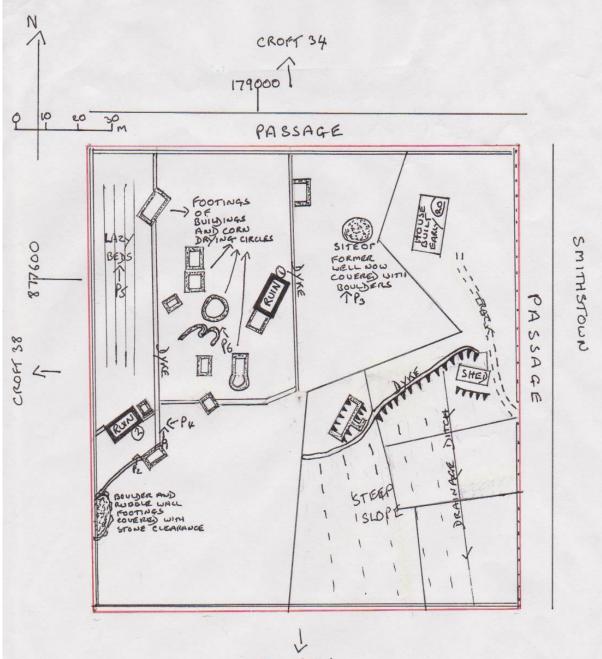
CROFT 35 LONEMORE CROFTING TOWNSHIP.



This croft is shown to have 4.5 acres of the estate map. Its N half has a gentle slope and the S half a steeper

gradient. It is still surrounded by the boulder croft walls, and on the N and E boundary has the original croft

passages.

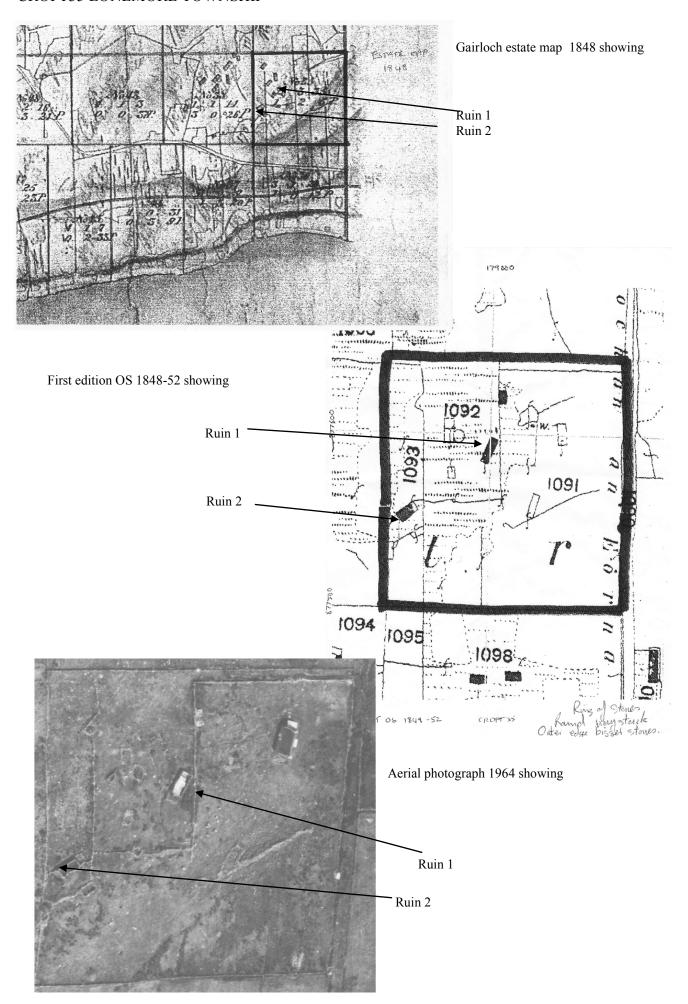
This area of Lonemore was one of two which had a concentrated cottar population, and it can be seen from the estate map, comparing it with the First OS, and a 1964 aerial photograph with the survey done in 2008, that the ruinous ruins and footings of many of the original buildings still remain.

Ruins 1 and 2 are described separately as they are more substantial. The rest of the boulder walls, and footings are as marked on the plan with the walls up to 0.80m in height. Their function is unknown. However there are the outlines of what were according to local knowledge corn drying circles (S and W of ruin 1) where stones were placed around the corn stacks and ropes or nets attached to stop the corn from blowing away. There is also evidence of lazy beds where arable crops were grown (see photo)

A bottle was found in a ruin labelled Phosferine which was found to be an old remedy for colds and flu. The well marked on early OS maps has now been covered over with stones and the ground surrounding this is boggy.

In the NE part of the croft is a house built in early 20th century, which is permanently occupied. The croft today is used for horses and poultry.

