



Giggleswick, Feizor & Smearsett

A sometimes demanding walk up to Giggleswick Scar, over upland limestone pastures, with a short distance on very quiet roads

Essential Facts	
▪ Route distance:	12.6 km (7.9 miles)
▪ Approximate time:	4 hours 30 mins
▪ Optional extension:	1.0 km (0.6 miles)
▪ Approx. total ascent:	400 metres + 80 m
▪ Start point Grid Ref:	SD 814 646
▪ GPS Ref:	SD 81470 64632
▪ Recommended O.S. Map:	OL 2
▪ Toughness Rating	Yorkshire Dales 4

Please see the notes on Toughness Ratings at the end of this report

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THE ROUTE

The walk starts at the northern edge of Giggleswick, over the River Ribble from Settle.

You can usually park on Stackhouse Lane in Giggleswick, and walk towards Stackhouse, to the start point. At a row of houses, fork left onto a track, **S**, leading gently uphill and into woodland. Emerge onto open ground, through a gateway, and continue to follow the track uphill, cutting corners by following the well-defined alternative route to the wall at the quarry rim, **A**. Here follow the track right, with the quarry to your left; down to your right, on the riverside, you can see another Dales industry, an old paper mill.

Where the rim wall becomes a fence, the track becomes a path, and when you reach the point where the rim fence goes sharply away to the left, continue ahead, and then slightly left over a limestone pavement to a signpost, **B**. Here you can take a minor diversion (about 100 metres south-west) to the ruined Schoolboys Tower, which has good views across to Pendle Hill and the Forest of Bowland, and on a clear day to the southern Lake District hills.

From **B**, continue along the top of Giggleswick Scar, passing several caves above you on the right. You reach the gash which leads to Kinsey Cave, the entrance to which cannot be seen from the path. The path then crosses a couple of ladder stiles. With close-up views of the limestone scenery you come to a gate, **C**, where the signpost states that you have come from Giggleswick. Passing through the gate the clear track rises and then suddenly majestic Ingleborough reveals itself ahead, at least in good weather!

Your path is now clear, across several pastures to a signpost, **D**, on Feizor Thwaite, where you go left to Feizor, though the signpost does not state that. You will not see the attractive hamlet of Feizor until you are almost there. At signpost **E**, by the water trough and ford, turn right along the road through the houses. Follow the path around and up to Feizor Nick, with your first views of Pen-y-ghent and Moughton. At the sheep pens, **F**, turn right (signposted 'FP Hargraves Barn 1½'), and follow the farm track, staying fairly close to the wall on the left. Then go over two stiles/gates, with Pot Scar and Smearsett Scar across to your right.

For the optional extension see below.

On the main route continue upwards and then go downhill to a stile at **G**. After several further stiles you reach Hargraves Barn where, strictly speaking, the footpath goes immediately in front of the barn to reach the road, **H**, by a short green lane, and not down the field track to the gate. Turn right onto the very quiet road, and follow it into Little Stainforth, where by the small village green you turn left downhill, with the ever expanding caravan site to your right. At the ancient Stainforth Bridge, follow a signpost, **I**, right, before the bridge, 'Stackhouse 1¼' with wavy Ribble Way signs. After about 100 metres you see Stainforth Force, where the River Ribble tumbles over several rocky steps – the amount of water governs the spectacle, and after a rainstorm it can be quite awesome.

Follow the riverside path downstream, along this attractive stretch of the Ribble. You come to a weir with a fish ladder, near the second, operational, paper mill which you saw from the quarry rim. Here turn right, away from the river, at the signpost 'FP Stackhouse', **J**. After a short distance the track reaches the road at Stackhouse. Turn left along it, for about 300 metres, to the point where the woodland garden of 'Stack House', on the right, finishes and there climb the three steps. Go through a small gate to follow the path immediately along the wall on your left.



Pen-Y-ghent
And Moughton Scar



Giggleswick Scar



Swaledale Ewes and Lambs

At the next gate and stile you part company with the Ribble Way, and continue straight on.

After several further gates/stiles you come to a narrow grassy area between two fields, where you go left along the opposite field side, following the path by the wall, on your right, to a small gate which you pass through, turning left again, to reach the start point, **S**.

