Welcome to Badlands National Park. You will see some of the most spectacular breathtaking scenery in the region and our state. I also hope you are able to experience the quiet and serene surroundings while taking in one of our many hiking trails. Our sunrises are magnificent and our sunsets are amazing; therefore I hope you brought your camera along. The recently remodeled Ben Reifel Visitor Center is a must see with our award winning video and many new and exciting books in our bookstore run by Badlands Natural History Association.

When planning your trip to the South Unit of the park take the time and stop at the White River Visitor Center. You will enjoy the Native American influence and culture along with the vastness of the area in Badlands National Park.

Paige Baker, PhD.
Superintendent

Things to See and Do

Plan Your Visit
• Drive the Highway 240 Loop Road (60 minutes).
• Take a side trip down Sage Creek Rim Road to Robert's Prairie Dog Town to see wildlife and experience spectacular views of the park (30 minutes).
• Visit the Big Pig Dig (30 minutes).
• Hike a Trail (see page 6 for a map of the trails that include descriptions, distances, and amount of time to allow).
• Attend a Ranger Program (June - August) (20 - 60 minutes).
• Stop by the Ben Reifel Visitor Center to watch the award winning park video and tour the new exhibits (30 - 60 minutes).
• Take in a sunrise or sunset. They can be viewed from any of the overlooks or campgrounds located in the park (20 - 30 minutes).
• Stop by the White River Visitor Center which is staffed by members of the Oglala Sioux Tribe (45 minutes - 1 hour).
• Tour the South Unit of the park. Be sure to get permission from landowners before crossing private land. A list of contacts is available at the White River Visitor Center (45 minutes - all day).
• Visit the new teepee village located between the Ben Reifel Visitor Center and the Cedar Pass Lodge

Remember These Numbers . . .

6
Maximum length of the leash (in feet) that must be on your dog if it is in the park. Look for more regulations on page 3.

7
Number of days your passenger vehicle entrance pass permits you to explore the Badlands. Stay a little longer!

45
Maximum speed limit on park roads. Lower speed limits are posted in heavy traffic areas.

100
Minimum distance in yards you should keep from park wildlife. Any time an animal reacts to your presence means you are too close.
Quick Facts about Badlands National Park

- Established as a National Monument in 1939.
- Redesignated Badlands National Park in 1978.
- Acreage: 244,000
- Wilderness: 64,144 acres
- Visitaton: approximately one million visitors each year from all over the world.

Key Resources:
- Largest expanse of protected prairie ecosystem in the National Park system
- Considered one of the world’s richest mammal fossil beds
- 50% of Badlands National Park is co-managed with the Oglala Lakota Nation, the second largest American Indian Reservation in the United States
- Badlands National Park and the Buffalo Gap National Grasslands are the most visited parks in the United States

Key Management Issues:
- Visitor and employee safety
- Reduction of exotic plant species
- Protection of fossil resources
- Maintenance of park facilities
- Preservation of over 50,000 artifacts and specimens in museum collections
- Reintroduction of native wildlife (pictured below)

Visitor Facilities

Ben Reifel Visitor Center

Located at park headquarters the Ben Reifel Visitor Center reopened in 2006 with new exhibits, a 97 seat, air conditioned theater, a new park film, Land of Stone and Light, and improved classroom and restroom facilities. Badlands Natural History Association sells postcards, books, posters, and other educational materials. Open year round.

White River Visitor Center

Located on the Pine Ridge Reservation off Highway 27, this visitor center is operated by the Oglala Sioux Parks and Recreation Authority and is staffed by Tribal members. In 2007, new exhibits will be installed by the National Park Service. Contact (605) 455-2878 for more information.

Cedar Pass Campground

Located near the Ben Reifel Visitor Center, Cedar Pass Campground has 96 sites. Camping fees are $10 per night per campsite. The campground is operated on a first come, first served basis and has a fourteen day limit. Cold running water, flush toilets, covered picnic tables, and trash containers are available. The campground does not have showers or electrical hookups. A dump station is available with a $1.00 fee per use. Campground hosts are on duty during the summer to assist with registration and provide information. Look for them in the campground entrance booth. Open campfires are not permitted.

Picnic Areas

Picnic tables are located at Bigfoot Pass and Conata Picnic Areas in addition to tables at the White River Visitor Center. Bigfoot Pass and Conata Picnic Areas do not have water available. Remember that open campfires are not permitted.

