

Inch Peel Bouldering Guide

By Beth Moore & Liam Malone

Inch Peel is an area of bouldering south of Whinnyfold, named after the small sea stack opposite the descent path. It contains an array of boulders and short walls with problems up to f7b. Sixty-six problems are described but there are many additional short problems that have not been included in the guide.



Beth Moore climbing Warrior f6a

Approach

Heading north on the Colliston to Whinnyfold road there is an obvious industrial site (currently in decommission), 1 mile south of Whinnyfold. Here there are two sharp 90 degree bends in the road, 300 meters north of this there is a large layby with space for plenty of cars. Do not park on the bend of the road/farmers drive entrance - relations with the locals are good, let's keep it that way.

From the layby, walk back to the 90 degree bend in the road. Head east following a drainage ditch which leads to the coastal path just next to a bridge. Head north, crossing the (currently) dilapidated bridge and continue a short distance to cross another drainage ditch where the remnants of a second bridge remain. Then head down the next grassy gully just after the bridge to arrive at a pebble beach. This is the shore side area. The rest of the boulders are in the jumble to the north of the beach.

Parking: GPS: 57.385496, -1.882179

Grid Ref: NK 071 328

Boulders: GPS: 57.382591, -1.874762

Grid Ref: NK 076 324



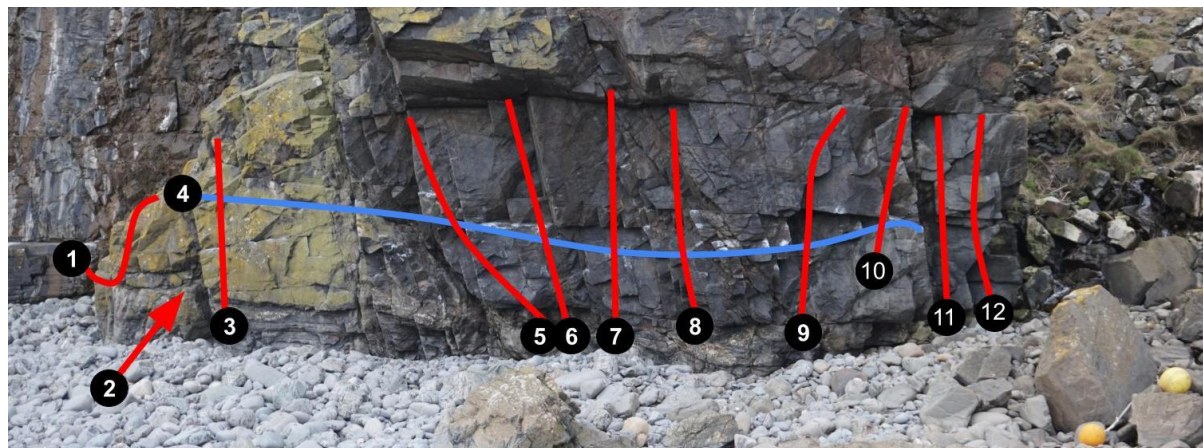
Shore-side Area

This is the first area reached on descending to the pebble beach. The Traverse Wall sits at the back of the pebble beach and the Shoreside South problems lie on short tidal walls 15m south of this. Those looking for an endurance session may enjoy the *Inch Peel Traverse* (F7a).

The Traverse Wall

Non-tidal, but a large swell and high tide could be an issue

The wall above the pebble beach contains a good traverse and a number of straight up problems finishing at jugs below the half height break. At the southwards end the wall turns a lichenous yellow. The stones at the base may move in winter storms and affect the height of the sit start and hide foot holds.



1) Yellow Traverse f4

Sit start round the corner from the main wall where the rock peters out. Traverse rightwards along the holds and the lip to finish up the pillar in the centre of this wall.

2) Yellow Wall f6a*

Sit starting from crimps to top out onto the lichenous slab. Jump off or make a careful traverse off left to descend.

3) Yellow Arete f4+

Sit start at the arete and top out and teeter about lichen. Jump off or make a careful traverse off left to descend.

4) Inch Peel Traverse F7a* (sport)

An excellent traverse. Stand start at flat holds on the left edge of the yellow wall. Traverse rightwards, to finish matched on a flat hold at the right hand side, before the often wet corner.

5) Swift as a Seal f6a

Sit start at a LH undercut and RH sidepull. Tricky moves gain the ledge, move up and left to finish stood on the obvious jug pedestal of the left arete.

6) Corner Shuffle f4+

Sit start below the corner and make tricky moves into the corner and matched under the roof.

7) The Dolphin f4

Sit start at an almost vertical side pull rail. Move up and right to finish matched on a pinch in the above roof.

8) The Mini Cheddar f4

Sit start at the left side of the bulge. Work your way up to a hold just below the roof.

9) Albachoss f6a **

Sit start at the right side of the bulge under an obvious corner. Move up and right to finish at a jug rail.

