

Green Craig Bouldering Guide

By Beth Moore & Liam Malone

Green Craig is the name of the Matterhorn-like stack in the centre of the bay. The bouldering here is excellent and contrasting with 31 problems from f2 - f7c+. There are four areas of bouldering. The first reached is the Streamline boulder, which is short and fierce with good rough rock and positive holds. This block is non-tidal and the rough rock makes it still climbable in greasy conditions. Further southwards round the bay is the Alley and the Warm Up Bloc. Together these areas are useful for warming up and the Alley is non-tidal, but could still be affected by big swells.

The highest quality problems are located in a tidal section named Barrel Wall as it resembles a breaking wave. The routes here are edging towards highball with excellent wave washed smooth rock. The base of the wall (but not the problems themselves) are covered at high tide and climbing is possible around 3 hours either side of low tide. The best conditions on this wall are found with calm seas and low humidity.



Beth Moore on Salacia f5+

Approach

If the field contains cows (the ones in this area are particularly inquisitive and excitable) then follow the longer approach.

1) Short approach (15 mins)

Parking GPS: 57.378852, -1.900650 Grid Ref: NK 060 320

Boulders GPS: 57.375688, -1.886709 Grid Ref: NK 069 316

On the Colliston Whinnyfold road, approximately 1.5 miles South of Whinnyfold is a large gravel parking area at the entrance to an unmarked farm track. From the parking, cross the road and go over the gate. Go through fields south easterly to reach the coastal path and then head northwards until the stack becomes visible. If you hit the gate on the coastal path, you have gone too far.



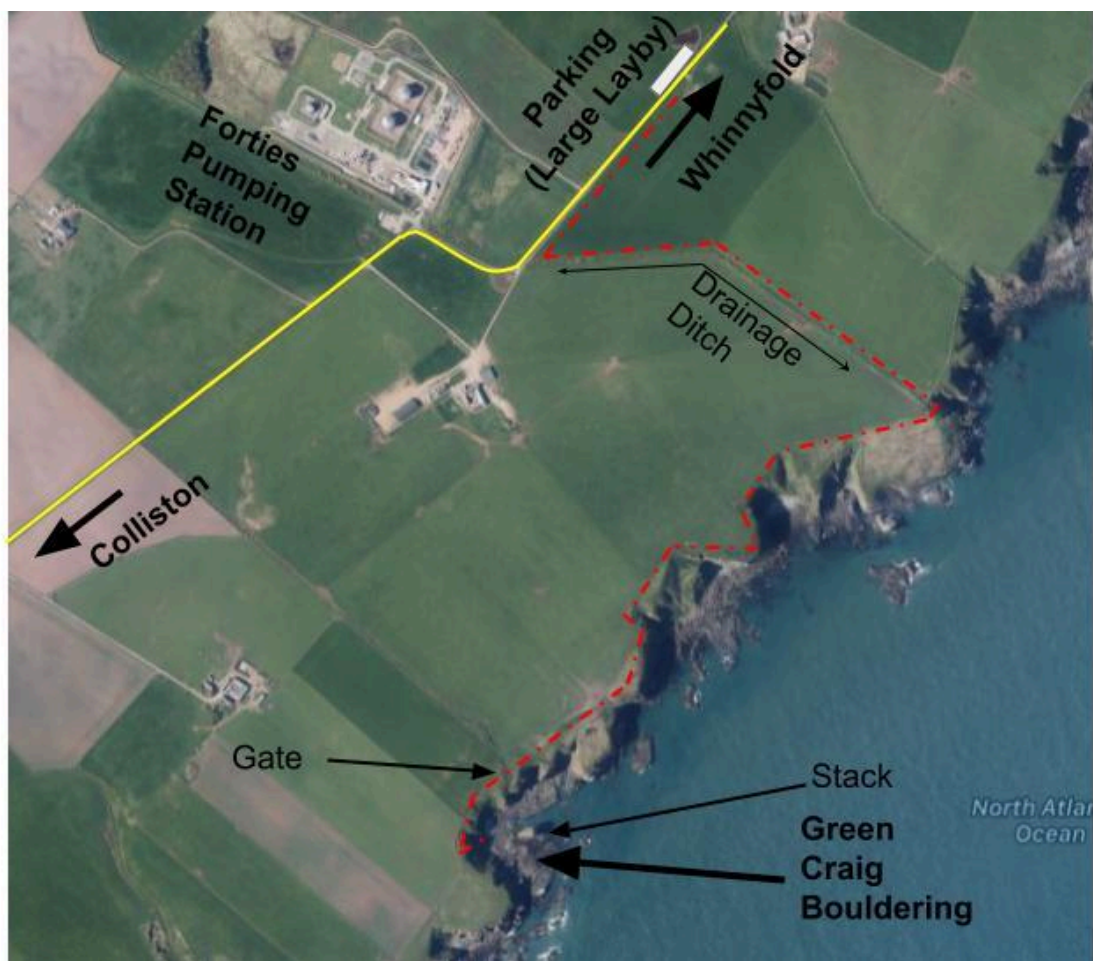
2) Long approach (30 mins)

