Helping Your National Park

This year we are asking you to support your national heritage in a bigger way. Many parks, including Death Valley National Park, are increasing entrance and camping fees to pay for public facilities, research, and the protection of natural and cultural heritage. Park Superintendent JT Reynolds stated, “These areas preserve our national heritage. America’s heritage provides our national spirit. You break our heritage and you break our spirit. You break our spirit and you break the country.” Protecting our heritage does not come cheaply!

In 2004, President Bush, realizing that the percentage of tax dollars going to the National Park Service was not keeping up with the increasing costs of operations, signed the Federal Lands Recreation Enhancement Act. This Act continues to allow parks to keep 80¢ of every $1 they collect. These funds must be used to accomplish projects that relate to your visitor use and enjoyment.

Here at Death Valley National Park, there are several areas where you can experience your money at work. Explore the new visitor area at Badwater, tour the newly stabilized historic structures at Harmony Borax Works or overnight in campgrounds with new tables and grills. Some benefits to you are not as obvious, but nonetheless enhance your visit to the park.

Plans for future use of these funds include a new parking area at the sand dunes and reconstruction of the historic Cook House at Scotty’s Castle.

The National Park Service staff is also doing its part to protect the park. Superintendent Reynolds says, “What we accomplish in Death Valley is only possible because of a dedicated crew of workers... that’s what holds the parks together, this dedication.” Death Valley National Park’s committed staff continues to make it one of the shining stars within the 388 units of the National Park system.

But the park staff cannot protect the park without your help. Join them in preserving our heritage not only for the sake of the nation, but also for the sake of the world. The staff of Death Valley National Park thanks you for your continuing support.

What’s Inside?

1. Helping Your National Park
2. Park Information
3. Desert Survival
4. Native People
5. Beyond Tourism
6. Day Hikes
7. Points of Interest
8. Scotty’s Castle
9. Wild Death Valley
10. Planning Your Visit
11. Visitor Services
12. Park Map
Regulations Protect Your Park

Death Valley National Park and its resources belong to everyone, and we all must share the responsibility of protecting this land. Please remember and obey the following regulations during your stay:

- Collecting or disturbing any animal, rock or any other natural, historical or archeological feature is prohibited.
- All vehicles must remain on established roads. This includes motorcycles, bicycles, and four-wheel drive vehicles. All motorized vehicles and their drivers must be properly licensed. Vehicles with off-road registration “green stickers” may not be operated in the park.
- Do not feed or disturb wildlife, including coyotes, roadrunners & ravens. When wild animals are fed by humans they tend to depend upon this “unnatural food source” rather than forage for their natural diet.
- Hunting and use of firearms in the park is illegal. Firearms may be transported through the park only if they are unloaded and cased.
- Keep pets confined or leashed. Pets are allowed only in developed areas and along paved or dirt roads.
- Camping is limited to developed campgrounds and some backcountry areas. For details on backcountry camping and to obtain a free permit, stop at the Furnace Creek Visitor Center or any ranger station.
- Campfires are allowed in firepits provided in developed campgrounds. They are prohibited elsewhere in the park. Gathering wood is unlawful.
- Please do not litter.

2006 National Parks Pass

Will you be visiting several national parks in the next 12 months? If so, you may want to purchase a National Parks Pass. It allows admission to any national park area—including national monuments, recreation areas and historic sites—that charges an entrance fee. The pass covers the cardholder and anyone traveling in a private vehicle with them. At a cost of only $50 dollars this pass is a real bargain, especially considering this year’s fee increases.

The 2006 National Parks Pass features a photo of Death Valley National Park’s sand dunes near Stovepipe Wells. Chosen from 11,00 entries to the National Parks Pass Experience Your America Photo Contest, the prize-winning photo was taken by Ron Chiminelli of Leeds, New York.

You can purchase the National Park Pass at any national park where fees are collected or by visiting the website at www.nationalparks.org

Campground Information

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<tr>
<th>Campground</th>
<th>Season</th>
<th>Elevation</th>
<th>Fee</th>
<th>Sites</th>
<th>Water</th>
<th>Tables</th>
<th>Firepits</th>
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* accessible to high-clearance vehicles only. 4-wheel drive may be necessary.
** Furnace Creek Campground fee changes to $12 per night from mid-April to mid-October

RV Hookups are available only at the concession-run Stovepipe Wells RV Park and the privately-owned Panamint Springs Resort.

Texas Springs Campground (Upper Loop) Limits on RV site use may apply in springtime to accommodate increased demand for tent camping space.

Basic Campground Rules

- Group size of no larger than 8 people and 2 vehicles is allowed per campsite. Only one RV allowed per site. Larger groups wanting to camp together can reserve the group sites at Furnace Creek Campground.
- Generator hours are from 7 AM to 7 PM, unless otherwise posted. These hours are chosen to accommodate the needs of the wide variety of people who use Death Valley’s campgrounds. Generators are not allowed at Texas Springs Campground.
- Pets must be kept on a leash no longer than 6 feet at all times. Keeping your pet leashed protects other campers and wildlife as well as your pet. Pet owners are responsible for cleaning up after their pets.

