

Barker Scar Cave

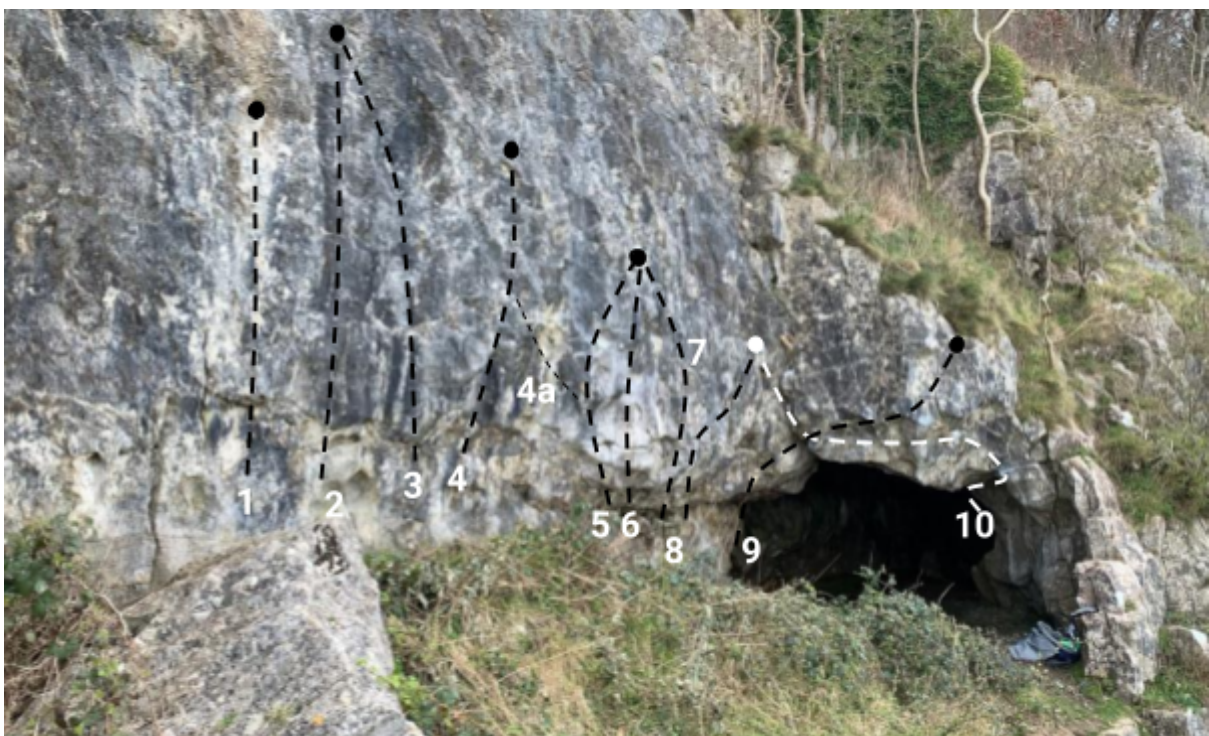


Approach

Around a mile north of Cark on the B5278, is a turn toward the coast, signed to Old Park Wood caravan park. Follow this to a small (free) car park on the left just after a cattle grid, at the point where the track swings sharply right. Park here.

Follow the coastline for 1km, as it initially heads northwest before swinging south. The cave is partially hidden, situated up a slight slope overlooking the estuary.

The Crag



1. **The Growler** (6C+) SDS Starts on a big undercut, then heads straight up the wall on edges and side pulls to a left tilting jug.
2. **Robo Titties** (6C+) SDS Use a big undercut to gain a RH crimp then make a big stretch for the chickenheads and adjacent sidepull. Finish straight up at a grassy jug/micro ledge.
3. **The Press Test** (7A+) SDS From a LH undercut and RH sidepull pull up to a pair of good edges in the break. Now climb the crozzled depression above gradually trending left to eventually finish of the same grassy jug as the previous problem.
4. **Shark Tooth** (7A) SDS From a pointy, slot-undercut, go straight up the tufa system. As this peters out, head up the wall above to an embossed juggy edge (slightly heart shaped). 4a. Can also be climbed into from the start of the next problem at the same grade.
5. **Reach Around** (6B) SDS Start 1.5m to the right, on the deep slots in the horizontal break. Make a long stretch up and left to an edge then up and right to finish at a blobby jug at the top of the tuffa system.
6. **Starquake** (7B+) SDS Again starts on the two good slots in the horizontal break. This time go straight up the shallow groove (without drifting to the holds over to the left), again finishing at the blobby jug. Awesome rock and holds! *
7. **Chewed Up and Spit Out** (7A) SDS From the low calcite jugs make a hard move to the horizontal crack, then straight up using sharp gastons to finish at a spiky jug.
8. **Curve Ball** (6C+) SDS Again, from low on the calcite jugs make a hard move to the horizontal crack. Now move slightly right and climb the wall immediately left of the corner crack, finishing at a flat edge.
9. **Tales from the Crypt** (7B+) SDS From a good, crozzled edge just inside the cave, climb out left to the roof crack, then follow the lip of the cave rightwards and up to finish at good holds just below the grass.
10. **Tidal Forces** (7C+/8A) Start on a shelf around 3m inside the cave's right wall. Traverse the side wall to a flat hold at the entrance, then follow steep burly moves across the arch (using only holds on or below the lip) to a fin jug in the crack and use this to gain a flat hold left of a small tree stump. *

Traverses & Link Ups

- A. **Pete's Traverse** (6C+) SDS Start on the far left side of the wall, in front of an embedded block on a big undercut. Pull up and traverse rightwards to finish up the wall immediately left of the corner crack, finish on a flat edge. *
- B. **Here There Be Monsters** (7C) SDS Link Pete's Traverse into Tales from the Crypt. *
- C. **Abominable** (7A+) Start as for Tales from the Crypt but once level with the horizontal crack reverse Pete's Traverse and finish up The Growler. *
- D. **The Noodle Effect** (8A+) Link Tidal Forces into Abominable. *