

The Veshels Bouldering Guide

By Beth Moore & Liam Malone

A secluded bay with 34 problems from f3 to f7b. Access to the majority of the bouldering (but not the big slab) is cut off at an hour either side of high tide (from approx 3.0m high) and during big seas. Most of the bouldering itself is non-tidal.



Liam Malone on Makara f6b

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. From here head south for 200m along the coastal path, to where a grassy gully cuts back inland. Head down the gully to the pebble beach and the boulders can be seen in the south side of the bay.

Parking:	GPS: 57.385505, -1.882147	Grid Ref NK 071 327
Boulders:	GPS: 57.379415, -1.879715	Grid Ref NK 073 321



Overview

The first boulder reached from the descent gully is the Big Slab, which is set back from the sea. On its own in the middle of the bay is The Sea Nugget, which is a very tidal boulder, being completely submerged in spring tides. The rest of the boulders are on the south side of the bay and out towards the headland. Access there is tidal but only for an hour or two around high tide. With a calm sea it is sometimes accessible during a neap high tide.

The Underworld boulder is tidal from around mid tide onwards. The remainder of the areas are unaffected by tide or only just affected at the highest of tides and big swells.



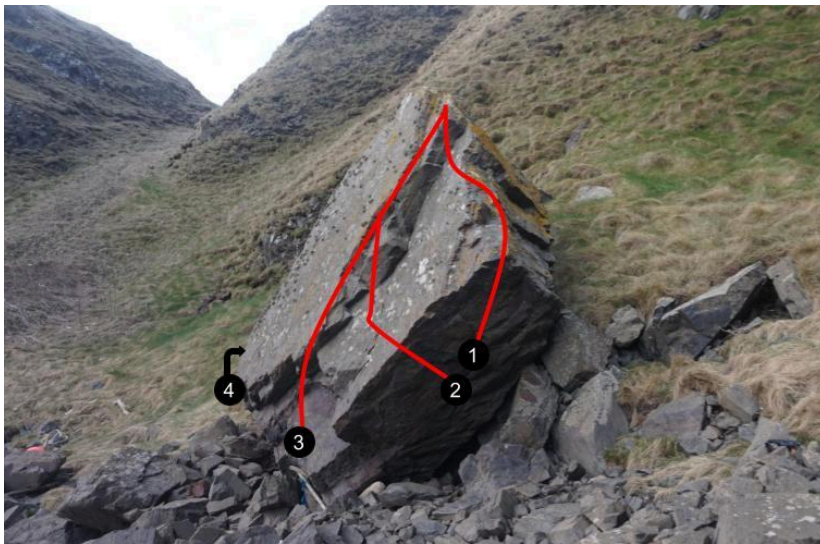
Big Slab

Non Tidal

Just north of the descent path lies the Big Slab.



Beth Moore on Slab Direct f3



1) Overhang f6a

Sit start under the overhang, climb direct up and onto the right arete.

2) Slab Indirect f6a+**

Sit start under the overhang and move left to rock onto the slab. Continue up.

3) Slab Direct f3

Stand start. Climb the slab via the groove/corner.

4) The South Side f5

Sit start on the south overhang.

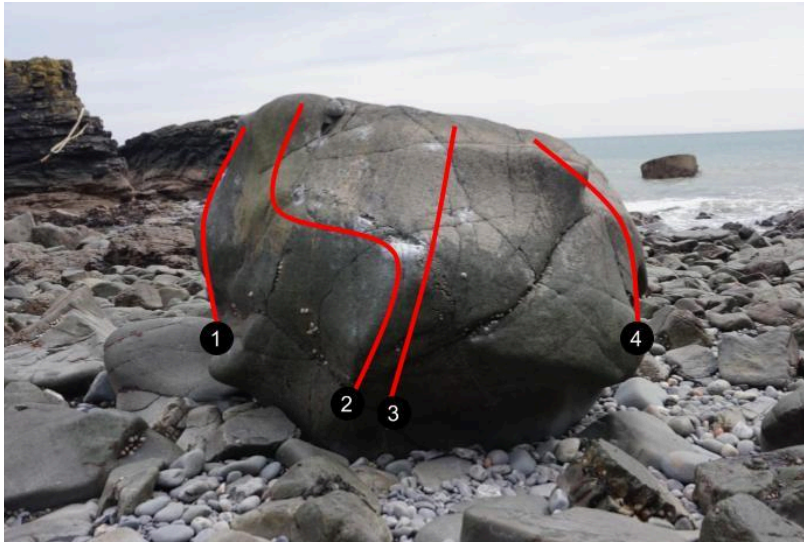
5) Slab Eliminate f6a*

An eliminate in between the left arete and the groove and holds of Slab Direct. Hard start to get established on the slab, then thin moves to the top. No use of the arete or groove holds.