Sage Creek Primitive Campground

Open year round, access to this campground may be limited in winter and during the spring rainy season due to road conditions. The Sage Creek Rim Road is remote and unpaved. It is not recommended for large recreational vehicles. The campground is currently free and offers pit toilets and picnic tables. There is a fourteen day limit. There is no water available. Open campfires are not permitted.

Local Services

- Gas Stations and Convenience Stores:
  - Cactus Flat: Rapid City
  - Kadoka: Scenic
  - Philip: Wanblee
  - Pine Ridge

- Restaurants:
  - Cactus Flat: Rapid City
  - Kadoka: Scenic
  - Philip: Wanblee
  - Pine Ridge

- Motels and Campgrounds:
  - Cactus Flat: Pine Ridge
  - Kadoka: Rapid City
  - Philip: Wanblee
  - Pine Ridge

- Hospitals and Clinics:
  - Kadoka: Rapid City
  - Philip: Wanblee

- Post Office:
  - Kadoka: Rapid City
  - Philip: Wanblee
  - Pine Ridge

For more information about these local communities, contact the Chambers of Commerce or South Dakota Tourism.

Accessibility

- Ben Reifel Visitor Center and White River Visitor Center are both accessible to wheelchair users. Examples of fossils and rocks provide a tactile experience for all who enjoy handling objects, and is appropriate for the visually impaired.
- The Window Trail and the Door Trail are both accessible to wheelchair users.
- The Cedar Pass Campground has two accessible campites. All campground restrooms are accessible. One group campsite is accessible.
- The Cedar Pass Lodge dining room and gift shop, as well as some cabins, meet accessibility standards.
- Several summer ranger programs, including all talks and portions of the Geology Walk, are accessible to wheelchair users. Others include adaptations for visual or hearing impaired visitors.
- Ask at the Ben Reifel Visitor Center about the listening devices that can be used to aid in hearing the park film.
- A complete listing of accessible facilities is available at the Ben Reifel Visitor Center or online at: http://www.nps.gov/badl/.
Rules and Regulations

**Rules of the Road**
- The speed limit is 45 miles per hour, unless posted otherwise.
- Seatbelts are required for all passengers at all times.
- When viewing wildlife drive cautiously and use pull outs to allow others to pass safely.
- Keep vehicles on established roads. Do not park on the grass. The underside of your vehicle can start a prairie fire.
- Pedestrians have the right of way. Vehicles must stop for pedestrians in crosswalks. It’s the law.
- Gravel roads may be closed due to heavy rain or snow. They will become slick and impassable.

**Your Safety**
- Summer is hot and dry. Carry and drink one gallon of water per person per day.
- Thunderstorms can produce lightning. Dring lightning storms, avoid lone trees and high places. Return to your car, if possible.
- Be careful on cliff edges and on Badlands formations, especially when surfaces are wet.
- Wear clothing and sunscreen to protect yourself from the sun.
- Wear sturdy boots or shoes to protect your feet from cactus spines.
- Beware of the rattlesnakes that reside in the park. They can be found throughout the park and are venomous. Rattlesnakes avoid the sun by coiling in cracks and crevices or staying in the thick grasses. Wear closed toe leather shoes. Be careful where you place your hands and feet.
- Plan your trip carefully. Use the Badlands Visitor Guide to choose a trail within your abilities. Make informed decisions.
- Be careful when exploring buttes. The rock surface is very unstable. Falls are the most common cause of injury in the park.
- Cell phones will not work in most of the park. Your safety depends on your own good judgement, adequate preparation, and constant attention.
- Winter weather can be very unpredictable. Sudden and dramatic weather changes are common. Check at the visitor center for weather updates.
- Protect yourself - dress in layers, watch for changing weather conditions, and let someone know about your travel plans.

**Protect Your Park**
- Leave fossils, flowers, rocks, and animals where you find them. Collecting in the park is illegal and punishable by a fine and/or imprisonment. Report all unusual sightings and finds to park staff at the Ben Reifel or White River Visitor Centers.
- Preserve your heritage. Do not enter, alter, or deface archeological sites. Do not collect artifacts.
- All vehicles and bicycles must travel on designated roads.
- Stay on designated trails in high use areas such as Fossil Exhibit and Cliff Shelf Nature Trails.
- Observe the speed limit and watch for wildlife crossing the roads.
- Help the park maintain its high air quality rating, turn off your engine when you are away from your vehicle. Letting your vehicle idle is punishable by a fine.

