

# New Armadillo Routes

## Asylum Escape

(Furthest right / purple)

### 5.10d 80m 12 QD and 2 Extendables 2020 Cory Rogans, Matt Laird

\*Note\* "Asylum" is the original line up the obvious corner feature on the buttress, climbed in 1984 by D. Morgan, C. Young, & C. Perry. Permission was granted by the first ascensionist to bolt in-and-around this original line to clean up the climbing and draw increased attention to it. Although the climb borrows some of the same terrain, they are different routes, only sharing the traverse into the start of p1, and the mid section of p2.

P1) 25m / 5.11a / 11 bolts

Pull up onto a ledge system and traverse rightward onto a slab below the steep face. Launch out right onto a fin and begin the techy crux sequence as difficulty eases to the belay.

P2) 30m / 5.10c / 13 bolts

Leave the belay initially out right slowly working back into the corner, then onto a large flake with holds on either side. Pull out right from the corner capped roof and onto a ledge. Escape a corner bay feature by swinging out onto the face to finish the pitch at a nice belay ledge.

P3) 25m / 5.10c / 9 bolts

Duck behind a tree and gain a solid tombstone rock as you follow the bolts up and directly under a roof. Finish the pitch moving up and left to pull the roof and hit the belay ledge.

## Stimulus Cheque

(Furthest left / orange)

### 5.11a 80m 11 QD and 2 Extendables 2020 Matt Laird & friends

P1) 30m / 5.10b / 11 bolts.

Fun movement straight up as rock quality improves. Climb up under a small roof following the bolts out right and up a short slab broken by a crack to the belay.

P2) 25m / 5.11a / 9 bolts

Leave the belay heading up initially, then traversing hard left on a footrail. Awkward bouldery crux continues leftward around a bulge (continue moving leftward @ 3rd bolt) before hitting a good jug. Trend up right to gain the arete and followed by steep rock to the belay.

P3) 20m / 5.11a. / 8 bolts

Techy slab moves moving rightward off the belay on a series of crimps and smears. Hidden in-cut feet unlock the start of the slab sequence. Difficulty eases as you continue upward to finish the route.