The optional expansion takes you to Pot Scar and Smearsett Scar. Though but a short extra distance, navigational skills are certainly needed:

From the sheep pens, **F**, follow the same path as the main route to a point, **FZ**, where the farm tracks fork. Go right, across the pasture, to pass through a gate, where the track again forks, and again go right, up the quad bike tracks. Eventually these turn away left, and go gently downhill. At this point you leave the tracks and pick your way over the rough pasture, circling right (the broken wall is to your left, and soon you see Smearsett Scar beyond), and following the edge of the limestone outcrops.

You quickly come to the wall ahead, **FY**, that follows the line of the scars. Go right, to Pot Scar first, and the summit can now be seen as you follow the braided paths to the top with its several cairns and shelter, **FX**. The views are extensive, with Pendle Hill and the Forest of Bowland on one hand, and Ingleborough and Pen-y-ghent on the other, with Feizor nestling at one's feet. To head for Smearsett Scar, whose summit with Trig Point (363 metres) you can see 750 metres away, retrace your steps to **FY** and continue along the general line of the scar (braided paths), over the intervening minor summit to reach your destination, **FW**.

This is an excellent place for lunch, with splendid views. To rejoin the main route, walk carefully off the summit, keeping away from the scar edge, in a broadly north-easterly direction – there is no defined path – towards the stile at **G**, which can be seen ahead.

Refreshment

Home Barn	Black Horse Hotel
Small Café	Hotel and Pub
Feizor	Church Street,
Teas, coffees and snacks	Giggleswick
	Tel: 01729 822506
Harts Head Hotel	Bar snacks and meals
Hotel and Pub	
Belle Hill, Giggleswick	Ye Olde Naked Man
Tel: 01729 822086	CaféCafé and Bakery
Ales, meals and snacks	Market Place, Settle
	Tel: 01729 823230
	Light meals and snacks



The Harts Head Hotel

LOCAL INFO

The **Celtic Wall** is not marked on some maps, but is a well-known feature of some antiquity, built from quite substantial stones. Its purpose is not clear, but may have been defensive, or perhaps associated with burials or other rituals.

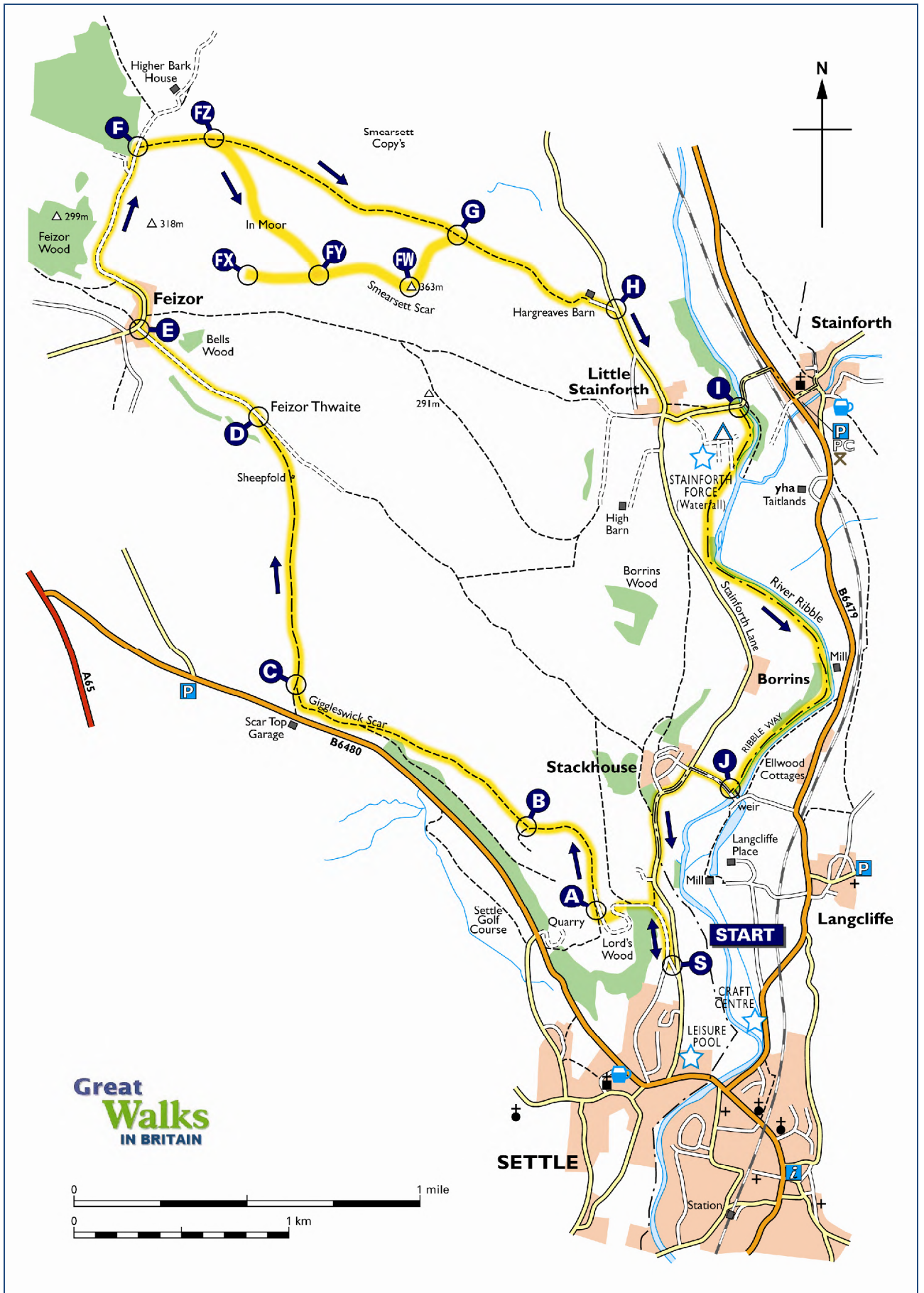
The origins of the names **Feizor** (pronounced 'Fayzr') and **Moughton** ('Mootn') are apparently Irish/Norse, meaning Fech's or Fiach's sheiling, and indeed there is a house in the hamlet called 'Fech's Sheiling', but it is unlikely to be the original! Some of the houses nearby date from the sixteenth century.