Sea nugget

Tidal

Small but mighty, this seawashed gem of esoterica packs a punch. It is revealed 3 hours after high tide, but may not be reachable at all on big seas. Repeats here may be limited.



1) Let's Get Physical f6b

Sit start matched on the crimp, try not to kill any anenomes with your feet, and go for the top any way you can. A stand start can be done at about F4.

2) Mermaids Tail f5*

Sit start at the big flat hold. Balance your way leftwards towards the footledge then top out directly. Moving to finish up left, slightly lowers the difficulty.

3) Little Mermaid f4+*

Sit start at the big flat hold and go directly upwards via a small crimp to the top.

Lower starts from the side pull beneath and right of the big flat hold problems 3 & 4 were avoided to limit limpet destruction.

4) Sea Nugget f7a+

A direct start to the east arete of the sea-nugget requires creative climbing. Sit start between the bulges. Go for it.



5) Morsel f6b

Sit start at side pull and a crimp. Reach for a crimp on the slab and rock on up.

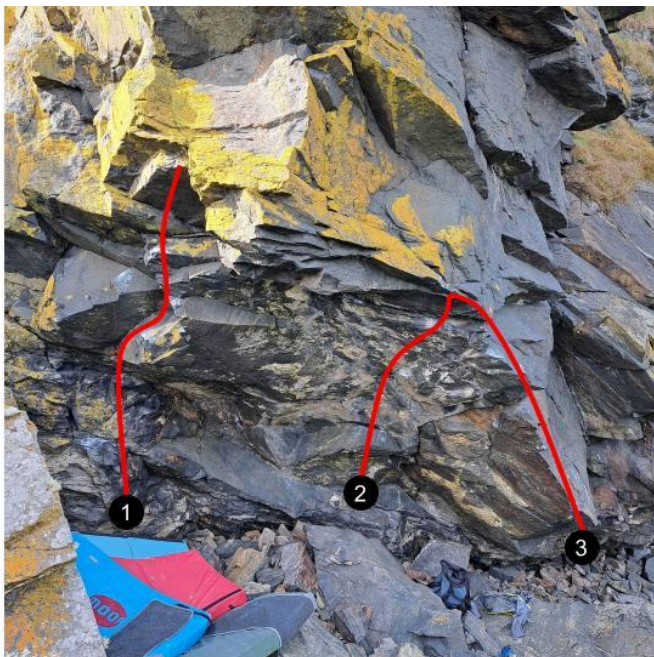
Sea Cave Area

Non tidal - but access is cut off 2 hours either side of high tide

On the south side of the bay some walls of rock can be seen just before the boulder jumble. There is a distinctive overhanging cave and some undercut walls to the right. This is the most continuous area of bouldering in the bay and has some good problems only marred by the loose rock in the upper half of the crag which forces most problems to finish at a hold, with a jump off or traverse off finish. The boulders beneath shift in winter storms which can make the landings better or worse. Having a spotter and several pads would be helpful here.