10) Little Roof f3+*

Stand start using opposing sidepulls on the little roof. Move up and right to finish stood on the ledge above the right arete with hands on a jug rail. You can also sit start this further right and head up to the same jugs via the large flat hold at f5.

11) Rightmost Corner f3

Often wet. Sit start using the crack and finish stood on the ledge on the left arete at the same jug rail as Little Roof.

12) The Last Wall Standing f4+*

An eliminate using only the right wall of the corner climbs surprisingly nicely. Sit start from the triangle flat hold on the right arete of the corner and move up to finish at a jug on a flat ledge.

Shoreside south

Tidal - Landing affected at mid-high tide

A little further south from the Traverse Wall are some short walls with four problems.



1) Misadventures of a Hobbit f4*

Stand start and climb the steep wall on jugs.

1) Gollum f6b

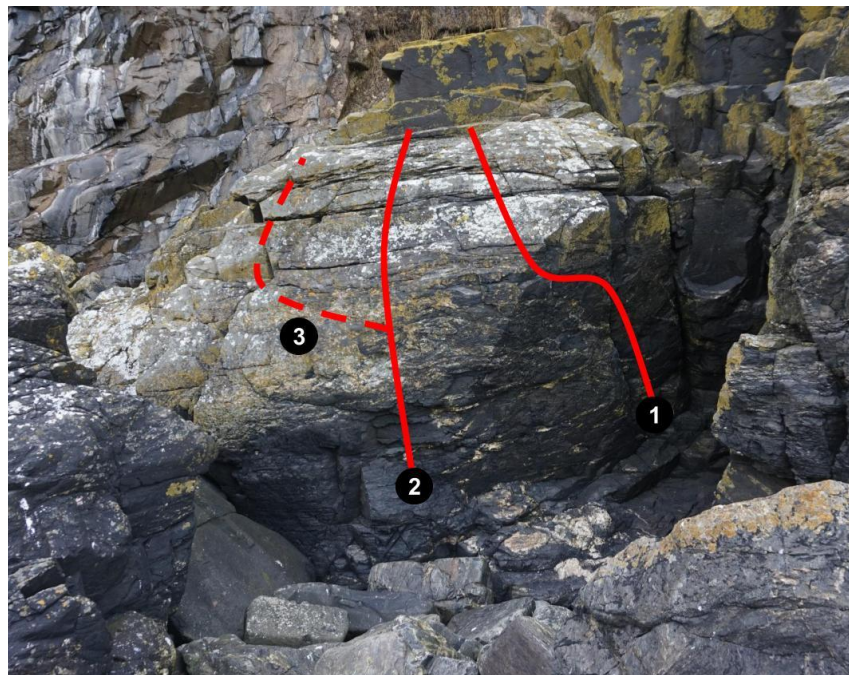
Awkwardly sit /crouch start at the thin crack. Move up and left via slopers to top out.

2) Bombadil f6c

Sit start at the centre of the wall near a short corner with a jug pocket for the Right Hand. Go direct up with difficulty.

3) Goldberry f6b+

Sit start at the same location as *Bombadil*. Reach the horizontal break then move left before continuing up.



