

Little Scar, Ribblehead

Perfect solid and waterworn limestone in an iconic setting. Just a pity that they aren't a little taller.

Just up the road from Ribblehead (towards Hawes). The rocks are obvious from the road. With your back to the road, the problems are at the far-right end of the escarpment. There is a fair bit of parking on Blea Moor Road.



There is a lot of rock hereabouts and some of the blocks of Middle Scar will certainly give little problems. The first recorded one here is:

1/ Cooper 6a A nice undercut barrel block. Harder and more dynamic than it looks (even with the little in-cut on the shelf to the left).

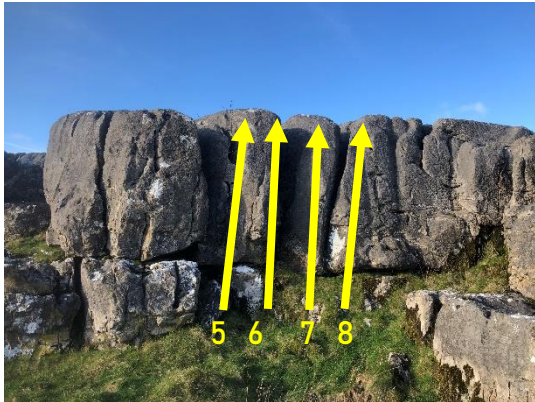
The next ones are up on a raised platform:

2/ Liscio 6b+ Start as for Route 1 but go straight up the smooth arete.

3/ Route 1 6A+ Short but steep. Sit start with hands on the sharp holds and feet out right. Move rightward on big holds.

4/ Face Recognition 5 Sit start. Direct to the finishing jugs of Route 1.



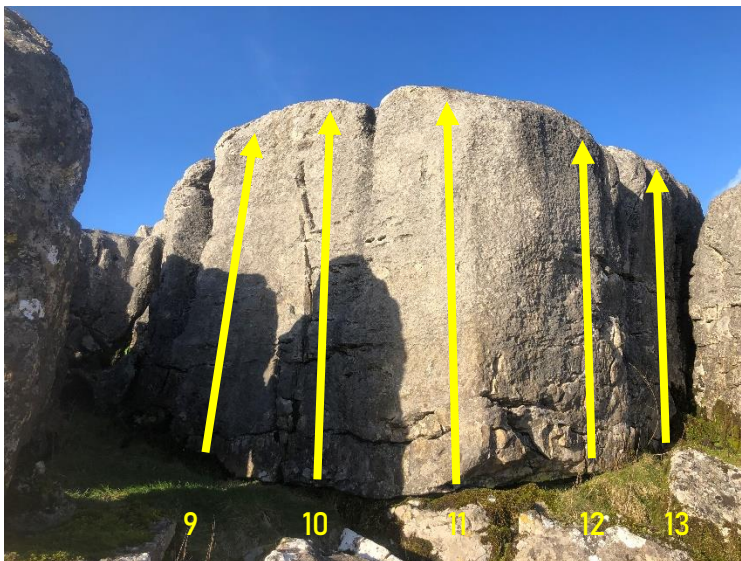


5/ Mother Flake 4+ Sit start on the lowest block but don't avoid the amazing flake system on the left

6/ Route 2 6a Start low and lay back the flake system to the top. Off balance at times.

7/ Route 3 6a Start low, left hand on side pull on the left, right hand starts low on the crack system. Work your way up, smearing up the arete (don't use anything else). A true sitter adds a +.

8/ Route 3.5 4+ Same start but don't be strict – climb it naturally.



In the little bay round to the right:

9/ Conde de Calpe 6b Sit start. A strict eliminate based on a smeary semi-mantel and a l-o-n-g reach to the top (the arete and the big stuff on the right are out).

10/ Route 4 4 Sit start with hands on good holds, climb the brilliant crack system.

11/ Route 5 5+ Sit start with hands on side pulls. Work up to big side pull to the left.

12/ Route 6 4+ Sit start on good holds, work your way up the cracks to the top.

13/ Filler 4+ Sit start up the squeezed in wall.

The middle of the face at a right angle to last wall gives:



14/ Mystic Mushroom
6a+ Gain the break
from a sitting start.
Make a hard move to
span to the top (the
aretes are not
allowed).

*There is more to do
here.*

Further right are some final nice easy ones, all on good rock:



15/ Levy 3+ Sit
start. The wall of
the left-hand block.

16/ Spear 4 Sit
start. The left
block's arete.

17/ Shield 4+ Sit
start. The central
block's left face; the
chockstone is out.

18/ Sling 5 Sit
start. The central
block's right face.
Avoids the right
edge.

19/ Quiver 6a+ Sit start. A powerful pull should get you established on the fin – stick to this throughout.

20/ Spike 5 Sit start grasping a jammed spike. Progress using everything.

FAs: Route 1-6 (the whole numbers) by Morgan91. Everything else, John Hunt 3 || 2024



John Hunt on Conde de Calpe.