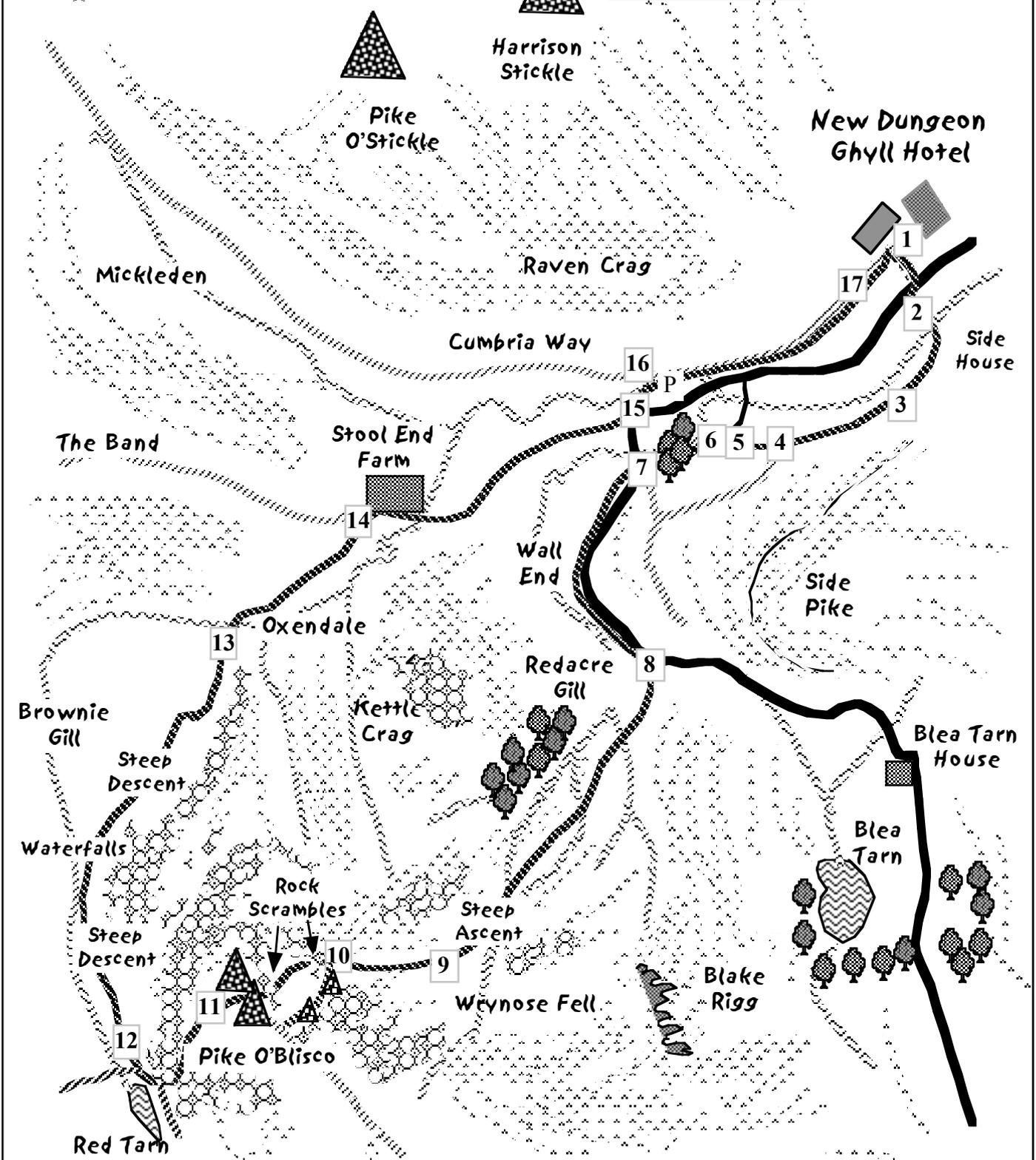
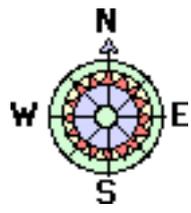


# Pike O' Blisco

-  Tarmac roads
-  Route of Walk
-  Other footpaths
-  Streams

To match this map to a walking map you will need Ordnance Survey Explorer series OL6, or Harvey Superwalker Lakeland Central.



## Walk 6

# Pike O'Blisco

Length	6 Miles 9.5 km
Height	2290 ft 705 m
Difficulty	Steep with rough paths and a rough scramble to the top.
Time	4 - 6 hours
Summits	Pike O' Blisco
Views	Across the Langdale fells and Scafell range
Fitness level	Good. The strenuous climb requires stamina and strength.