Camping Reservations

Reservations may be made for the Furnace Creek Campground and group sites for October 15 thorough April 15. Beginning on the fifth of each month, reservations can be made five months in advance.

For reservations at Furnace Creek Campground and group sites call: 1-800-365-2267 or visit the website at reservations.nps.gov

from top: desert trail; Rhyolite ghost town; Jayhawker inscriptions; kit fox; Panamint City ruins; Panamint daisy.
Desert Wildlife: Masters of Survival

The extremes of summer in Death Valley pose the ultimate test of survival for wildlife. Animals must have special adaptations of bodies and habits to survive the severe climate.

Kangaroo rats can live their entire lives without drinking a drop of liquid, a very handy ability when living in a place famous for its aridity. All of the water they need to survive can be metabolized within their bodies from the dry seeds they eat. They also conserve moisture; their kidneys can concentrate urine to five times that of humans.

Kangaroo rats avoid the intense heat of the day in underground burrows that are both cooler and higher in humidity than outside. Water vapor in the humid air is reclaimed by special membranes in their nasal passages, and is also absorbed by the food stored within the den. They may even plug the burrow’s entrance with dirt to keep out heat and intruders.

Sidewinders are the type of unwelcome guests the kangaroo rat is trying to keep out. These small rattlesnakes also spend the hot days in underground dens. Rather than digging their own burrows, they simply move into one previously occupied by the unlucky rodent eaten for dinner.

Although best known for their odd looping motion of travel, sidewinders are well adapted to the extremes of Death Valley. Like kangaroo rats, sidewinders do not need to drink water. All the moisture they need comes from the juicy animals they eat.

Endothermic (warm-blooded) animals such as kangaroo rats and humans use food as fuel to produce body heat internally, but ectothermic (cold-blooded) reptiles like sidewinders must absorb heat from their environment. Deserts have a lot of heat, but little food, so reptiles are excellent desert dwellers.

The tiny pupfish of Salt Creek are also ectothermic, yet they cannot escape the high temperatures of solar-heated pools. Pupfish are among the most heat tolerant of all fishes. Some species even live in warm springs. They have been known to survive in water temperatures of 112° F.

Another obstacle these fish face is high salinity. Pupfish can survive in water three times saltier than sea water. Excess salts are excreted through their kidneys and gills.

During your visit, keep in mind that only the ability to carry water and to create artificial shelter allows you to be here in relative comfort. You are not as physically adapted to survive in Death Valley’s heat as its wildlife residents.

Survive the Drive

- The main cause of death in Death Valley is single-car accidents.
- Follow the speed limit to help negotiate the narrow roads, sharp curves and unexpected dips.
- Avoid speeding out of control on steep downhill grades by shifting to a lower gear and gently pressing on the brakes.
- Don’t block traffic. Pull off the pavement if you want to stop to enjoy the scenery.
- Wear a seatbelt and make sure it is adjusted to fit snugly.
- Unpaved roads are subject to washouts. Check for conditions before traveling these routes.

Emergency? Dial 911

When Sarah and Jason woke up on their late summer morning, they looked fit and healthy. They had no idea of the disaster they were headed for.

Like so many who come to the desert, they were drawn to the sand dunes. They started on their hike that morning, enjoying the glory of the classic desert scenery. After a while, Sarah became tired; hiking on loose sand can become difficult and she was getting too hot. She gave Jason the rest of her water and returned to the Stovepipe Wells Ranger Station to wait in the shade while he continued to the far side of the dunes.

She had already been waiting more than an hour when the park ranger inquired, “What was he doing?”

Death Valley National Park receives nearly one million visitors a year. Even when it is hot, people are able to travel through the valley in the comfort of air conditioned cars. Due to that ease of travel, visitors often underestimate the dangers of being in one of the hottest places on Earth.

Could this death have been prevented? This incident tells us that even fit and healthy people must use caution. With better planning, better timing, and enough water this story could have ended differently. (See “Staying Safe & Sound” above for more details.) We must all learn to respect the desert to enjoy it safely.
Native People

Rooted to the Land: Timbisha Shoshone & Mesquite Trees

The Timbisha Shoshone Indians were devastated to learn that pioneers misunderstood their homeland enough to name it “Death Valley.” To the people who lived in the area for more than a millennium, the valley’s resources offered everything necessary for comfort and contentment. Traditional brush homes made perfect desert dwellings, allowing breezes to filter in through the arrowweed walls. Men hunted jackrabbits and bighorn sheep, using arrows tipped with stone points. Women wove willow baskets so intricately coiled that they could hold water. These were sometimes decorated with patterns of interlocking shapes or a delicate geometry of lizards and butterflies.