Giggleswick Scar marks the line of the mid-Craven fault, though the limestone scar now lies back from the actual fault line, and overlooks the geologically younger millstone grit in the valley below.

Recent radiocarbon dating of lynx bones found in **Kinsey Cave** in the 1920s and 1930s suggest that these animals were still roaming this area 1500 years ago. It was once believed that the lynx disappeared from this area some 4000 years ago.

GIGGLESWICK, FEIZOR & SMEARSETT G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF		CO-ORDINATES		ELEVATION: Metres
GFS S	S	SD	81470	64632	165
GFS A	A	SD	81116	64861	228
GFS B	B	SD	80775	65292	278
GFS C	C	SD	79720	65974	272
GFS D	D	SD	79640	67085	278
GFS E	E	SD	78969	67635	213
GFS F	F	SD	78986	68453	271
GFS FZ	FZ	SD	79345	68475	273
GFS FY	FY	SD	79801	67882	327
GFS FX	FX	SD	79505	67884	347
GFS FW	FW	SD	80249	67811	363
GFS G	G	SD	80470	68027	293
GFS H	H	SD	81195	67697	232
GFS I	I	SD	81764	67240	188
GFS J	J	SD	81753	65457	156



MAP LEGEND					
	Great Walks route		Church with tower		Spot height - metres
	M6 Motorway		Church with spire		Information centre
	A23 Main road		Other place of worship		Parking
	B2116 Secondary road		Cathedral / Abbey		Public convenience
	Minor road		Building		Public house
	Other road		Built up area		Picnic site
	Track		Woodland		Camp site
	Footpath		Sand, shingle or mud		Major tourist feature
	Bridleway		Water feature		Other tourist feature
	National trail				
	Railway				

Safety First

Safety should always be your first priority in planning and undertaking a walk, whether on your own or leading a group. Please read these Safety First and Walking Our Routes notes.

Lead a group of other walkers only if you have leadership and navigational experience adequate for the 'worst case' conditions which may be encountered on the particular walk, bearing in mind the terrain, possible weather and navigational demands.

Weigh up the capabilities of your party, in terms of fitness and walking speed. Adjust your time expectations accordingly.