Liam Malone on Power Pinch f7a



1) Kelpie f6a*

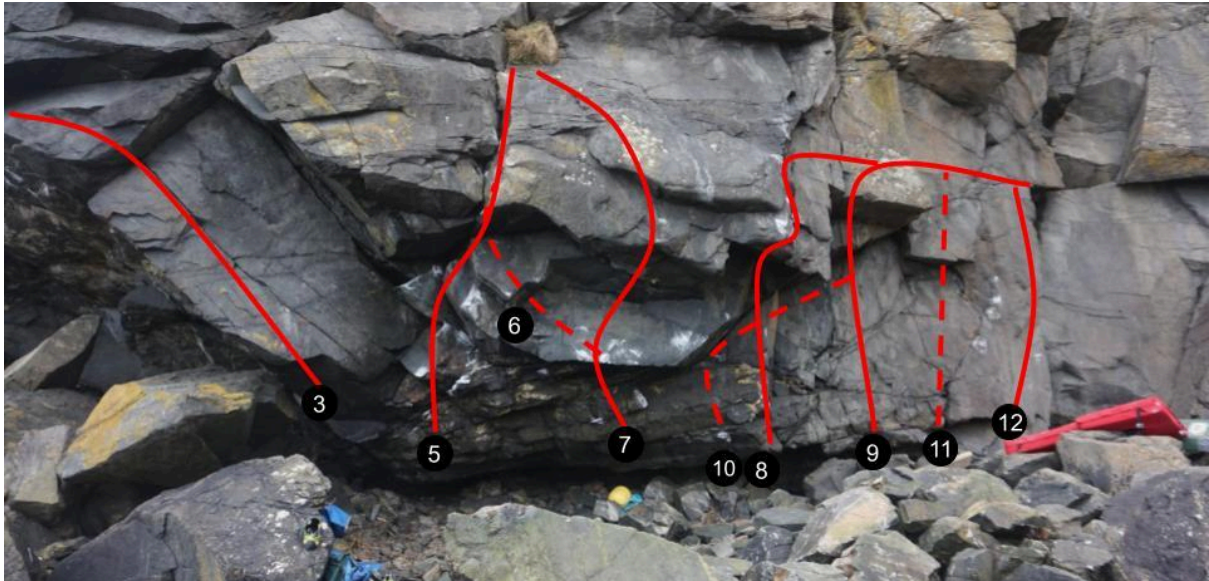
Sit start at the left hand side of the cave and move up and right to finish matched on a crimp.

2) Makara f6b+**

Sit start at the shelf in the back of the cave. Climb through the roof to a jug on the lip. No use of the right arete makes this slightly eliminate.

3) Cetus f6c**

Sit start low on the right arete of the cave. Climb the right arete to finish as for Makara.



The next three lines finish at a jug at the top of a finger crack and require a controlled jump off or down climb.

5) Jenny From The Block f5+

Sit start at jugs on the left hand side, then climb up into the crack.

6) Jenny's Pinch f6b+

Sit start at the side pull for RH and low flat hold for LH, move up to crimps on the hanging slab and up left to the crack.

7) Power Pinch f7a**

Sit start at the side pull for RH and low flat hold for LH, move up to crimps on the hanging slab, then use undercuts and sidepulls to reach a jug.

8) Trial f6b+*

Sit start with slot for RH. Move to a crimp on the hanging slab, then the arete above to a jug. Make a tricky move out right to join the rail to its finish.

9) The Rail f4+ *

Stand start directly below the undercut finger crack. Use this to pass the roof to an obvious crimp rail and traverse along until you reach a groove with a block from which you can downclimb or jump off.

Several alternative starts can be used to join the rail:

10) The Rail Low Start f5

From the same start as Trial make tricky moves up and right to move into the rail.

11) Easy Start f3

Use whatever holds you want to reach the right hand half of the crimp rail.

12) Wee Arete f4+*

Sit start below the arete and climb up to the right hand end of the crimp rail.

A block just below the Sea Cave is slightly tidal and has a single line on it.