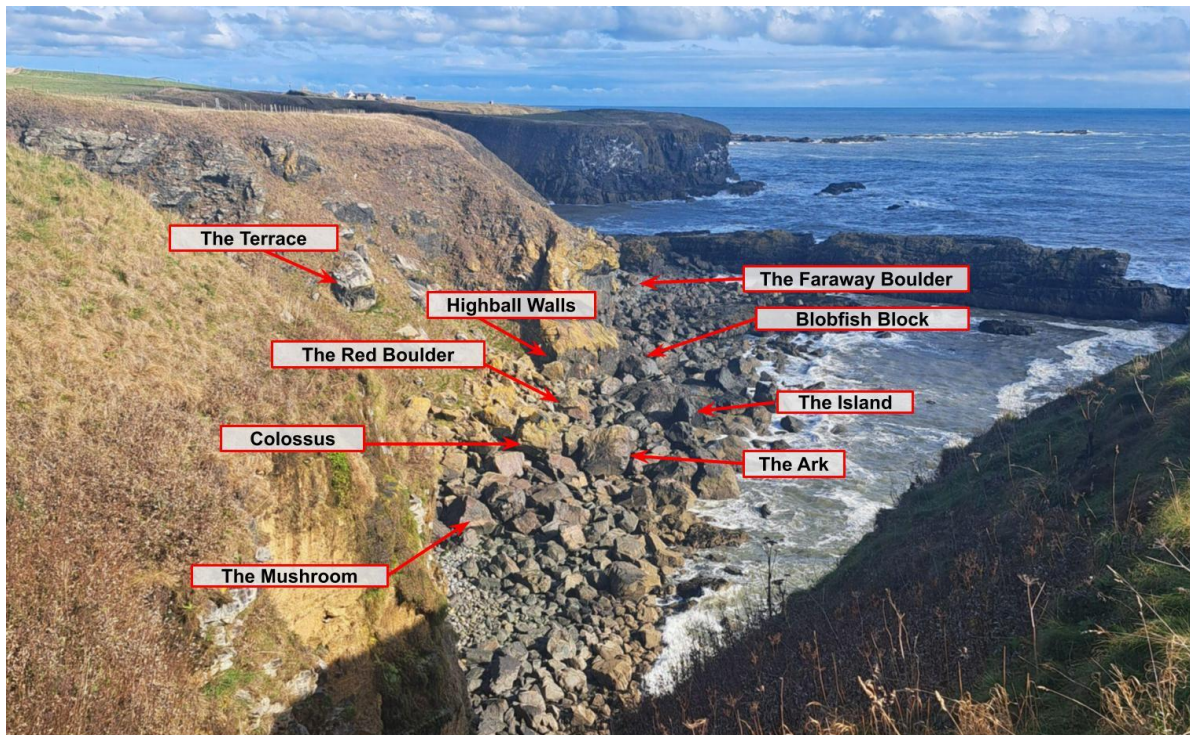
The Boulder Jumble

The north side of the bay is littered with boulders of all shapes and sizes. Some boulders require a low tide, notably The Islander. Others can be climbed at mid tide but may be cut off by high tides or big swells; these include The Mushroom, The Ark and the Blobfish Block. The Highball Wall left and the Colossus Boulder are usually accessible at all tides.

Good problems worth seeking out are *Noah's Ark* (f5) and *Santa Maria* (6c) on The Ark; *Pocket Rocket* (f6b) and *Balance point* (6c) on the Highball Walls and *Sealtainn* (6c) and *Muileach* (f4) on The Island.



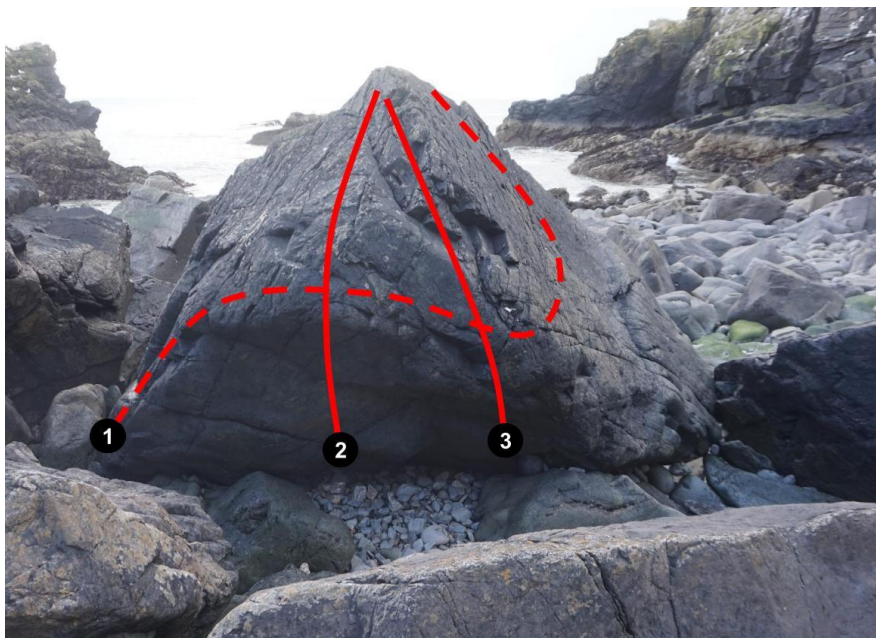
Beth Moore on Pocket Rocket f6b



The Mushroom

Tidal - affected by high tide only.

Just as the pebble beach turns into the boulder jumble lies a squat boulder with some low ball trivia.



1) Giant Puffball f5+
Sit start at the left edge boulder and lip traverse right until you can rock onto the slab and top out.

2) Oyster f5+
Slightly eliminate. Sit start under the centre of the cave at an undercut for the left hand. Climb straight up via a sloper to top out directly avoiding the jugs on the right (holds of *Lobster*).

3) Lobster f4

Sit start at the right side of the cave.

Colossus Boulder

Non-tidal

Just north of The Mushroom is an obvious large boulder with a steep south side, and a cave which can be crawled through to The Toad Boulder. The Colossus Boulder leans on a small red slab which has a few simple direct problems plus one described traverse.



1) Red Slab Traverse f2/3

Stand start at the left hand side, without using the lip traverse to the right hand side and top out.

2) Immense Power f7a

Hard to grade, the crux is getting a heel on the arete from the sit start. Once a heel is on, large holds are quickly gained. A hold has broken since the first ascent and it has not been repeated since. The stand start is f6a.