**Backcountry Camping & Hiking**
Before you venture into the backcountry or wilderness, there are some things you should know:
- Permits are not currently required for overnight stays in the Badlands backcountry. You should contact a staff member at the Ben Reifel Visitor Center or Pinnebog Ranger Station before setting out on an overnight trip. Backcountry registers are located at the Conata Picnic Area, the Sage Creek Basin Overlook, and the Sage Creek Campground.
- Twisted or fractured ankles are the most common serious injury sustained in Badlands National Park. Make sure you are wearing sturdy boots with good ankle support. The park is home to many burrowing animals. Watch your footing.
- Campfires are not allowed under any circumstances. Use a backpacking stove.
- Pets are not permitted on trails, in backcountry, or Wilderness Areas.
- The location of your campsite must be at least 0.5 miles from a road or trail and must not be visible from a roadway.
- There is little to no water available in the backcountry. The small amounts of water found are not drinkable or filterable due to the high sediment content. Always carry at least one gallon of water per person per day.
- All refuse must be carried out. Use the cat hole method to dispose of human waste. Dig a small hole 6 to 8 inches deep and a minimum of 200 feet from any watercourse. Since animals will often dig up cat holes and scatter the toilet paper, it is preferred that you pack out any toilet paper used. If you must bury toilet paper, use a minimal amount and bury with at least 6 inches of soil. Strain food particles from wastewater, pack out food scraps, and scatter remaining water more than 200 feet from any stream channel.
- Check the weather forecast. Severe thunderstorms are common during the summer, so are days above 100°F (38°C). September and early October are the best back-packing months.

**Camping and Campfires**
- Campfires are not permitted due to the extreme danger of prairie wildfire.
- Camp stoves or contained charcoal grills can be used in the campgrounds or picnic areas.
- Wood gathering is not permitted.
- There are no hook-ups or showers available at the campgrounds in the park.

**Bicycling**
Bicyclist Warning: The Badlands Loop Road is narrow with many curves. Watch out for large RVs with extended mirrors.
- Bicycles are prohibited on park trails.
- Bicyclists are permitted on all park paved and unpaved roads and must obey all traffic regulations.
- Always ride with the flow of the traffic.
- Several steep passes make riding the Loop Road challenging.
- See and be seen. Wear bright colors and a helmet. A map of suggested routes is available at the Ben Reifel Visitor Center.

**Hunting**
- Hunting is not allowed in Badlands National Park.
- All firearms are to be stowed in a case and any ammunition are to be removed from the guns.

**Emergency? Call 911**

**Call Conditions? Call 511**

**Contact Us**

**Mailing Address**
Badlands National Park
25216 Ben Reifel Road
PO Box 6
Interior, SD 57750

**Park Website**
www.nps.gov/badl/

**Email**
badl_information@nps.gov

**Park Headquarters**
605-433-5361

**Fax Number**
605-433-5404
Paleontology

What is a fossil?

A fossil is a preserved sign of ancient life. Paleontologists study animal tracks and plants preserved over time, as well as bones that have been converted into fossils through natural chemical processes. Additionally, other signs such as feces and pollen have also been fossilized and are studied to help get a broader picture of life in prehistoric North America. The area in and around Badlands National Park has had a long association with research on fossil vertebrates. Scientists have been using this area as an outdoor laboratory for over 150 years.

Field Work

For field work here at the Badlands, the paleontologist’s tools of choice are soft bristled brushes, dental picks, and small trowels. Field specimens are “jacketed,” or carefully encased in plaster and burlap for transport to the storage facility to await preparation for study or display.

Fieldwork has a glamorous reputation from movies like Jurassic Park. Firmly in our minds is the idea of sun burnt scientists diligently working to uncover huge fossilized bones. However, reality is that for every hour of fieldwork, fossil preparators and other scientists spend twelve or more hours in a laboratory cleaning, repairing, and identifying each specimen. Badlands fossils range in size from elephant-sized mammals to microscopic rodent teeth. A single specimen may fill a storage building or one hundred specimens may fit inside a film canister.

The Museum

Fossil specimens are maintained in storage facilities for research purposes or for display in museums and similar educational facilities. Each specimen is assigned a unique number for the larger collection of which it is a part. This process of cataloging specimens includes critical information such as where the specimen was found, when it was found, and identifies it with as much detail as possible. This process enables scientists of the future, who may have more information or improved technology, to continue learning about these important fossils.