Parking: GPS: 57.385496, -1.882179 Grid Ref: NK 071 328

Boulders: GPS: 57.375688, -1.886709 Grid Ref: NK 069 316

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 about 1km where the coastal path goes through a gate and the matterhorn-like stack becomes visible. Continue south for another 150m round the bay to where the faint path zigzags down to the boulders.

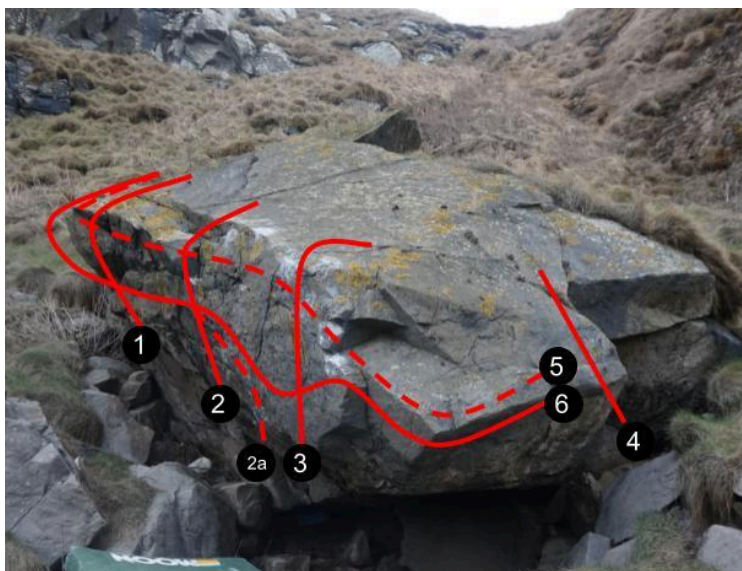


Liam Malone on Flow f7b

Streamline Boulder

Non-tidal

The first boulder reached from the descent path and is set back from the sea.



1) Left Arete f2

The left arete.

2) Central Mantle f5 *

Sit start on the higher platform on the rock, with a good jug for hands. Mantle.

2a) Central Mantle low start f6C+

One very hard starting move and easier above. In the centre of the wall, from on the lowest platform where the wall is undercut, sit start matched on small crimps. Make a big hard move to jugs and the top.

3) Flow f7B **

The vague right arete. Sit start with a low LH side pull and RH on the arete at a notch. Grade may be body shape dependent, but maybe not.

3a) Flow Eliminate f7B

As for Flow but no use of the sidepull jugs on the left just below the lip. A little bit harder with a different top out, but probably no change in grade.

4) Rock On f4+ **

Sit start at the obvious long flat hold and mantle.

