraction disturb the bats as little as possible

Extract only fresh guano

Extract infrequently and at night

Extracting during the breeding season can be especially damaging

Always leave some guano for the other cave fauna

Monitor the bat population

Review existing permit systems and change if necessary. Create a permit system if there isn't one

#### **Resource extraction**

#### Swiftlet nests:

Determine the species and the size of the colony

During extraction disturb the birds as little as possible

Harvest once before egg-laying and have a closed season of

140-160 days to allow breeding (depends on species)

Nests with eggs or live young should be left untouched

Extract during the day

Promote the use of empty buildings instead of caves

Monitor the bird population

Review existing permit systems and change if necessary. Create a permit system if there isn't one

#### **Monitoring**

Principle – watch for increased impacts and deterioration

#### To monitor impacts:

Create a baseline of data - visual inspection, photographic, indicator species, temp/humidity, water quality, management, etc.

Collect baseline data for several years if possible
Use the same locations, equipment, camera, film, etc. for
monitoring as used for the baseline

More frequent monitoring is needed in heavily visited caves or where impacts are seen to be worsening

After management begins, monitor visitor nationality, numbers and opinion; management changes, guano extracted, etc.

Monitor comparison sites as well!

If deterioration is detected - repair and reduce further impacts

## **Cave tourism**

Principle – entertain and educate tourists in a pleasing, interesting, safe and conservation-minded manner

#### **Tourist cave design**

Principle – designing tourist caves requires careful thought

Some general considerations:

Careful site selection is essential

The most suitable cave for tourism is not necessarily the most beautiful

Create a detailed management plan - significance, vulnerability, restoration, development, infrastructure, lighting, role of guides, interpretation, monitoring, etc.

Happy tourists = happy managers

## **Materials**

**Principle** – use cave-friendly materials

Materials should be:

High quality to reduce the chance of impurities

Non-toxic, non-rusting and non-biodegradable

Chemically inert

Strong

# Comparison of some commonly used cave infrastructure materials:

| Use                  | Good material  | Poor material   |
|----------------------|--|---|
| Trail                | Recycled plastic wood, concrete blocks/slabs, unglazed ceramic tiles | Natural cave floor, poured concrete, wood, glazed or polished tiles |
| Railings             | Recycled plastic wood<br>Stainless steel                             | Zinc plated steel<br>Wood   |
| Fill                 | Pure, clean silica sand  | Sand with impurities Cave sediment                                  |
| Fittings, bolts, etc | Stainless steel  | Steel   |
| Lights               | Plastic & waterproof   | Metal & not waterproof  |
| Cables               | Plastic coated   | Rubber coated   |
| Switch boxes         | Plastic & waterproof   | Metal & not waterproof  |
| Pipes                | Plastic  | Metal<br>Rubber   |
| Signs                | Recycled plastic wood<br>Perspex                                     | Wood  |

## **Trails**

Principle – walking trails are perhaps the single most important piece of infrastructure in a tourist cave

#### Walking trails:

Protect the natural cave floor

Create appreciation for the natural cave floor

Provide a safe, comfortable walking surface

Restrict the movement of tourists - keep them away from fragile features, dangerous areas, etc

## **Trails**

#### Trail design concepts:

The natural cave floor is unsuitable - trampling damage, slippery, uneven, etc.

Build above or on top of the floor and not down into it

Raised boardwalks are best, but may be expensive

Trails can hide electric cables, water pipes and other facilities

Railings help to keep tourists on the trail

Raised sides provide little benefit

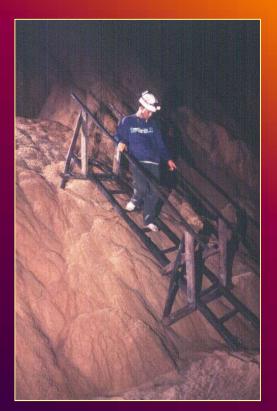
Non-slip surface

Steps should be minimised, use slopes where possible

Where steps are needed, each should be less than 15cm in height, preferably 10cm

Circular routes are more interesting than straight 'in and out'