The Big Pig Dig

The National Park Service, working with South Dakota School of Mines and Technology (SDSMT), will spend another summer at the Pig Wallow Site, nicknamed the Big Pig Dig. From early June through late August, park staff and students from the SDSMT carefully remove sediment to expose more mysteries buried within the Badlands strata. The excavation began in June 1993 when two visitors from Iowa discovered a large backbone protruding from the ground near the Conata Picnic Area. Fortunately for all of us, these visitors followed the correct procedure: They left the bones undisturbed and contacted staff at the Ben Reifel Visitor Center. The newly discovered site sparked the interest of the park staff. Originally thought to be a four-day excavation, the site is now in its fifteenth and final season of excavation.

The site’s name, the Pig Dig, comes from that first exposed fossil, originally thought to be the remains of an ancient pig-like mammal called Archaeotherium. It was later identified as Subhyracodon, a hornless rhinoceros, but the name “Big Pig Dig” stuck. Rhinoceroses are found today in Africa and Asia but smaller versions once lived in the Badlands. Along with Archaeotherium, eighteen other animal species have been found at the site. Discoveries include ancient three-toed horses, tiny deer-like creatures, turtles, and a bobcat-sized saber-toothed cat. Over 15,000 bones have been excavated from the site for research purposes.

The Pig Dig is an excellent example of the questions professionals have to answer: What events led to this large conglomerate of dying animals in one place? Scientists hypothesized that 33 million years ago the area was a watering hole, similar to the large watering areas used by African game today. Due to a drought, the creatures had to travel longer and longer distances to find water. Some perished as they fought to survive after being mired in the soft sediments. Opportunistic animals were drawn to feed on the dead carcasses. Archaeotherium was a scavenger, feeding on both plants and flesh. These large creatures trampled the site, deeply imbedding some bones and breaking up skeletons.

Protecting Fossil Resources

You can help protect paleontological resources here and anywhere you travel by following these tips:

• Leave fossils where you find them. It’s tempting to pick them up and take them with you, but don’t. Removing them from their context destroys much of the information critical to scientists. Context refers to where they are found geologically and in what position the fossils are found.

• Be an informed visitor. Be familiar with current issues in paleontology. Once you watch for fossils in the news, you’ll find them discussed almost daily.
Badlands Geology

Deep canyons, towering spires, and flat-topped tables can all be found among Badlands buttes. Yet, despite their complex appearance, they are largely a result of two basic geologic processes: deposition and erosion.

The serrated Badlands terrain did not begin eroding until about 500,000 years ago when water began to cut down through the rock layers, carving fantastic shapes into what had been a flat floodplain. The ancient fossil soils, buried for millions of years, became exposed once again. Many of the layers are gently warped and faulted due to mountain building activities that formed the Black Hills, 70 miles to the west.

Erosion is ongoing. Every time it rains, more sediment is washed from the buttes. One day, a peak may tower above the land; the next, a storm may weaken it just enough for it to crash to the ground. While the Badlands are long lasting in human terms, they are short lived in terms of geologic time. Evidence suggests that they will erode completely away in another 500,000 years, giving them a life of one million years. Compare that to the age of the earth, which is 4.6 billion years old. Even the Rocky Mountains, considered young, started to rise only 70 million years ago. On average, Badlands buttes erode one inch each year. However, change can occur much slower or faster.

As the Badlands buttes erode, some of the sediment is washed onto the prairie below, building up its level while the rest is carried by small streams to the White, Bad, and Cheyenne Rivers. These tributaries flow into the Missouri River, which drains into the Mississippi River. Eventually, some Badlands sediments will travel as far as the Gulf of Mexico.

The Loop Road hugs the Badlands wall, a long, narrow spine of buttes that stretches 60 miles from Kadoka west towards the town of Scenic. Wind, rain, and freeze/thaw action have gradually worn down the badlands sediments, leaving the Badlands Wall behind. As erosion has continued, the wall has retreated from the three major drainages. The town of Wall, South Dakota takes its name from this feature that dominates the horizon.

A quick look at the buttes will show that the Badlands were deposited in layers. These layers formed soft, sedimentary rocks, composed of minute grains of sand, silt, and clay that have been cemented into solid form. Geologists study sedimentary rocks to determine what type of environment caused the material to accumulate. Layers similar in character are grouped into units called formations with the oldest layers at the bottom.