5) Freeflow f7B+ **

Lip traverse, right to left. Sit start at the obvious long flat hold of Rock On and traverse left to top out as for left Arete.

6) Floating f7C+**

A low right to left traverse of the boulder, eliminating the lip. Although an eliminate, the line is fairly obvious and the moves are good. Sit start at the long flat hold and traverse left. At the arete, instead of going up to the lip, drop down to the low LH side pull (Start hold of Flow). Further hard moves gain the starting jug of Central Mantle. Continue below the lip using good holds and top out as for Left Arete. Grade uncertain.

Picasso Boulder

Non Tidal

Just in front of the Streamline boulder is the Picasso Boulder. There is also a line of flakes on the sea ward side and another problem on the back of the Picasso Boulder.

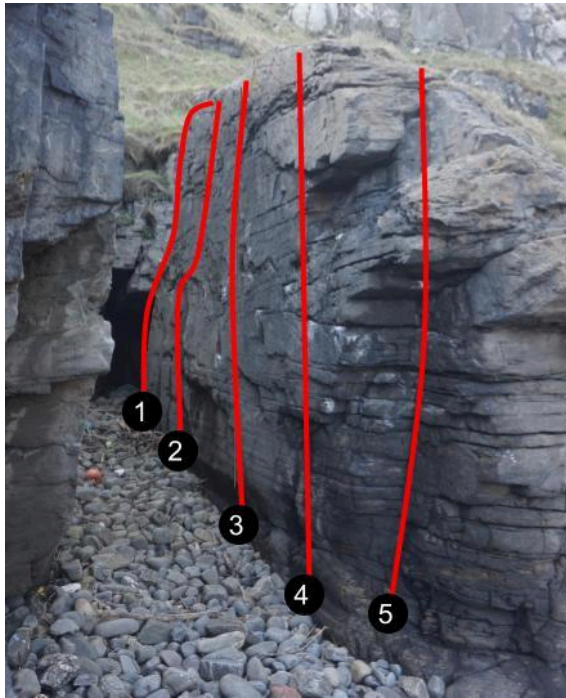
7) Picasso's Nose f6a+

Perplexing climbing up the nose-like feature just east of the streamline boulder. Grade most likely body shape dependent.

The Alley

Non-tidal

This is found south of the Steamline boulder. It provides a great warm up and all routes can be climbed with lots of variation and elimination. The landings are nice and flat but care should be taken to avoid hitting the wall on the other side.



1) Shag f4

The left arete all the way to the top.

2) Cormorant f6b *

An eliminate, next to the left arete but not using it the whole way.

3) Kittiwake f6a+ *

This can be done with many variations, all at similar grades. Sit start in the middle of the wall, move up to a right hand gaston and continue straight up.

4) Guillemot f5

Just left of the corner without using it.

5) Razerbill f3*

The corner, climbing through the bulge.

6) Fulmar f6a+ *

A good route. Traverse right to left staying low then a mantle at the left arete.

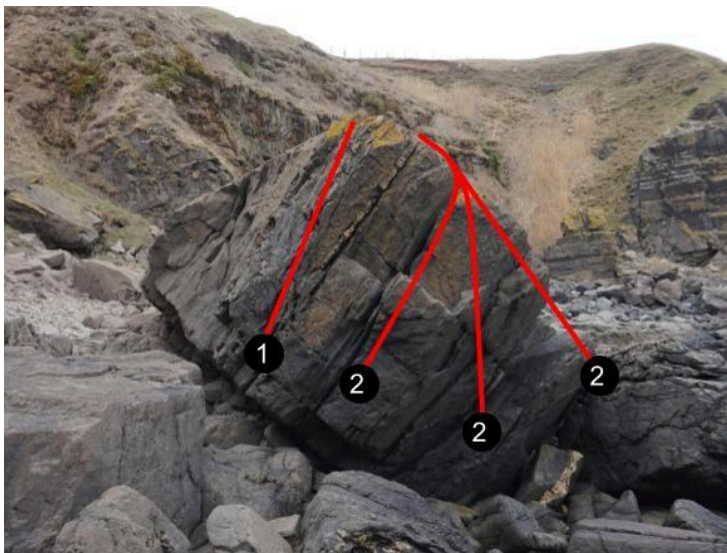
7) The Circuit - f6b - f6c depending on the line taken

Right to left rising traverse, then down the left arete and reversing Fulmar back to the start.