3) Giants Staircase f3

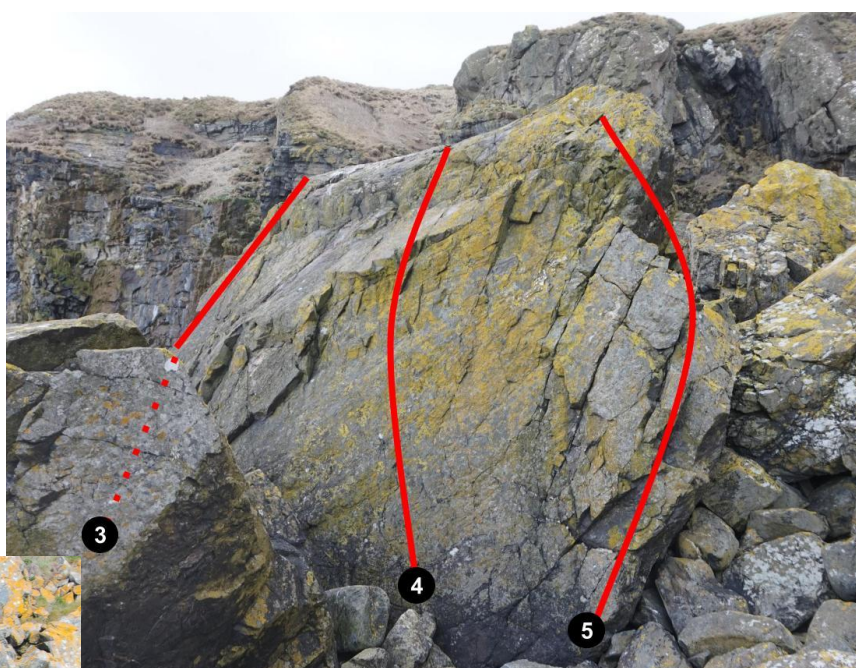
Stand start and climb the seaward arete on jugs.

4) Colossus Wall f3

Sit start. Climb the centre of the slabby wall

5) Colossus Arete f2

Sit start. Climb the right arete.



The Toad Boulder is behind the Colossus boulder on the landward side.

6) Toad In The Hole f5

Sit Start in below the boulder in the hole, climb out.

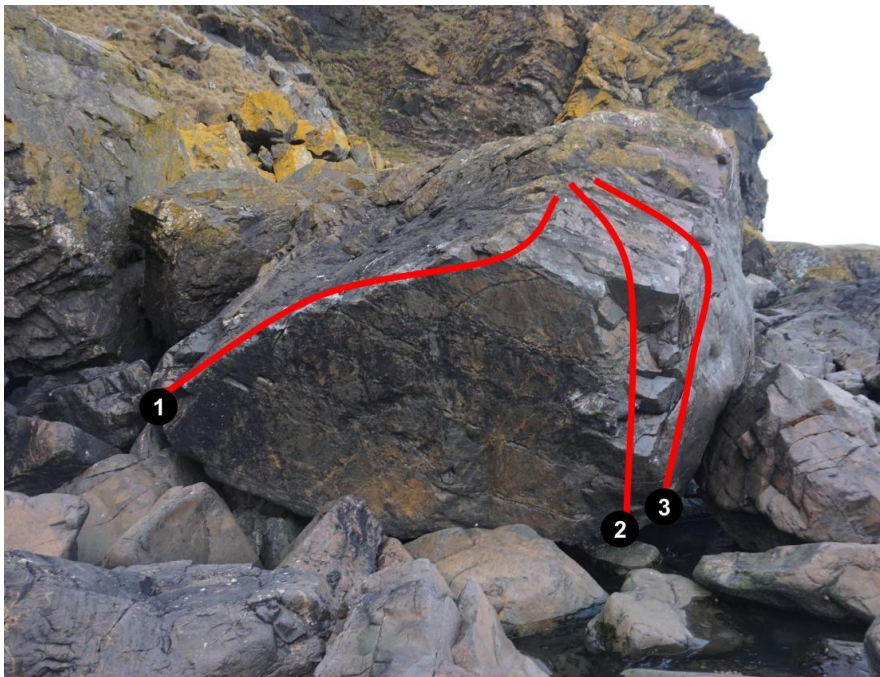
The Ark

Tidal - Some landings just affected at high tide others affected at mid-high tide.

Around the north east of the Colossus boulder is The Ark. It has a blank vert wall and an undercut slabby wall.



Liam Malone on Santa Maria f6c



1) Flying Dutchman f5

Sit start on a boulder at the left edge. Lip traverse to the apex and top out.

2) Black Pearl f6c

Sit start. Climb the shallow scoop in the right arete on crimps.

3) Nautilus f4*

Sit start just to the right of the shallow scoop. Climb the right side on sidepulls.

4) Titanic f6b+*

Sit start from the big low sidepull, move to the crimp/flake rail. From here move up and left using side pulls/gastons.

5) Santa Maria f6c **

The center of the undercut slab direct (no right arete). Sit start from the big low sidepull, move to the crimp/flake rail then up again to two crimps on the wall. A big move gains a slopy crimp/pinch and the top.