Badlands Wildlife

Please do not feed the wildlife. Human food makes animals dependent on people for food and can make them aggressive.
Horse Use in Badlands

The Badlands Wilderness Area is located in the Sage Creek drainage and consists of 64,000 acres of eroded spires and mixed grass prairie, offering prime horseback riding terrain in the park. Although most riders confine themselves to the Wilderness Area, horseback riding is allowed anywhere in the park except on marked trails, roads, highways, and developed areas. For day ride access, vehicles and horse trailers may be parked at overlooks and parking areas. Off road driving is strictly prohibited. There are no designated riding trails in the park but topographic maps are available for purchase at the bookstore, located in the Ben Reifel Visitor Center.

A portion of the Sage Creek Campground is designated horse use. A watering hole known as CCC Spring is located about 3/4 mile southwest of the campground. Hitching posts are provided. Riders must provide weed free hay or pellets for feed. Horses should not be allowed to run free or be picketed in the campground. No fires are allowed, except in contained grills. The campground limit is ten consecutive nights.

No commercial horse rental or day rides are available in Badlands National Park. Local businesses offer day rides outside the park and outfitters may offer overnight backcountry trips under a commercial use license. For more information, contact South Dakota Tourism or local chambers listed on page 2 of this paper.

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**How Far To...?**

<table>
<thead>
<tr>
<th>South Dakota Towns &amp; Cities</th>
<th>Out of State Cities</th>
<th>National &amp; State Parks</th>
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<tbody>
<tr>
<td><strong>Buffalo Gap</strong></td>
<td>Denver, CO</td>
<td>Minuteman Missile NHS</td>
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<td><strong>Custer</strong></td>
<td>Minneapolis, MN</td>
<td>Bear Butte State Park</td>
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<td><strong>Deadwood</strong></td>
<td>Omaha, NE</td>
<td>Custer State Park</td>
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<td><strong>Hermosa</strong></td>
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<td>Devils Tower NM</td>
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<td><strong>Hot Springs</strong></td>
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<td>Grand Canyon</td>
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<td><strong>Interior</strong></td>
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<td>Grand Teton NP</td>
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<td><strong>Kadoka</strong></td>
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<td>Jewel Cave NM</td>
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<td><strong>Philip</strong></td>
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<td>Mount Rushmore</td>
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<td><strong>Pine Ridge</strong></td>
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<td>Rocky Mountain NP</td>
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<td><strong>Rapid City</strong></td>
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<td>Theodore Roosevelt NP</td>
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<td><strong>Scenic</strong></td>
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<td>Wind Cave NP</td>
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<tr>
<td><strong>Sioux Falls</strong></td>
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<td>Yellowstone NP</td>
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<td><strong>Spearfish</strong></td>
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<tr>
<td><strong>Sturgis</strong></td>
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<tr>
<td><strong>Wall</strong></td>
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**Attractions**

- Wounded Knee via Scenic
- Wounded Knee via Kyle
- Crazy Horse Monument
- Black Hills National Forest

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<tr>
<td><strong>82 miles</strong></td>
<td><strong>67 miles</strong></td>
<td><strong>114 miles</strong></td>
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</table>
Hiking in the Park

Door Trail
.75 miles/1.2 km (round trip)
20 minutes
Easy. An accessible ¼ mile boardwalk leads through a break in the Badlands Wall known as “the Door” and to a view of the Badlands. From there, the maintained trail ends. Travel beyond this point is at your own risk. Watch for drop offs.

Window Trail
.25 miles/.40 km (round trip)
20 minutes
Easy. This short trail leads to a natural window in the Badlands Wall with a view of an intricately eroded canyon. Please stay on the trail.

Notch Trail
1.5 miles/2.4 km (round trip)
1 1/2 - 2 hours
Moderate to strenuous. After meandering through a canyon, this trail climbs a ladder and follows a ledge to “the Notch” for a dramatic view of the White River Valley. Trail begins at the south end of the Door and Window parking area. Watch for drop offs. Not recommended for anyone with a fear of heights. Treacherous during or after heavy rains.

Castle Trail
10 miles/16 km (round trip)
5 hours
Moderate. The longest trail in the park begins at the Door and Window parking area and travels five miles one way to the Fossil Exhibit Trail. Relatively level, the path passes along some Badlands formations.