Warm up block

Tidal - affected at high tide only

Seaward of The Alley is a boulder.



1) Linear f3

Sit start at the left side of the boulder, follow the twin parallel lines.

2) Fusion f3/4

Many starts all heading towards an obvious big jug then topping out. All round F3/4.

3) Ramp f4

At the North side of the boulder, sit start at the overhang under the ramp, pull onto the ramp and top out (with care).

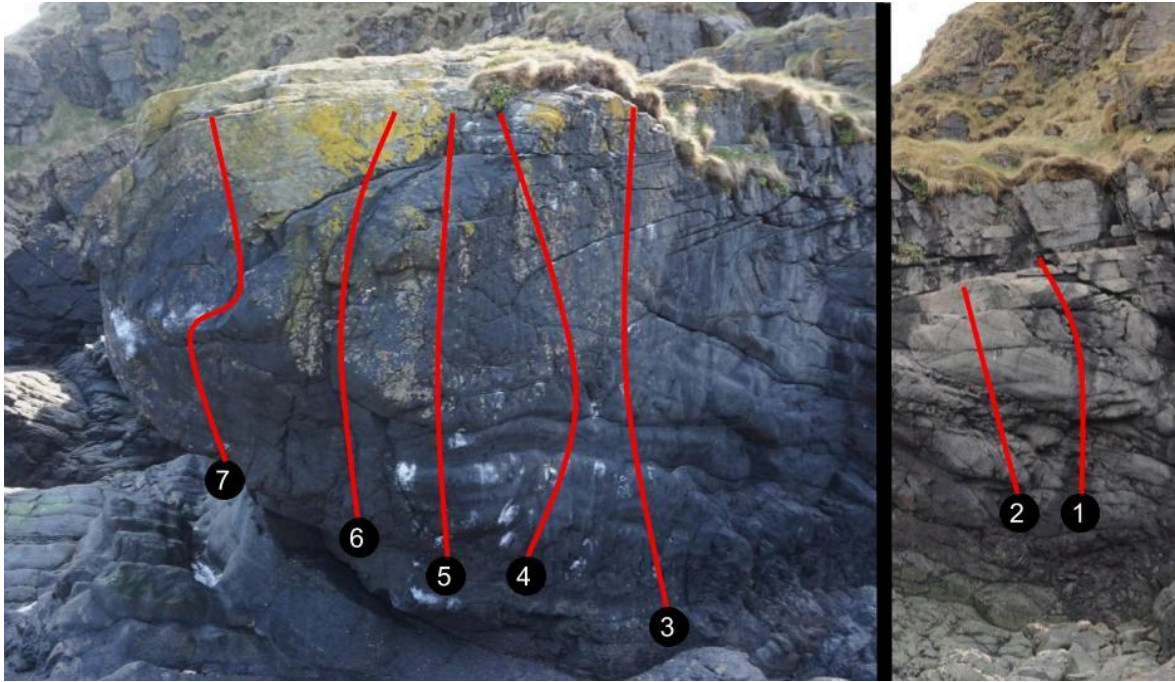
Barrel Wall Area

Tidal - landings are covered 3 hours either side of high tide. If there is a swell, the problems will be getting hit by waves and therefore take a while to dry out.

At the south east of the bay. A tall vertical wall and a distinctive wave of rock on excellent rock and giving technical problems. Some of the best problems on the coast. Due to the height and landings it is best visited with several pads and spotters. Routes are described from right to left.