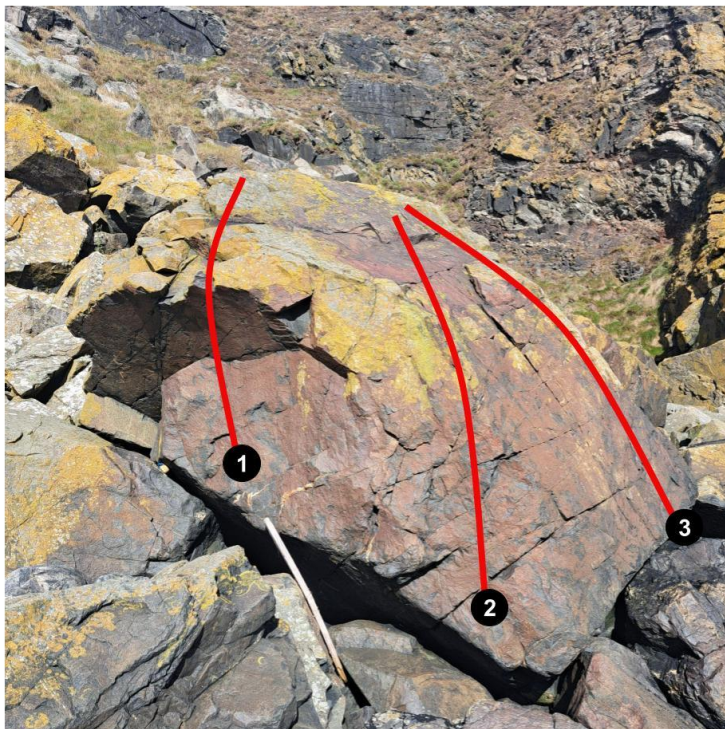
6) Noah's Ark f5***

The excellent right arete. Stand start. The sit start is slightly harder at f5+



The Red Boulder

Tidal - Accessible at most tides with the landing only just affected at high tide.



1) Red Roof f5

Sit Start with hands on the slopy shelf. A powerful move up right gains another shelf above the roof, then either go up and left over the roof or step right onto the slab (easier).

2) Rouge f5+

Sit start LH on side pull and RH in horizontal crack. A hard move off the ground to reach high holds.

3) Red arete f4+

The right arete. Sit start at two good crimps and climb the arete.

The Island

Tidal - The most tidal boulder here, becomes cut off from around mid tide.

North again and seawards of the Red Boulder is The Island Boulder. As the name suggests this boulder spends a lot of time in the sea. However, it has some enjoyable lines and is worth seeking out on a day when a low tide aligns with your visit.

1) Leòdhas agus Na Hearadh f5*

Sit start. Climb the wall just left of the arete.

2) Diùra f4

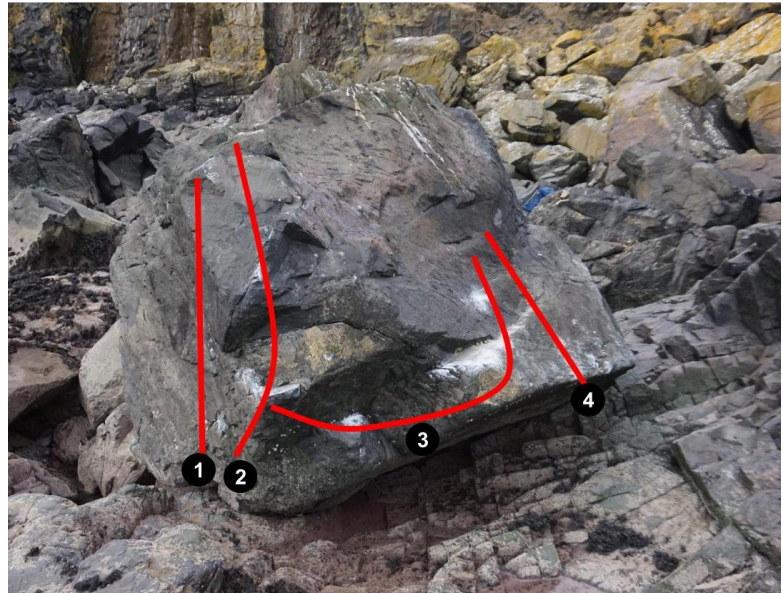
Sit start. Climb the vague arete.

3) Inching Higher and Peeling Off f6a+ **

Sit start at the arete, traverse right to the undercut slab and mantle. It is slightly harder with the high crimp.

4) Arainn f6b+ *

From a hanging start just right of the finish of *Inching Higher*, with hands and heel on slopers on the lip. Mantle.



5) Arcaibh f6a+

Climb the left arete.

6) Sealtainn f6c**

Work your way via the protruding pinch/sidepull to the top of the wall. Also possible to make a hanging start at the left hand side with heel on at f7a+, but loses its stars due to the limpety nature of the start.