Cliff Shelf
.5 miles/8 km (round trip)
1/2 hour
Moderate. This loop trail follows boardwalks and climbs stairs through a juniper forest perched along the Badlands Wall. A small pond occasionally exists in the area and draws wildlife, such as deer or bighorn sheep. Climbs approximately 200 feet in elevation. Please stay on the trail.

Saddle Pass
.25 miles/.40 km (round trip)
1/2 - 1 hour
Strenuous. This short trail climbs up the Badlands Wall to a view over the White River Valley. The trail ends where it connects with the Castle and Medicine Root Loop Trails.

Medicine Root Loop
4 miles/6.4 km (round trip)
2 hours
Moderate. This generally rolling spur trail connects with the Castle Trail near the Old Northeast Road or at the intersection of the Castle and Saddle Pass Trails. Trail users are provided the opportunity to explore the mixed grass prairie while enjoying views of the Badlands in the distance. Watch for cactus.

Fossil Exhibit Trail
.25 miles/.40 km (round trip)
20 minutes
Easy. Fully accessible trail features fossil replicas and exhibits of now extinct creatures that once roamed the area.

### Badlands Weather

<table>
<thead>
<tr>
<th>Month</th>
<th>January</th>
<th>February</th>
<th>March</th>
<th>April</th>
<th>May</th>
<th>June</th>
<th>July</th>
<th>August</th>
<th>September</th>
<th>October</th>
<th>November</th>
<th>December</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Average High Temperatures</strong></td>
<td>34°F</td>
<td>40°F</td>
<td>48°F</td>
<td>62°F</td>
<td>72°F</td>
<td>83°F</td>
<td>91°F</td>
<td>81°F</td>
<td>68°F</td>
<td>50°F</td>
<td>39°F</td>
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</tr>
<tr>
<td><strong>Average Low Temperatures</strong></td>
<td>11°F</td>
<td>16°F</td>
<td>24°F</td>
<td>36°F</td>
<td>46°F</td>
<td>56°F</td>
<td>62°F</td>
<td>61°F</td>
<td>51°F</td>
<td>39°F</td>
<td>26°F</td>
<td>17°F</td>
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<tr>
<td><strong>Average Precipitation (inches)</strong></td>
<td>0.29</td>
<td>0.48</td>
<td>0.90</td>
<td>1.83</td>
<td>2.75</td>
<td>3.12</td>
<td>1.94</td>
<td>1.45</td>
<td>1.23</td>
<td>0.90</td>
<td>0.41</td>
<td>0.30</td>
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</tbody>
</table>

Weather warnings and forecasts for Badlands National Park and vicinity can be heard on NOAA Weather Radio 162.450 MHZ. Forecasts can also be obtained by calling 605-341-7531.
Join Badlands Natural History Association

The Badlands Natural History Association, or BNHA, was established in 1959 to work in cooperation with the National Park Service in furthering its scientific, educational, historical and interpretive activities. Since then, BNHA has contributed over $1 million to the park. Sales of BNHA items in the park visitor center results in donations to the park's education and interpretive programs.

BNHA is a nonprofit organization that has an active membership program. To become a member of BNHA, complete the membership form and submit with payment of dues at the Ben Reifel Visitor Center or mail to BNHA; P.O. Box 47; Interior, South Dakota 57750. Members receive a 15% discount on all sales of BNHA merchandise and will receive a discount at most other National Park Service bookstores.

Your membership dues are used directly to enhance the experience of visitors to the area. An investment for the future, your contribution is a perpetuation of the National Park idea.

Your membership dues will be gratefully received, immediately acknowledged, and efficiently used. Your membership dues are tax-deductible.

**All prices are subject to change.
Your Entrance Fees At Work

Badlands National Park is a designated Federal Recreation Fee Area. Fees collected at Badlands directly benefit this park and other units of the National Park Service. Fees paid at Badlands are unique in that under special agreement fees are split with the Oglala Sioux Tribe.

Some of the projects that have been funded by fees at Badlands include:

- **Upgrade comfort stations in the Cedar Pass Campground.**
- **Park-wide trail improvements.**
- **New exhibits and park film at the Ben Reifel Visitor Center.**
- **Installation of restroom facilities at overlook areas.**
- **Support for the Big Pig Dig operation.**
- **Modernization of park bison corrals.**
- **Support for reintroduction of bighorn sheep and black-footed ferret within the park.**

In 2007, the National Park Service introduced new passes that may be used at many federal recreational areas. To purchase one of these passes please speak with a fee collector at an entrance station when entering or exiting the park.

