

Giggleswick Scar 2

We start from Settle – parking at The Mains, Settle, BD24 9JF. The What-3-Words tag is **dustbin.sprouted.jots** and the corresponding OS grid reference is SD81316439.

We start by heading up The Mains toward the woodland at the far end – where we pick up a clear path that leads along the bottom edge of Lords Wood following the Ribble valley upstream. At this stage the walking is easy – the path is wide, and we are tracking round the contours. Our next landmark is a gated stile through the right hand wall which takes us into a field and onto a path that leads down gently toward the road up to Little Stainforth. We soon arrive at the edge of a patch of woodland and have a choice: There is a path rising up through the woodland slightly to the left or we can head right and on to the road for just 100m so that we can explore Stackhouse and some of the lovely old houses there. We took the road option – and found it to be quiet and safe, but if you prefer to stay away from the road, the two choices come back together just above Stackhouse no more than 200m up the woodland path.

So, we take the road north until it starts to veer right – at which point we take the track on the left (signposted Bridleway Stackhouse) and walk up toward the houses in Stackhouse. The road swings sharply to the right and we follow it round, pass in front of one of the grander houses and then head left and back toward the woodland, coming up to a clearing at the north end of the woodland where we meet the alternate path mentioned earlier.

Ahead of us just uphill we see a finger post – we need to take the route signed for Feizor – the next section of the walk is quite steep, and the ground can be a little slippery when wet so take care. After a short while the gradient moderates and we cross the field heading Northwest to find a stile in the drystone wall on the Pennine Journey path over to Feizor.

The path now continues for about 1 mile in a consistently North-westerly direction. This is a well-used long distance path, so the route should be clear. There is initially a little bit more climbing, and a somewhat zig zag path to clear some limestone scar before we reach a rather flatter and easier plateau – with views toward Smearsett Scar and Pot Scar ahead.

After a while we arrive at a fingerpost with three options – the route we arrived on, the continuation of the Pennine Journey path to Feizor, and a less used route to Giggleswick Scar on the left. We take the latter of these, meaning that we turn back to head South, passing through a number of broad fields with both sheep and cattle present. We continue South, through a couple more gates and arrive at the top of the Scar. As we come through the last gate the path forks: we head slightly left and stick to the top of Giggleswick Scar – although never close to the edge.

From here the landscape is very different to the broad pastures we have enjoyed for the last hour – we are now on limestone pavement and so need to be much more careful where we place our feet. The great views south toward the Ribble Valley and Pendle Hill, and south east toward Settle, mixed with the wonderfully atmospheric stunted Hawthorns that hang on within the pavement make the effort worthwhile.

We follow the path along the top of the scar for 1 km now. The route remains clear but there is much to be seen by wandering away from the path a little.

Toward the far end of the Scar, we see the remains of a large structure referred to locally as Schoolboy's Tower. In practice the tower is nothing more than a large cairn, but it does have a circular plan, and there is a gap in the middle so it may well have been a short tower at one time.

Over to our left is the disused Giggleswick Quarry - which closed as recently as 2006. This once thriving site extracted countless tonnes of limestone from the southern end of Giggleswick Scar. At the moment, the site is entirely unused, but plans have been suggested from time to time to place light industrial units inside the worked out space, effectively allowing an industrial estate to be present without being particularly visible.

The path winds clockwise around the quarry, offering great views of the old workings, and as we come round the safety fence that protects the perimeter we see Lords Wood below us – we are now on the last part of the walk.

We follow the path around the quarry at first. It soon heads downhill, and we see a wider track that loops round and then approaches a wooden gate into the woods. Through this gate we pick up a broad path through the woods and arrive back at The Mains, where the walk ends.

- **Total distance 8.6 km (5.4 miles)**
- **Total ascent 249 m**
- **Easy walk**