CROFT35 LONEMORE TOWNSHIP



CROFT 35 LONEMORE TOWNSHIP



P1 showing some of the boulder walls on croft 35

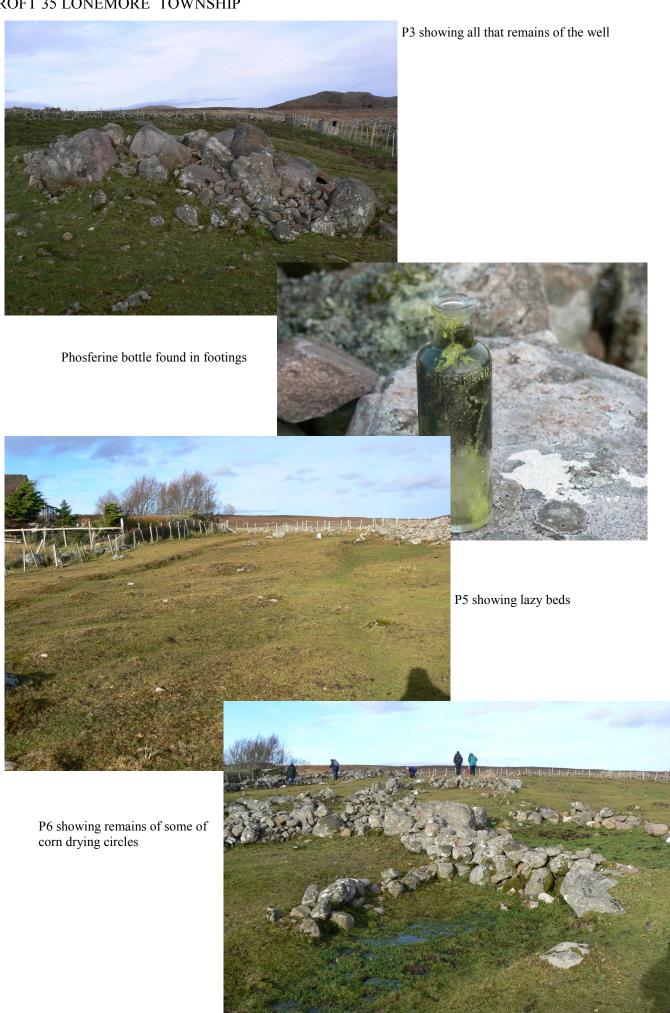
P2 showing footings and walls and the E end of ruin 2

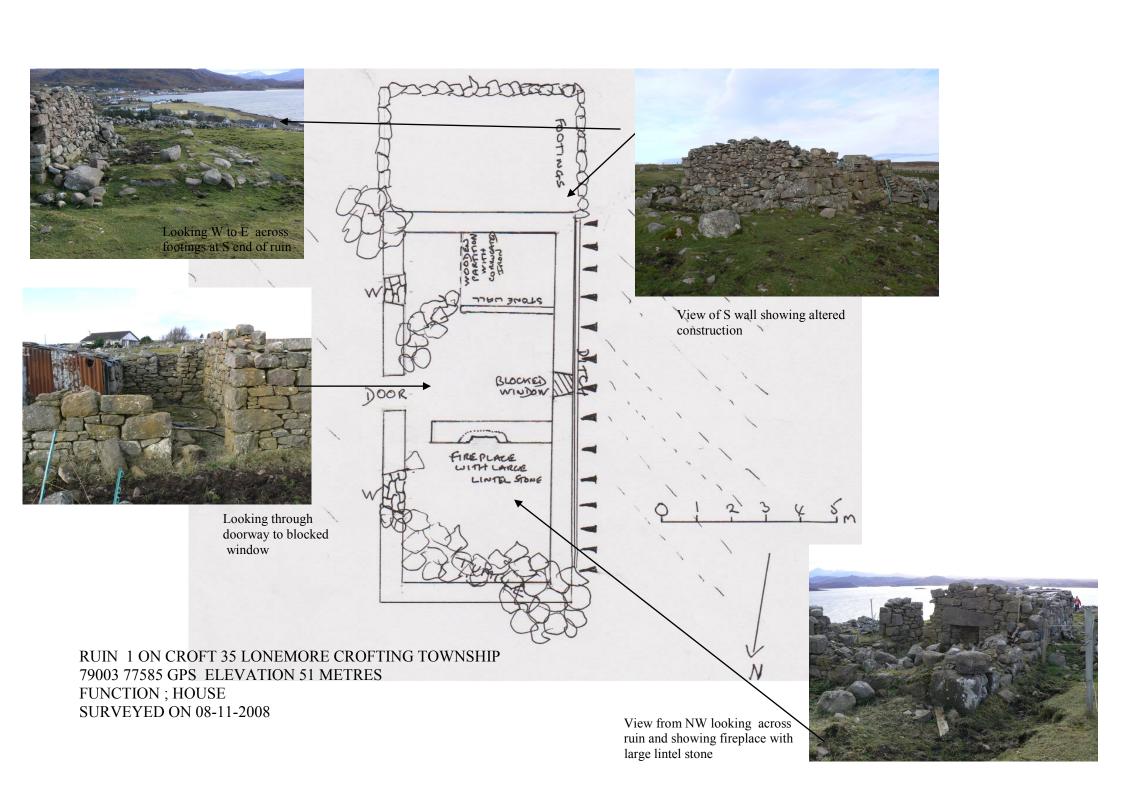




P4 showing ruin 2 and the ruin to the S of it with some walls and old lazy beds

CROFT 35 LONEMORE TOWNSHIP





RUIN 1 ON CROFT 35 LONEMORE TOWNSHIP.