7) Muileach f4**

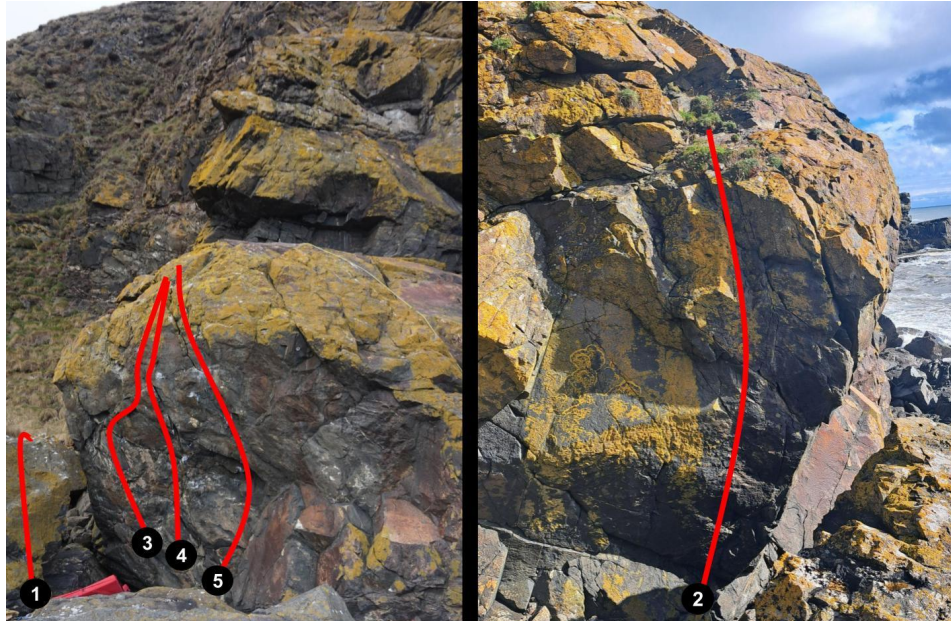
Stand start and climb the right arete.

Highball walls

Non tidal left wall - tidal right wall with landings covered at high tide

There are two high ball walls benefiting from lots of pads and spotters. Highball wall right is slightly tidal, but unfortunately has a pool at the base. In front and left of the highball wall is The Issue Boulder, which has one line of it.

The problems finish on the half way terrace. The easiest descent is right of *Cheerful Corner*, but you can also jump down onto the top of The Issue Boulder with care.



The Issue Boulder

1) The Issue f4

On the small boulder to the left of the highball wall. Sit start at the right arete and climb the wall using the arete.

Highball Wall Left

2) Balance Point f6c **

Sit start behind the issue boulder and left of the arete, with feet low on the slab. Complex beta will find the solution, and gain the stand start holds.

2a) Balance Point Stand f5+ *

Stand start with left hand on the small sharp undercut and right hand on the high pinch above, straight up.

3) Avoiding the Issue f6b+**

Sit start at the triangle shaped hold and climb via a slots. It is tempting to move right into *Pocket Rocket* just below the lichen, but there is a hard to see high left hand hold - this can be used to converge with *Straight To The Point* at a high jug in the crack.

4) Straight to the Point f6c *

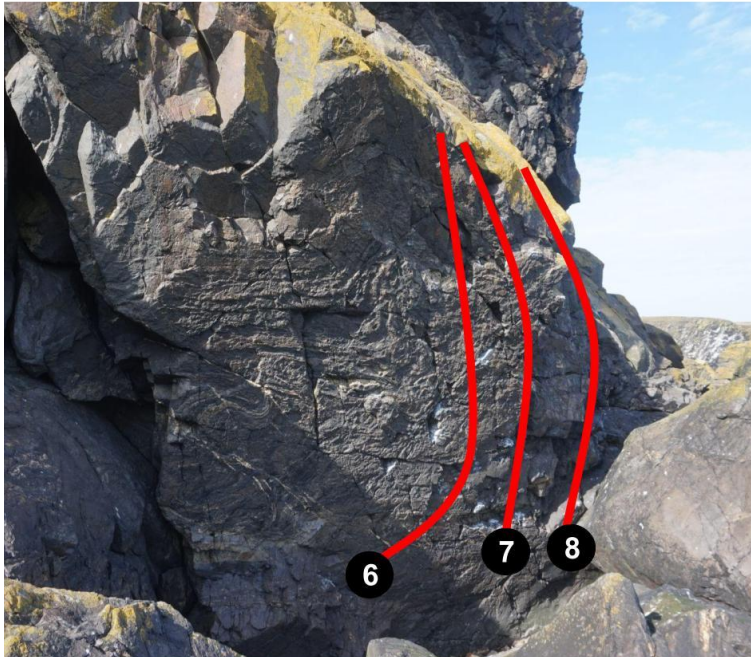
Direct start to *Avoiding the Issue*. Sit start at a side pull below a vertical crack/break in the middle of the wall. Move up to the crack on good holds, to gain a side pull in the crack and continue directly up (hard to see high hold on left).

5) Pocket Rocket f6b ***

Start at the big undercut, quest up via a fingerlock. Good fun.

