

# WUTHERING HEIGHTS CASTLE HILL BASIN



No	V	Name & Description	No	V	Name & Description	No	V	Name & Description	No	V	Name & Description
<b>The Thin White Line</b>			<b>Ancient Arts Boulders</b>			<b>Buffalo Bill Area</b>			<b>Trig Station</b>		
A	V8	Sidewinder (aka Budd). Sit start in big jug out left and swing right	A	V10	Ancient Arts Arete. The proud arete	A	V8	Gunslinger. Arete with really cool sloper	A	P	Crimpy face to high top
B	V6	Long reach with an interesting landing	B	V5	Reverend Harmony. Crimp pockets and finish as for Hatori Honzo	B	V6	Buffalo Bill. Get on to slab then jump for jug	B	P	Super rad and high project with long moves
C	V10	Boss Tanaka. Jerry start compression problem. Standing start is V7	C	V6	Hattori Honzo. Follows perfect vertical edge then go left up high face	C	V7	Annie Oakley. Hard move off undercling or a long reach. Sit start is V10	C	V5	Supergroove. Start runnel from either side and exit right
D	V3	Sophie Fatale. Brilliant slab climbing	C	V8	Shadow Warrior. Right finish to Hattori Honzo	D	V8	Jesse James. Much harder than it looks	D	V7	House of Blue Leaves. Move to perfect pocket
E	V7	The Thin White Line. Sit start the striking arete	D	V11	Shuriken. Drive-By dyno	E	P	One perfect undercling and one annoying boulder	E	V7	My Body is a Cage. Drive-by dyno to break
F	V9	Deadly Viper Assassination Squad. Sit start to the right and join TTWL	E	V7	Copperhead. Hard snatch to a two finger sidepull	F	V4	Perfect ledge and crank up to arete with any of ten methods	F	V8	Hydraulics. Underclings to mantle
G	V8	Johnny Mo. Sit start the short prow	F	V6	Bayliss problem, Castle Hill weirdness	G	V3	Jump to sloper. Drive by dyno off ledge is a project	G	V4	Looks like a warm up but feels like Quantum Mechanics
H	V5	Heathcliff. Funky moves over the bulge	G	V5	Slab with nice pockets, hop off ground	H	P	Cool looking right arete that is very slopy	H	V2	Steep and classic, sit start for full value
<b>Ark Boulder</b>			H	V6	Ronin. Span the roof to the pocket. Stunning	I	P	Arete that looks easy but it seems you need two left hands	I	V5	Ellie Driver. Beautiful arete with no holds
A	V6	Archimedes. Lat move and devious sequence	I	V6	Origami. The best slab problem in the basin?	J	V6	Bloodlust. Sit Start to the crack problem (V1)	J	V4	Mantle of Doom. Slab and hop to catch lip, then mantle
B	V5	Archangel. Groove and snatch at jug	J	V5	Rufus. Campus to pocket and then journey up slab	K	V3	Slappy arete	K	V5	Stackhouse. High problem, pull right near top
C	V3	High start	K	V6	Pai Mai. Hard move off gaston and sloper	L	V11	O-Ren Ishi'i. Steep face to slab, hold the crozzles and jump	L	V8	Powder Monkey. Crazy dyno with tricky landing
D	V3	High start	L	V5	Small Fry. Starts on undercling and sidepull	M	P	Very spanny and blank arete	M	V8	Okiniwa Steel. The sharp arete is trickier than it first appears
E	V4	High finish	M	V4	Friar Tuck. Sit start on jugs	N	V8	Brutus. Pull on and span to sloper. Sit start project is rad	N	V4	Double Mantle
F	V3	Trireme. Awesome slab, start right in runnels							O	V7	Texas Chainsaw. Sit Start in hole and make your way left to ledge
G	V4	Tricky problem with a steep landing							P	V8	Gogo Yubari. Cool face with small right hand crimp and nice slopers
H	V3	This wall has some 'harder than they look' warm ups							<b>Ground Zero</b>		
I	V7	Lady Snowblood. Little prow with hard mantle - sit start is project				A	V4	John McCallum devious problem			
						B	V7	Ground Zero. Amazing looking face that has a committing last move			



# WUTHERING HEIGHTS CASTLE HILL BASIN

Wuthering Heights is part  
of  
KURA TAWHITI SCENIC RESERVE



D The Thin White Line V7



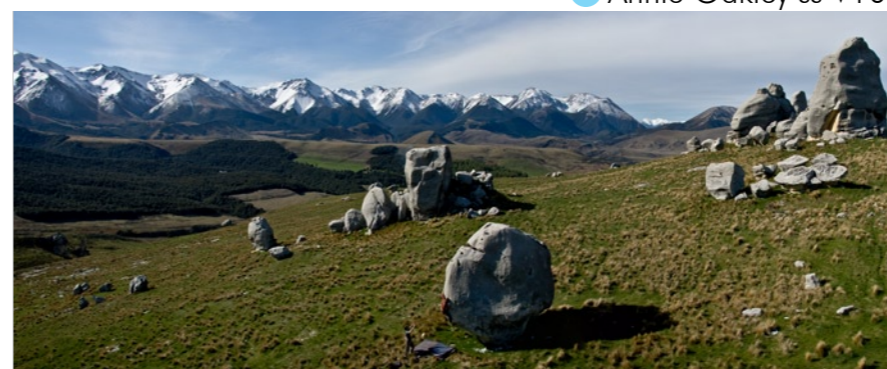
A Ancient Arts Arete V10



C Annie Oakley ss V10



L Small Fry V5



A Gunslinger V8



G Ronin V7



A Archangel V5



@derek thatcher 2008

B Ground Zero V7



M Okinawa Steel V8