**Interagency Pass Program**

The following passes are available at Badlands National Park:

- **Interagency Pass**
  - $40 - Valid for one year from month of purchase
  - This nontransferable annual pass covers the entrance fees or standard amenity fees at sites managed by the National Park Service, U.S. Forest Service, Bureau of Land Management, Bureau of Reclamation, and U.S. Fish and Wildlife Service. It does not cover camping fees, parking fees, user fees (e.g. cave tours), concession activities, or cooperating association bookstore charges.

- **Interagency Senior Pass**
  - $10 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service areas, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - Free - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores.

- **Interagency Access Pass**
  - $10 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - $20 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - $30 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - $40 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - $50 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - $60 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - $75 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - $80 - Valid for one year from month of purchase
  - This nontransferable annual pass covers the entrance fees or standard amenity fees at sites managed by the National Park Service, U.S. Forest Service, Bureau of Land Management, Bureau of Reclamation, and U.S. Fish and Wildlife Service. It does not cover camping fees, parking fees, user fees (e.g. cave tours), concession activities, or cooperating association bookstore charges.

- **Interagency Access Pass**
  - $100 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

- **Interagency Access Pass**
  - $150 - Valid for holder’s lifetime
  - This nontransferable pass allows lifetime entrance to all National Park Service, U.S. Forest Service, U.S. Fish and Wildlife Service, Bureau of Reclamation, and Bureau of Land Management areas. It also entitles the bearer to a 50% discount on camping fees in federal campgrounds. It cannot be used at concession facilities or cooperating association bookstores. Identification must be provided at time of purchase.

**Commercial Tour Per Vehicle Entry**

<table>
<thead>
<tr>
<th>Commercial Tour</th>
<th>Based On Seating Capacity</th>
<th>Sedan (1-4)</th>
<th>Van (5-15)</th>
<th>Mini-Bus (16-26)</th>
<th>Motorcoach (27 &amp; up)</th>
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<td>Access Fee</td>
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Minuteman Missile

Ace In The Hole

Here you will find remnants of the Cold War, including an underground launch control center and a missile silo. Minuteman missiles held the power to destroy civilization as we know it. Yet the same destructive force acted as a deterrent which kept the peace for three decades. Minuteman Missile makes it possible to revisit a time when the threat of nuclear war haunted the world.

Due to innovative solid-fuel technology, the Minuteman could be deployed in remote underground silos and launched by crews stationed at launch control centers miles away. Designed to travel over the North Pole and arrive at its target thirty minutes after the launch command was given, its 1.2 megaton warhead carried the explosive equivalent of over one million tons of dynamite.

How do I get to Minuteman Missile National Historic Site?

The Minuteman Missile Visitor Contact Station is the starting point for all tours to the site and where you can view the park film. It is located off Interstate 90, exit 131, beside the Badlands Trading Post (BP gas station). To get there from the Badlands National Park Visitor Center, take South Dakota Highway 240 8.5 miles north towards Interstate 90. Just before reaching the interstate you will see the Badlands Trading Post on the left. The Visitor Contact Station is adjacent to the trading post.

What are the hours for the Minuteman Missile Visitor Contact Station?

The contact station is open from 8:00 a.m. to 4:30 p.m., Monday through Saturday and closed on Sunday during the summer season. The rest of the year, the contact station is open Monday through Friday from 8:00 a.m. to 4:30 p.m..

Can we see the missile silo?

Launch Facility Delta-09 (the missile silo) is open from Monday through Friday mornings (Memorial Day – Labor Day) from 8:00 -11:00 a.m. with no reservations required. A ranger will be stationed on site to provide interpretation and answer questions. Delta-09 is located on the south side of Interstate 90, exit 116. Turn south on to the county road and the silo is ½ mile on the right.

What else can we see at Minuteman Missile?

Open Houses are given every Tuesday throughout the summer from 9:00 a.m. -12:00 p.m. Reservations are not required! Visitors will be able to get a ranger guided tour of Launch Control Facility Delta-01. This tour will include the opportunity to go into the underground Launch Control Center and learn how Minuteman nuclear missiles could have been launched during the Cold War.