Highball Wall Right

This would be a wall of highly starred routes if it wasn't for the unfortunate large rock pool beneath. The first ascensionists ambitiously filled this in with rocks but alas the winter storms have destroyed their efforts. Stand starts may still be possible but it's highly likely further ascents will be dependent on a pallet washing up on the beach.



6) Wonderful Wall f6b+

Sit start at the big flat hold on the low ramp and stay left of the right arete. Move up and right via side pulls then continue up the wall heading for the big undercut at the top. Exciting top out.

7) Airy Arete f6b

Sit Start below the arete. Climb the wall and the arete to the top, top out direct - not moving into the corner of *Cheerful Corner* at the top.

8) Cheerful Corner f5

Sit start below the arete and climb the corner.

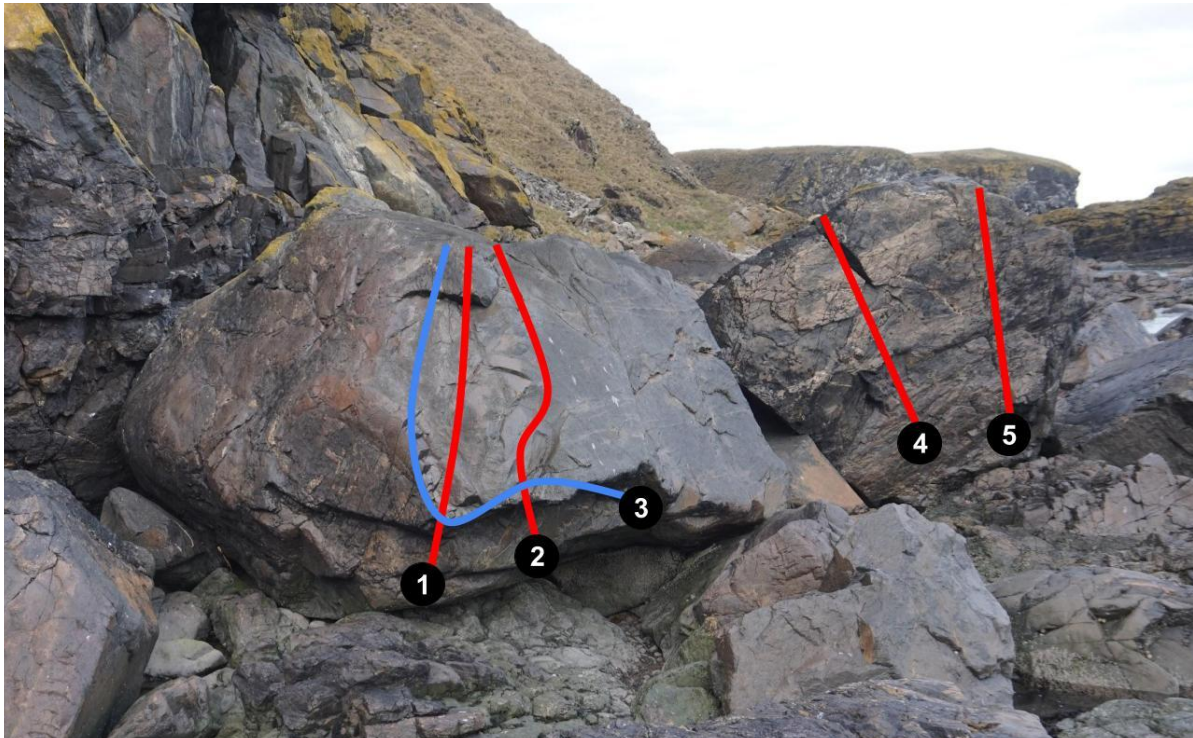


Liam Malone on Balance Point f6c

Blobfish blocks

Tidal - Landing affected at high tide only

Adjacent to Highball wall right are two squat boulders with some low ball problems.



1) Teeth f4+

Sit start at the in cut rocky steps and climb up.

2) Nose f4+

Sit start under the slopy shelf and climb up via good holds to the right.

3) The Link f6b

A link up is possible sit starting as for the *Nose* but move round to finish up *Teeth*.

4) Left Route f4

Stand start and climb the left arete.

5) Central Crack f4

Climb the crack feature.