Pike O' Blisco is a conical peak at the head of Great Langdale. In fact, it has two summits which are not far enough apart for them to be classified as separate peaks. This is an ideal walk for those who have climbed the easier fells, such as Lingmoor, and want to progress on to something a little more challenging. This can also be the first leg of a longer walk featuring Crinkle Crag and Bowfell.

The footpath to the summit is clearly visible from the front door of the New Dungeon Ghyll Hotel, prompting many people to think that the walk is easier than it actually is. But it is a mistake to underestimate the challenge that the walk poses. The ascents and descents are steep and the descent from Red Tarn to Oxendale Beck especially so. The walk features a wide variety of terrain, from peat to rocky screes. The use of a walking pole will prove invaluable.

1. Turn left out of the hotel and walk to the end of the lane. Turn right down the road, then after 250 yards turn left onto the farm track to Side House, signed "Public Footpath Oak Howe 1 mile".
2. Walk along the farm road, going over a bridge and through a gate, until you get to the buildings. Bear left to a kissing gate, keeping the farm house to your right. Go through and walk over a wooden bridge crossing a small stream, then turn right, on to a track that leads towards a ladder stile over a wall.
3. Cross the ladder stile, which has a small stream in front of it, and follow the path across the fields. Cross another wall by a ladder stile, and then go over another wall a little further on. Locate the camp site to your right.
4. After crossing the last wall, bear right across the field to reach a kissing gate into the grounds of the camp site.
5. Walk through some trees and bear left on to a road that runs through the camping field.
6. When you reach a junction with the main road through the camp site, turn left and walk to the other end of the camp site.
7. Go through a kissing gate and turn left on to a minor road and walk up the hill, which gets progressively steeper.
8. Turn right onto a path (not signposted) on the right at the point where Redacre Gill starts to diverge from the road. The path is quite easy to see as recent erosion control work has been undertaken. The lower section crosses 3 beck's as they tumble down the hillside.
9. The ascent is long and steep, but has been eased by recent erosion control measures.

10. As you reach the top of the steep section the path levels out before bearing right and heading for the ascent of the main bulk of the summit. The final stretch features a choice of routes. The popular route features two rock scrambles, which although not difficult will require you to use hands as well as feet in order to clamber over the rocks. The alternative route is a path that is not visible on the ground, but is marked by a line of cairns. It takes you over a boggy area to the left of the rocky path, so care is required, particularly after rain. There is then a final assault of either summit via a steep path that picks its way between the rocks.

There are many legends and ghost stories linked to the fells in this vicinity. Many of these were actually started by the local moonshiners, (brewers of illicit liquor), who would go to extraordinary lengths to keep the excise men away. Once such character was Lanty Slee, who was renowned in the area for brewing high quality spirit from a portable still which he kept hidden at a variety of locations, including Red Tarn. Such was his reputation that the local magistrates were amongst his best customers. Consequently, on the rare occasions when he was arrested and his still confiscated, he usually got off with little more than a caution, and vital parts of his equipment somehow managed to find their way back to him within hours of their seizure.

Red Tarn was a favoured spot for Lanty, as it was so remote. The claim was that the quality of his liquor had much to do with the purity of the water in the tarn. On an autumn evening the sound of his still just coming to the boil would mingle with the night mist to create an atmosphere that induced fear into any unwary soul who may have passed close by. It was said that, on windy nights, the moaning of his still could be heard in Elterwater, although only those in the know realised what the low groaning and creaking noises coming from across the fell really signified. Others could only imagine what terrible creatures of the night could possibly make such a frightful sound.

11. For the descent first locate Red Tarn, which is situated in a depression between Pike O' Blisco and Cold Pike to the South West, on the opposite side of the fell to that which you came up on. Follow the clear but steep path from the summit to the right side of the tarn.
12. Turn right to follow the rough path that runs to the right of Browney Gill for a short way, before bearing right down a **very steep** slope. Continue down to the valley floor.
13. Cross a footbridge over Oxendale Beck. Turn right and go through a gate to follow a clear footpath towards Stool End.
14. At the farm, turn right beside the buildings and walk along the tarmac lane to the main valley road.
15. Turn left, along a driveway over a bridge to some houses. Walk over the bridge to a gate. Go through a small field to a kissing gate, cross a road and go through the next kissing gate. Walk up a narrow path to a junction with a wide track. Cross the track and follow the wall to your right up the slope to a gate with an adjoining kissing gate.
16. Go through the gate and follow the walled track along the side of the slope. This is a rocky and undulating footpath. Do not turn off either right or left. After a quarter of a mile go through a kissing gate. After another quarter of a mile cross a wooden bridge. Continue on until the New Dungeon Hotel appears in the distance. The last part of this section is stony, with a steep, rocky slope to walk down.
17. Go through a gap in a wall and bear right across a small field to a gate. Go through to find yourself beside Stickle Cottage, with the New Dungeon Ghyll Hotel just beyond.