

## **Armageddon Route Description**

### Start

The route is located in the Seventh Heaven (Left Wall) area at Mount Pope. The start is on the left side of a clump of trees growing against the base of the rock at the edge of an obvious boulder field. There is an alternate, and easier, start up a small gully and corner a few meters to the right. Longer slings are necessary at some points on the route in order to keep rope drag to a minimum. While the route is quite clean there is still loose rock to deal with, both on the route and off to the sides. Use extra caution!

### Pitch 1 35m/ 5.6

Make a tricky boulder move into a small scoop then step up and right to a right facing corner/ramp. Move up corner/ramp then up and left between trees to a ledge at base of a right facing, blocky corner. Follow corner to just below a bulge then step right on good holds until directly below a small right facing corner crack. Move up to and through this feature to a ledge at it's top then up easier ground to a ledge with a two bolt anchor (Metolius rap hangers).

### Pitch 2 32m/ 5.8

Move up and right from the belay then directly up low angle slab to base of a right leaning corner/ramp system below a steep grey wall. Follow ramp until it's possible to step left onto a slab bordered by a left facing corner. Move up slab to steeper, blocky moves exiting through corner onto a comfy ledge and belay bolts (Metolius rap hangers) to the right of a large fir tree.

### Pitch 3 26m/5.7

From the belay step left past the tree and up to a small flake then up over easy bulges to a big ledge at the base of a short, steep wall. Reach up high to clip first bolt then a hard pull up onto a small ledge. Follow clean rock past three more bolts to a ledge with a two bolt anchor (Fixe ring bolts)

### Descent

All belays are fixed for rappel with a single **60m** rope. Caution is required on the second rappel to ensure the rope ends are equalized for length. The last rappel does not reach the ground and a short downclimb (alternate start) or a rappel from trees is required.