Formal tours require a reservation. They are offered Monday through Friday during the summer. Tour spaces are extremely limited; it is best to make reservations in advance by calling 605-433-5552. Tours are also given once a day, Monday through Friday during the fall, winter, and spring at 10:00 a.m.

Got Kids? Get A Patch!

Come to the Minuteman Missile Visitor Contact Station to get a Junior Ranger Program. We have programs for kids 7-11 years of age and 12 and up! When they successfully complete the program, a National Park Service ranger will issue an official certificate and a Junior Missileer patch!

You Have Questions – We Have the “Top Secret” Answers

Because nuclear weapons sites were under tight security, most civilians developed their understanding of missiles from popular movies like War Games (1983) and Dr. Strangelove Or: How I Learned to Stop Worrying and Love the Bomb (1964). As is often the case, the “Hollywood version” of life around missiles could be misleading and inaccurate. How much of the truth do you really know?

1. Were the missiles “top secret?”
2. Were the missiles launched by pressing a red button?
3. If a missileer did not execute a launch command would their partner shoot them?
4. Did the missileers know where the missiles were going?
5. How many missileers did it take to launch the missiles?
6. Were most missiles aimed at cities?
7. Are there any Minutemans still in South Dakota?

The answers to these questions cannot be found anywhere on this page. The only place to find these answers is at Minuteman Missile National Historic Site’s visitor contact station. It is now time for you to come visit Minuteman Missile and ask a ranger these questions and learn the real truth about nuclear missiles.
Ranger Programs

These programs run from Sunday, June 1 through Saturday, August 16, 2008

= accessible

Badlands National Park is in the Mountain Time Zone. Programs are presented at several locations throughout the park. These locations are identified in the park newspaper and park brochure. You can also find them by watching for white signs announcing programs along the Loop Road.

**Geology Walk**
8:30 a.m. Daily
Explore the geologic story of the White River Badlands on this 45 minute walk. Meet at the Door Trailhead located at the far east end of the Doors/Windows parking area two miles south of the Northeast Entrance Station on the Badlands Loop Road. Wear a hat and closed-toe shoes. Terrain is varied.

**Prairie Walk**
5:30 p.m. Daily
Join a park ranger for this easy, 1/2 mile walk into the prairie. Meet at the Ben Reifel Visitor Center for an exploration of prairie life and landscape. Wear closed-toe shoes and bring a hat and water.

**Fossil Talk**
10:30 a.m., 1:30 p.m., 3:30 p.m.  Daily
Explore what fossils can tell us about the story of ancient life in the Badlands and why they should be protected at this 15 - 20 minute talk. Presented at the Fossil Exhibit Trail, 5 miles northwest of the park headquarters/visitor center on the Badlands Loop Road.

**Evening Program**
9:00 p.m. Daily  (Starting August 1st, the evening program will be given at 8:30 p.m.)
Join a park ranger for a 40 minute presentation at the Cedar Pass Campground Amphitheater. A weekly listing of program topics is available at the Ben Reifel Visitor Center and bulletin boards throughout the park. Program will start when the sky is dark!

**Junior Ranger Program**
10:30 a.m. Daily
Calling all visitors between 7 and 12 years of age! Meet at the Ben Reifel Visitor Center for a 45 minute adventure into an aspect of the Badlands. Wear closed-toe shoes and a hat. It may be a walk, a game, or another activity. Attendees will be awarded a Junior Ranger badge. Parents are also welcome!

Stop by the Ben Reifel Visitor Center and ask about updated program listings, special programs, and events. These will also be posted on the bulletin boards throughout the park.

**Visitors: Be Alert for Construction**
During the Summer of 2008, there will be work zones throughout the park for road construction and improvement, fencing projects, boardwalk and building repairs. In the spring Loop 240 at Ancient Hunters Overlook will undergo a culvert repair that will close the road intermittently. Sage Creek campground will be going through phase 1 of improvements designed to limit resource damage and enhance the visitor experience there; this construction will generate some dust and noise.

As we go to press, the schedule for these and other activities has not been set. Please check at the entrance stations or the Ben Reifel Visitor Center and White River Visitor Center for information on closures or delays. Use caution around heavy equipment. Please observe all road warnings. Do not enter areas posted as “closed.” Our goal is a safe visit for all!

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**Scenic Views of Badlands**

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- **Badlands at night**
- **Sunrise**
- **Storm clouds**
- **Lightning storm**
- **After a rainstorm**
- **Sunset**