Ensure all your party are adequately clothed for the weather and conditions. Footwear is particularly important. Clothing must protect against cold, wet or strong sun according to the time of year.

Emergencies are quite rare, but it is essential to think ahead about what to do if someone in your party sustains an injury. Will you have a First Aid kit? Is there a qualified First Aider in the party? How could help be summoned in a serious eventuality?

Refreshment, particularly water, can be vital. Dehydration in hot summer conditions can be rapid, and frequent intake of fluids is essential.

On tougher walks it is a good idea to tell someone where you are planning to go – and when you expect to be back. Remember - mobile phones often lose reception in mountainous or isolated areas.

All our walks use legitimate routes: Public Rights of Way, Public Footpaths, Bridleways, Permissive Paths, Access Land, Byways and Roads.

Road walking calls for particular care. When there is no defined footpath or verge wide enough for safe walking it is usually best to walk on the right – facing oncoming traffic. An exception may be a tight bend, where walkers would be more visible on the left.

Occasionally you may find a public footpath blocked or unuseable. It is perfectly in order to take the shortest available diversion without damaging crops, perhaps around a field margin.

It is courteous to close gates after passing through, sometimes even if the gate was open when you arrived – particularly if it is obvious livestock may escape.

Mutual respect for farm animals is to be encouraged! Don't frighten or annoy them, but equally don't put your party members in danger or discomfort. You certainly wouldn't be the first walkers to go round the outside of a field of frisky bullocks.

Dogs should always be kept on a lead anywhere near farm animals, and under close supervision elsewhere in the countryside.

Walking Our Routes

Our walks are designed to be negotiated using the route directions in conjunction with the map section provided. We suggest walkers also take the Ordnance Survey Explorer or Outdoor Leisure map recommended for each walk.

On mountain, moorland and open heathland walks it is **ESSENTIAL** to have navigational expertise and tools, including the recommended Ordnance Survey map(s).

Take care to observe any cautions in the route description; exposed paths, areas liable to flooding etc.

Consider conditions before setting off. Will heavy rain have made a water meadow impassable? Will frost or snow make a path slippery?

When navigating the route look for clues to confirm you are in the right place. Are map features where you would expect on the ground? Are features mentioned in the text where expected? If you suspect you may have taken a wrong turn, take action sooner rather than later. It is better to re-trace to a known point rather than carry on regardless with the possibility of becoming increasingly confused.

All our routes are carefully checked before publication, but features can change on the ground – sometimes surprisingly quickly. Footpaths may be re-routed, buildings can appear or change significantly and these days pub names seem to change frequently.

The approximate time given for each walk is based on an average walking speed of 2.5 miles per hour (4 km/hour), plus an allowance for ascent, descent and any difficult terrain.

Total ascent is the approximate total ascent over the whole walk.

GPS users can enter in the waypoints provided in each of our walk reports. It is important to read our guide **Introducing GPS for Walkers**, available as a PDF file from the Great Walks in Britain web site.

Remember that GPS is a great navigational tool, but only one of those available to the navigator. Never dispense with conventional map and compass – and the training and skills to use them, especially on mountain, moorland or open heathland walks.

TOUGHNESS RATINGS

Most of our **Yorkshire Dales** routes can be undertaken by reasonably fit walkers able to utilise the map segments and our recommended Ordnance Survey maps, together with the route guidance notes.

The toughest walks should be undertaken or led only by experienced mountain walkers with navigational expertise. Always consider recent and forecast weather.

Each walk has been allocated a **Toughness Rating**:

1. Easier walks with modest ascent and generally on well defined paths. There may be stiles or narrow gateways to negotiate.
2. Routes which are more demanding. They may include more ascent and possibly paths which are looser or more difficult underfoot.
3. More strenuous walks. There may be prolonged steep ascents, and perhaps several ascents over the whole walk. Conditions may be challenging underfoot.
4. The toughest walks, requiring considerable fitness and navigational experience. There may be prolonged steep ascents. The ability to navigate by compass may be essential.

Toughness Ratings are allocated in the context of the terrain in the edition area. For example a walk rated as demanding in Cambridgeshire may be equivalent to an easier or moderate route in the Yorkshire Dales..