This substantial unroofed ruin is marked on the Gairloch estate map, and is shown as roofed on both the first and second editions of the OS maps.

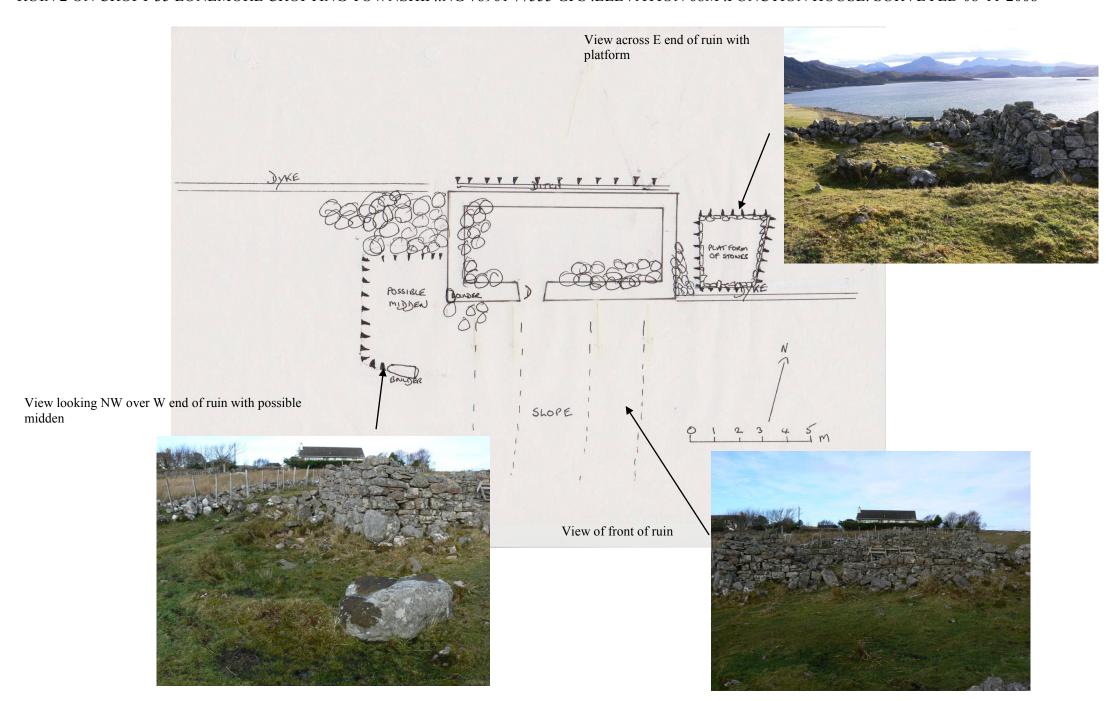
It has a SE aspect with its gable end to the prevailing winds for shelter which is typical of the croft houses in Lonemore. The ground slopes gently from NW to SE both to the rear and front of the ruin and there has been a ditch dug to aid drainage to the rear of the building.

The external walls are built with dressed and selected stones that have been layered with the gaps filled with snecking and the interior of the wall construction with infill of smaller stones. There is a lot of tumble as marked on the scale drawing and the S wall appears to have been rebuilt in a rougher manner at a later date. Inside the ruin at this point is a shed so this was probably done at the same time as the shed was constructed.

On the E wall there is evidence of two windows and a doorway, and on the W wall a filled in window. There are two interior walls: one is part of the shed made within the S end of the ruin, and the other, a dividing wall that contained the fireplace, chimney and a very large lintel stone which is 1.4m in length and 0.5m in height.

To the S of the ruin are the footings of another structure. These are broken down making it difficult to define a definite edge.

RUIN 2 ON CROFT 35 LONEMORE CROFTING TOWNSHIP..NG 78961 77555 GPS .ELEVATION 68M .FUNCTION HOUSE. SURVEYED 08-11-2008



RUIN 2 ON CROFT 35 LONEMORE TOWNSHIP

This unroofed ruin has a S aspect on a slope overlooking Loch Gairloch. It is marked on the Gairloch estate map and is shown as roofed on both the first and second editions of the OS maps. It is part of the group of cottars houses where population was concentrated before the crofts were made.

The walls are made with selected stones, some large boulders at the base, with snecking and infill. They average 0.60 m in thickness, and have a maximum height of 1.91m. There is a lot of tumble around the ruin. There is an opening in the S wall with a fallen lintel which is a doorway. No evidence of windows can be seen in the remaining walls.

To the rear of the ruin is a ditch to help with drainage, and at the W end a possible midden. At the E end of the ruin is a raised platform of stones which is probably the remains of another building, function unknown.