# Lighting

# Principle – display the cave and its features and provide light for walking safely

Problems with artificial lighting in caves:

Electricity and the dampness of caves is a dangerous combination

Heat, humidity and air movement changes

Lampenflora

Many caves are over-lit (too many lights and/or too bright)

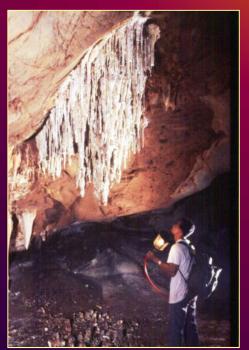
## Lighting

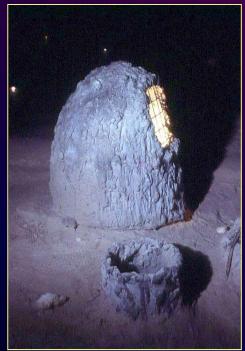
Artificial lighting systems in caves:

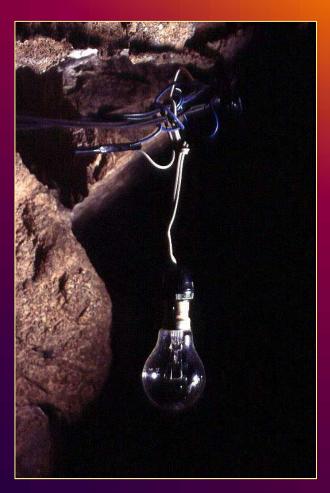
Backlighting perspex information signs

12-volts is safer and cooler than 120 or 240 volts
Consider LED's or a handheld spotlight
Use a variety of spots and wide spread lights for visual effect
Leave non-interesting parts of the cave in the dark
Light the trail adequately, but leave the bordering floor areas dark
Aim the light away from tourists' eyes
White lights show off the caves' natural colours
Switch on and off for visual effect and to reduce impacts
Need to be well maintained
Emergency trail lights running off an independent power supply
(batteries)









## **Guides**

Principle – guides are much more than interpreters

#### Guides:

Very, very difficult job to do well

Interact with tourists

Keep control of tourists

Interpret the cave

Motivated, adaptable, polite and charismatic guides = satisfied tourists

## **Guides**

#### Reasons for having guides:

The cave is better protected through tourist control
The tourism experience is more enjoyable than 'self-guided'
More information can be related than with signs

#### Considerations for guides:

Guide to tourist ratio = 1 guide for every 6-8 tourists is good
The people at the back of a group are the most liable to cause
vandalism

Being a part of the group is better than being a leader

## **Interpretation**

Principle – educate tourists about the cave and its values

#### Interpretation:

Give tourists a sense of appreciation and understanding
Use concepts rather than facts
Keep it simple and stupid (KISS)
Be accurate
Be subtle
Avoid fantasy

## **Interpretation**

Possible interpretation topics for a general cave tour (not in any order except for the first and last):

Hello and welcome

Who discovered the cave and when?

Role of water, air, soil, rock and time

Shape of the cave

Speleothems

Cave animals

History

Conservation of the cave

Goodbye and please come again

## **Interpretation**

Considerations for improving tourist experience through interpretation:

Reciting scripts word-for-word is boring
Let the guides choose what to interpret and at what level
Let the guides introduce their own ideas
Avoid bombarding visitors with too much information
Offer specialist tours, e.g. geology, biology, archaeology
Let tourists ask questions
Lighting and trail design is an important part of interpretation
Use language(s) that suit the majority of the tourists

Remember – the knowledge gained by tourists at your cave will be taken onto future caves that they visit. If the knowledge gained is conservation based, other caves will benefit.

## **Other considerations**

Other things that might be considered are:

Tourists do not need to see the entire cave - leave some areas natural and undeveloped

Tour times of about 30 minutes are good, no longer than 1 hour At some point it *will* become necessary to clean the cave - install water pipes and a drainage system

Infrastructure *will* need to be removed or replaced in the future - consider using 'knockdown' structures

What about a boat trip?

What about music?

If there are a series of caves in the same area, vary the visitor experience in each cave

Monitor the quality of visitor experience Advertise!





