Rio dell' Ambruseit

Description

Canyon route running between high walls below Mount Sernio, where there is always water and nice sequences of pitches.

Zone

Friuli Venezia Giulia - Arta Terme (UD)

Elevation and length

1255 m (upper section) / 750 m (lower section) Entrance Exit 550 m 705 m (complete) / 200 m (lower section only) Height difference 1600 m (complete) / 750 m (lower section only) Length Highest pitch 35 m (upper section) / 40 m (lower section)

Advised decent period

From May to October

Exposure

West

Timings

Approach 1h (upper section) / 10 mins (lower section) Descent 6h (complete) / 4h (lower section only) Return 40 mins

Shuttle

7 Km

Anchors

Expedition

Advised ropes

2 of 50 m + emergency rope

Gear

Full wetsuit, bolting kit

Escapes

In the upper section, about 100 m after the penultimate pitch, there are red indications showing a track on the river right side.

Мар

Carta Tabacco 1:25000 foglio nº 09 - Alpi Carniche - Carnia Centrale or nº 013 - Prealpi Carniche Val Tagliamento

Interest

Regional

Difficulty V4 a3 III

Coordinates (WGS84) for downstream (valley) parking 46° 28' 8,23" N 13° 3' 58,07" E

Coordinates (WGS84) for upstream (mountain) parking

46° 28' 13,72" N 13° 6' 3,7" E

Coordinates (WGS84) of the riverbed access point (start of lower section)

46° 28' 11,8" N 13° 6' 25,8" E

Coordinates (WGS84) of the riverbed access point (start of upper section)

46° 28' 23" N 13° 7' 16,3" E

Approach to the valley (lower car park)

From Tolmezzo, follow the SS 52bis towards "Passo di Monte Croce Carnico - Paluzza". Once you reach the village of Cedarchis, turn right onto the SP23 (towards Paularo) and continue until you reach Piedim. Here, turn right (towards Chiarsò, Rinch) and cross the bridge over the River Chiarsò. You can park straight after the bridge in a large open space on the left.

Approach to the mountain (upper car park)

Turn back onto the SP23 and continue in the direction of Paularo. Take the first road on the left towards the village of Lovea. Slightly before the village, take an uphill road on the left (signposted that access is allowed only to inhabitants living near the boarder - "frontisiti") and continue until the "stavoli Chiampees" (stables). Immediately after the stables, there is a clearing on the right where you can park the car.

Approach to the canyon (walking)

Upper section

From the parking area continue along the CAI path n° 416 towards "Ricovero M.te sernio". This path climbs continuously for about 50 mins until a fork with a wooden signpost. From here, continue down the CAI path n° 455 (signposted for "Pra di Lunze") that quickly leads to the river bed.

Lower section

From the parking area, continue along the road for about 300 m where you will reach a ford on over the Rio dell'Ambruseit. Here, you can easy enter onto the river bed and find immediately the first pitch.

Description and technical notes

The first pitch is by-passable on the river left bank following a steep track. Immediately, you reach the first bolted pitch.

01 - P 5 R 02 - P 35 L 03 - NA 4 R - possible T 3 L 04 - T 3 05 - P 20 R (continue on rope down both 2 parts) 06 - P 12 R 07 - P 8 R 08 - P 12 L After about 100 m there is a possible escape route on river right Continue downclimbing through the boulders, for about 400 m 09 - P 30 L Continue for 150 m Arrive at the ford and the start of the lower section 10 - P 5 L 11 - NA 5 L 12 - P 25 L 13 - P 40 R 14 - P 10 R 15 - P8R 16 - P 12 R 17 - D 5 L 18 - P 30 L Continue with downclimbs 19 - P 6 R 20 - P 33 L 21 - P 25 R 22 - P 5 R 23 - J 3

Exit

After the last jump, it is advised that you take off, at least the top half, of the wetsuit to continue the approximately 40 minutes walk along the river bed. This walk is quite easy and takes us directly to a ford near the downstream parking area.

Notes

The first descent of the lower section was made by F. Cacace and companions. The first descent of the upper section was made by the CanyonEast group on 19/04/2015 (S. Broili, L. Cociani, S. Franz, V. Johnston, S. Pecile, T. Pinat).