Liam Malone on The Kraken f7a/+



Reached first on approach to the Barrel Area. These two lines have been done from sitting, but it is much better to stand with no or little grade change.

1) Cleo's Wall f5

Slightly eliminate. Follow good holds over the small roof, top out at the highest section of the wall on slopers - Not moving left to the lower shelf or right to better holds.

2) Phoebe's Wall f4

Just left of Cleo's wall, climb the wall via a small crimp in the otherwise blank wall.

The next routes are 10 meters left on the tall vertical wall. Continuing round the corner then takes you onto The Barrel problems.

3) Thalassa's Wall f5 **

Sit start at the short shallow corner. Move up to gain a square slot with LH, continue straight up to the highest part of the wall.

4) Big Buoy f6a **

Sit start at a good slot, move up and right to gain the square slot with RH. A hard move gains the high break, and top out at the left side of the highest part of the wall.

5) The Kraken f7a/+ **

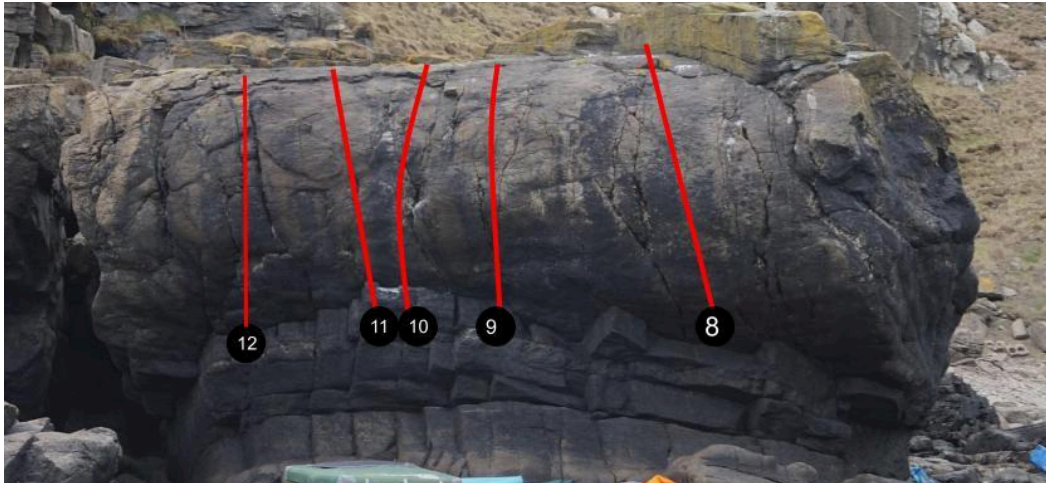
The left arete of the wall, sit start from a low under cut.

6) Kronos f6a ***

The corner/groove. Sit Start at a crimp and undercut. Climb the wall via a slot and crimps.

7) The Odyssey f7a/+ ***

A direct into the obvious slabby scoop.



8) Nemesis f7a ***

There are two full length cracks at the right hand side of the wall. Sit start between the cracks at fantastic jugs, (no feet on the smooth rounded ledge) climb using both cracks. Not the best landing.

9) Arctic Star f6b+/c **

A slight eliminate but still very good. In the middle of the wall a short crack stops at half height. Climb the crack, when it stops use slopy crimps directly above the crack and move slightly right to top out. No holds in Athena (anything left if the starting crack).

10) Athena f5 ***

Crackline/weakness in the middle of the wall. Better as a stand start. Start at jugs, move into the crack, up to crimps and a delicate top.

11) Salacia f5+ **

Slightly eliminate - no using the crack feature of Athena. Again better as a stand stand at the same jugs of Athena. Move up via a sharp hold to a crimp then left to the large jug. Tricky and delicate top out.

12) Atalanta f6a+/6b *

The crack that is starting to be above the water, but can just get away with it without soaking your pads. Stand start. Climb the crack which leads to a big move up and right to the big obvious rail and continue up.



Beth Moore on Athena f5