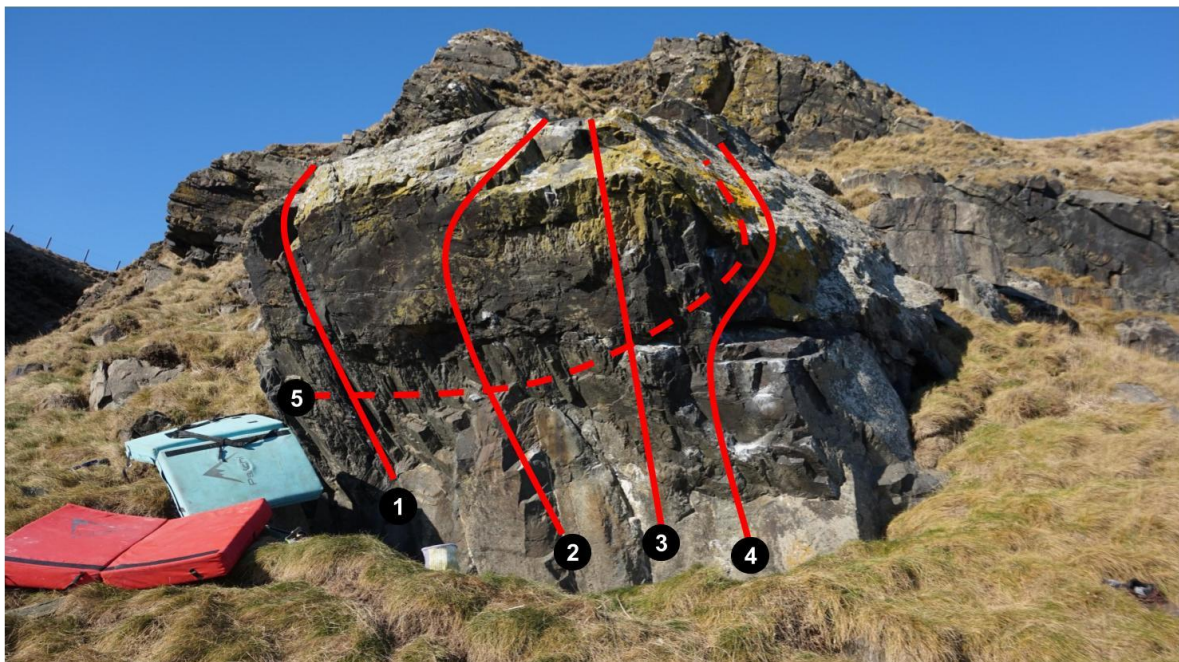
Outlying Boulders

Three boulders are set away from the Shoreside Area and the Boulder Jumble. The best of these is The Terrace which lies up on the hillside. The other two boulders are found heading north from the Boulder Jumble.

The Terrace

Non-tidal

Up on the hillside above the Colossus Boulder, and catching a lot of sun, lies the terrace. From a distance this wall looks trivial, but up close it becomes more imposing and contains some excellent problems, in particular *The Watchman* (f7b) and *Warrior* (f6a).



1) Crack Attack f5

Sit Start. Steep hand crack on left hand side of boulder.

2) The Watchman f7b**

Sit start at the side pull in the middle of the wall. Head up to a good jug and side pull above. Then a big move to a crimp on the lip. The last big move gains a good hold far back.

3) Kingpin f7a*

Sit start at a side pull for the LH and sloper for the RH. Move up the blunt arete on good holds.

4) Warrior f6a**

Sit start matched on sloper. Gain the hidden jug, continue up and right to top out.

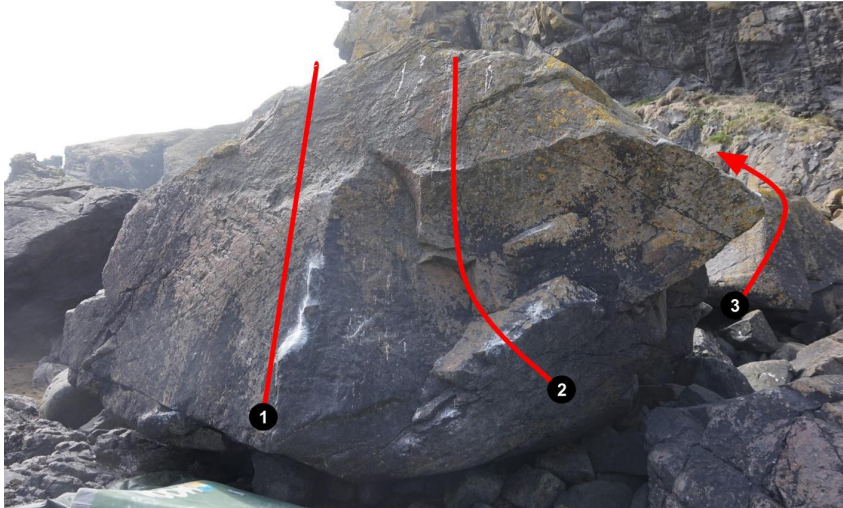
5) Warrior Traverse f6a+*

Low traverse from the crack to the hidden jug of Warrior and finish up that route.

Half way Boulder

Non-tidal

Found 25m north of the main cluster of boulders.



1) Glass Half Full f5

Sit Start and climb the arete in the middle of the rock.

2) Glass Half Empty f4

Sit start at the shelf, climb up and left.

3) Dirty Mantle f4

Mantle at the landward side of the boulder.

Faraway boulder

Non-tidal

This squat boulder is found 50m north of the last boulder.



1) Hansel f4/5

Start with a LH on the sidepull and RH on a good flat edge. Make a hard mantle.

2) Gretel f5

Sit start under the overhang, a hard move gains the crack.