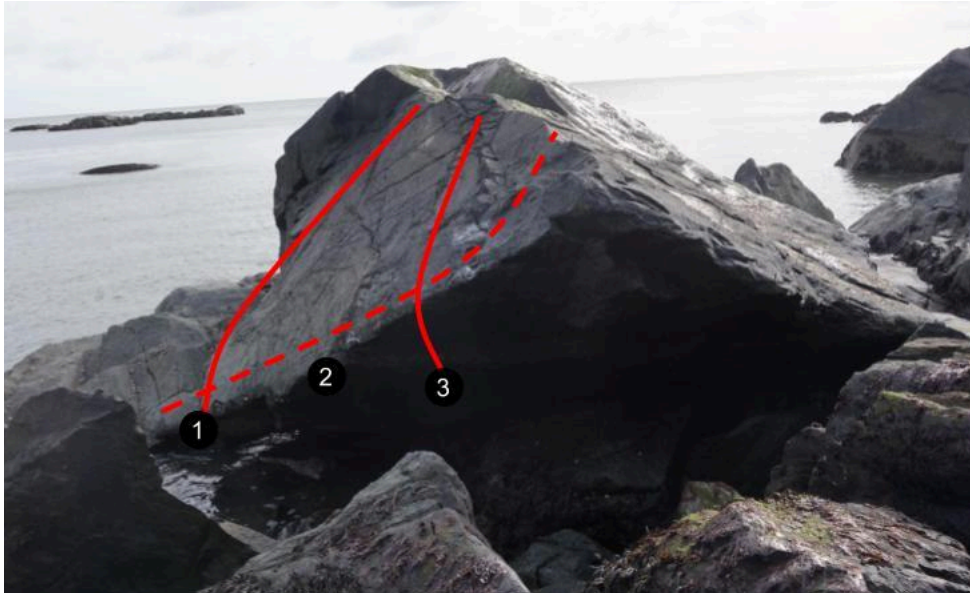
1) Starfish f5+**

Sit start at two low small crimps and climb the vague arete.

The Underworld

Tidal, accessible 3 hours either side of low tide.

North of the Sea Cave is the Underworld, an undercut slabby boulder.



1) Illegal Limpet f6a+

Sit start. Pull on at the lowest part of the undercut slab and mantle. The limpet is not in, it's an illegal ascent if you use it.

2) Hades f7b **

Sit start at the lowest part of the undercut slab. Lip traverse right to the apex and mantle.

3) Underdog * f6a+

Sit start at a good crimp and finger jug on the lip. Heel on and mantle.

The Shell

Tidal - Landing just affected at high tide.

South east of Underworld there is a lip traverse.



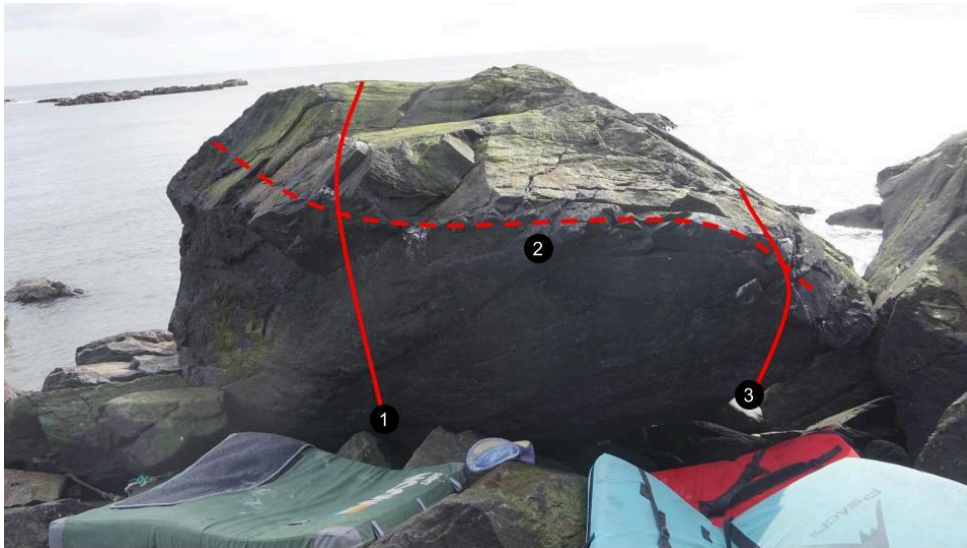
1) The Seahorse Shuffle f4+ *

Stand start at the jug on the LH side. Traverse the lip until the apex then top out.

Sea monster

Non-tidal

The next boulder south east of The Shell.



1) Viperfish f4

Sit start at a sharp finger jug and top out.

2) Ankle-Trasher Traverse f5+

Sit start in the same place as Jaws. Traverse the lip leftwards and top out at the left arete. Best problem on this block.

3) Jaws f4

Sit start at jugs on the RH side. Top out.

Sea-salt block area

Non-tidal

The sea salt block is the furthest south east boulder. It catches afternoon sun and has three good lines on it.



Beth Moore on Keep It Classy f6a



1) Keep It Cheeky Folks f6a*

Sit start and climb the left arete.

2) Keep It Classy f6a+ **

Sit start at two small crimps. Power through to the lip and top out.

3) Keep It Spicy f6b+*

Sit start and climb the seaward arete.

Opposite is a wall with a couple of problems.



1) Diamond f4+

Sit start. Make a challenging pull on then climb up to jugs. Scramble across right and downclimb the slab or jump off from the jugs.

2) Hello Mr Triangle f4+ *

An entertaining sit start in the triangle. Work your way to juggy breaks up and right. Downclimb the slab to descend.