

# Yotlinx - Sailing and Walking the Scottish West Coast

This is a regular Yotlinx event open to all. It is an event created to combine hill walking and sailing, hill walkers and sailors, to get the most from the magnificent West Coast of Scotland. When exploring the Isle of Skye area we charter boats in the immediate Skye area to get the best from a 4 day weekend. Typically, the yachts are chartered from ['Isle of Skye Yachts'](#). See area map below.

Our events usually start at ca.1600 on Friday, ending mid afternoon on the Monday. This often involves the crew(s) taking the Friday to get to Skye arriving early/mid afternoon, either food shopping on the way of perhaps the previous night. Remember it takes a long time to get to the Isle of Skye, from anywhere!

It is good to get out of Armadale as early as possible and make for more sheltered water for the first night. If some crew can only make it to Skye by Friday evening, then there are alternative meeting points possible.

The sailing and walking very much depend on what people want and what the weather permits. Probably the toughest walks would be over the Knoydart peninsula taking in a few Monros on the way or the Skye Cullins tackled from the South. These are reasonably strenuous all day walks. On other days we try and manage some easier (but just as wonderful) walks such as the Rum Cullins or walks on Canna or say Eigg. Basically, we'll do what we want to do in as much as is possible. See below for details of 'Ronnie's Walks'.

**Crew Meetings** – Whenever possible there will be a crew meeting well before the event to arrange things like transport and food and to arrange for gear hire where necessary as well as discussing how such items are paid for. If a crew meeting is not possible then communication will take place via e-mail/phone/texts etc. It usually works best when all this is orchestrated for each crew by the skipper or some other nominated crew member.

**Clothing** - 3 things to remember space, warmth, spare. The West coast of Scotland can be calm, warm and sunny but it can also be wet, cold, and windy at any time of the year. But then again, bring swimming gear and suntan cream cos it may not be!). Either way bring plenty of warm clothing.

This should include waterproof jacket and trousers, gloves, and a woolen hat. Some clothes may get absolutely soaked so you should bring spares. The other important thing to remember is to wear soft soled shoes which will not mark the decks of the boats. Stowage space will be limited, so pack your clothes in soft bags (not suitcases) to make it easier to cram them into odd nooks and crannies. You will need to bring your own sleeping bag. If you do not have a sleeping bag then either bring blankets or an old quilt/duvet. Pillows will be supplied.

Wet weather gear hire - Sailing Gear can be hired from the charterer. However, they do not provide boots. If the weather is looking good or moderate rain then typical hiking gear will be sufficient. If you need to hire some kit then do so through the charterer in plenty of time. Contact details below.

**Costs** - These kind of trips usually work out at about 75/day per head. So £225 each for the long weekend. This includes yacht charter & extras and all the food and drink aboard. It's about the best value weekend on earth as it includes your accommodation (with stunning and changing views), food and your activity built in. You'd be hard put to get bed & breakfast and an evening meal for that!

Charter fees will need to be paid well in advance to secure the yachts. The event organiser will contact you to organise this.

Each boat crew is responsible for dividing up the cost of food and drink, and of any diesel the boat uses. If there are any breakages then you must tell the skipper. Damage or losses will be divided amongst the crew (eg: winch handles are expensive by the way, and do not float!!).

These costs do not include transport to and from Skye or money spent eating out, say at the Old Forge. Most event crews will agree on a night at the ['Old Forge Inverie'](#) .....so, remember to book ahead.

**View some of the previous events from the gallery:**

[May 2009 Event Photos Skye](#)

[May 2009 Event Photos Mull](#)

[2008 Event Photos](#)

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## Ronnie's Walks

### Walks by Ronnie Robb for Yotlinx - Skye Sailing and Walking weekends.

#### MAINLAND ROUTES

Route 1) Meale Bhuide, Knoydart; an A to B route; 14km; 1,100m of ascent; 6-8 hours; OS map 33. Terrain - remote, hill paths, wide rocky ridges and land rover tracks. After sailing up Loch Nevis, leave from the pier at Camusrory up the glen then ascend Sgurr Sgeithe from its southerly aspect. Then head North and West to the summit of Meale Bhuide, one of most remote Munro's. Descend West via Ant Uiriohlach to Inverie. This route has an optional side trip over Luinne Bheinn depending on the weather.

Route 2) Ladhar Bheinn, Knoydart; an A to B route; 14km; 1450m of ascent; 8-10 hours; OS map 33. Terrain - remote, heather slopes, mountain paths, grassy ridges and track. Sail up Loch Hourn to Barrisdale Bay and ascend North ridge of Ladhar Bheinn to summit, (narrow near the top for 200m). Then head south along ridge of Stob a' Chearchaill to the 'Corbett' of Sgurr Coire Choinnichean and finally descend straight down to Inverei.

Route 3) North shore of Loch Morar; an A to B route; 16km; 300m of ascent; 4-6 hours; OS map 33. Terrain - boggy hill path, heather moor, land rover track and flat. Sail up Loch Nevis to Tarbert on the North shore of the Morar peninsula. Walk over the hill to the inland loch of Loch Morar and then follow the path along its North shore to Mallaig. This route can be done in reverse depending on the weather, tides etc.

Route 4) Sgurr Coirre Choinnichean, Knoydart, A short circular route designed for bad weather. Starts and finishes from Inverei; 3.5km; 800m of ascent; 2.5-3 hours; OS map 33. Terrain - steep heather slopes and grassy ridges.

#### ISLAND ROUTES

Route 1) The Rhum Cullin Traverse. An A to B route; 11km; 1,300m of ascent; 7-9 hours; OS map 39. Terrain - remote, mountain paths, short grass & heather slopes, rough, rocky and lots of scree slopes. Dropped off at Dibidil bothy on the South of the island and starting with the most Westerly top, traverse the further 5 summits in roughly South to North order finishing at the little pub, come grocery shop at Kinloch. A peach of a route if good weather prevails.

Route 2) An Sgurr, Island of Eigg. A circular route; 8.5km, 400m of ascent; 4-5 hours; OS map 39. Terrain - land rover tracks, rough moorland, heather slopes and rocky summit ridge. Head west from Galmisdale pier along land-rover track and ascend Southern slopes of the crag to the summit. Reverse the direction but via the Northern slopes.

Route 3) Carn a' Ghail, Isle of Canna. A circular route; 7km; 250m of ascent; 2-3 hours; OS map 39, Terrain - thin grassy moorland, rocky outcrops and prone to the wind. A wet weather alternative to some of the bigger routes. A circular route from A'Chil pier in a counter clockwise direction.

Route 4) South ridge of Bla Bheinn, Isle of Skye. An A to B route; 7.5km; 1,000m of ascent; 5-6 hours; OS map 32. Terrain - short grass ridges, short rocky scrambling sections, scree slopes and mountain paths. Sail up Loch Scavaig and dropped off at Camasunary. Ascend almost due North straight up the relentless but interesting Southerly ridge narrowing all the time towards the rocky South summit. Then ascend the true summit by scrambling into and up the other side of a rocky 'notch' on the summit ridge. Descend via Eastern scree slopes and picked up at the slipway on Loch Slappin.

Route 5) North East ridge of Sgurr a' Coire Bhig, Isle of Skye. A route that can be A to B or circular depending upon weather and tides. 8km; 1,000m of ascent; 5-6 hours; OS map 32. Terrain - Rocky slopes, scree, mountain paths, with a little scrambling and some exposure on the summit ridges. Sail up Loch Scavaig and dropped of at Camasunary. Walk into Glen behind the bothy and ascend south easterly slopes above Loch Coruisk to the summit of Sgur a' Choire Bhig. Then head North along a short section of the Cullin ridge ticking off the Munro's of Sgurr Dubh Mor and Sgurr nan Eag. Then descend rocky slopes to the West of the summit ridge down to Glen Brittle. Alternatively descend to the South over the top of Garbh Beinn back to the original drop off point.

Map, courtesy of Isle of Skye Yachts website.