The Timbisha’s oral history relates that they have lived in the area since time immemorial—and, many visitors surprised to learn, still live in the heart of Death Valley today. To fully understand the valley in all its vast dimensions, it is essential to be aware of this deep connection between the natural landscape and Timbisha Shoshone culture.

Mesquite trees were always a focal point of Timbisha culture. Tribal members would help care for the trees through the spring, monitoring the new growth of leaves. When ripe pods were ready to be gathered during the late spring, the harvesters would also take time to clear away dead branches from each tree. The Timbisha then collected the fallen mesquite pods, grinding them into a sweet flour and shaping it into cakes. People would then store them in the mountainous areas where the valley floor grew too hot. These cakes provided food throughout the fall and winter, supplementing a diet of game and roasted pine nuts. In this way, the mesquites were not just a food source, but part of the tribe’s reciprocal relationship with the land—the people cared for the trees just as the trees provided for them.

When the long string of gold seekers, borax miners, and other desert explorers began to cross Death Valley after 1849, their Westward journeys forever altered the Timbisha Shoshone’s traditional way of life. The ensuing story of disease, struggles for land, and harsh competition for resources is tragically familiar in early American history. When mining companies began digging in the valley, they obtained legal rights to many important water sources that the Timbisha had used for centuries. Soon the Pacific Coast Borax Company began extracting minerals from the Furnace Creek area, forcing the tribe to move from their traditional camping area, and relocating them several times to less desirable sites.

Death Valley became a national monument in 1933, presenting additional challenges for the Timbisha. Already exploited by the mining company, many tribal members viewed the National Park Service as simply the newest wave of intruders. Tensions between the park and tribe surged as federal policies shifted from decade to decade. After the tribe was uprooted for the last time in 1936, settling into the current Timbisha Indian Village at Furnace Creek, an early superintendent arranged for the CCC to build adobe homes for native families. A less progressive administration in the 1960s ordered these same homes washed away with high-power fire hoses as part of a policy to evict tribal members from the park. Through-out these difficult years, the tribe ardently remained in their village despite the legally ambiguous situation. As Pauline Esteves, Timbisha elder and former Tribal Council Chairperson, eloquently wrote: “The Timbisha people have lived in our homeland forever and we will live here forever. We were taught that we don’t end. We are part of our homeland and it is part of us. We are people of the land. We don’t break away from what is part of us.”

Esteves wrote those words as the preface to the Timbisha Homeland Act, which Congress finally passed in 2000 to establish a 7000-acre land base for the tribe within its ancestral homelands. Three hundred acres of this homeland lie within Death Valley National Park, including the Timbisha Indian Village. Today, the tribe and park service are working cooperatively on several projects, but threads of frustration and pain still connect many tribal members to memories of harsh treatment in the past. Even after accomplishing the vital step of securing a land base, the Timbisha continue to struggle with the fact that there are few prospects of economic development in such a remote area. Despite this challenge, the tribe is now constructing a community center and working on several projects to help revitalize their cultural traditions.

One of the most important of these is the Mesquite Traditional Use Pilot Project. The local mesquite population has been suffering even since settlers diverted much of the water for domestic use and irrigation of foreign date palms and tamarisk trees, leaving less behind for the native trees. As the area developed, even more water was used to support the growing number of valley inhabitants and tourists. In this fierce competition for water, the tamarisk tree—commonly called the salt cedar—has invaded the mesquite groves, causing much of the mesquites to become unhealthy, unable to produce pods or spawn new trees.

This deterioration profoundly concerns the modern Timbisha, who take great pride in continuing the mesquite harvesting traditions of their ancestors. Tribal members express deep distress that “there are no new mesquite trees growing, only old trees dying.” To address—and ideally help reverse—the mesquites’ declining health, the tribe recently launched the Mesquite Traditional Use Pilot Project. The study will focus on two half-acre plots of mesquite in the Furnace Creek area, a grove historically harvested by the tribe that is said to produce the sweetest pods in the area. Situated on land that is co-managed by the Timbisha and the National Park Service, the grove’s water levels and evaporation rates are now being carefully monitored. The Timbisha hope that by practicing traditional care for the mesquites, the maintained section of trees will be restored to a healthy state. The tribe and park service have also collaborated to remove the invasive tamarisk trees in the area, leaving only the native mesquites in most sections of the Furnace Creek grove. It is hoped that in the absence of the foreign tamarisk trees, the mesquites will not have to compete so fiercely for land and water, healing their root systems and encouraging new growth.

In many ways, the mesquite trees and the Timbisha Shoshone tribe share a similar story. Both have lived in the valley for centuries, their balanced lifestyles disrupted by the coming of foreign inhabitants who crowded their land and took the water that had always been theirs. Both the native trees and native people endured pressure from newcomers that tried to dominate the area, but both survived the difficult conditions until a time when their importance was again understood. And now, with restored land of their own to grow and the revival of traditional ways, both the Timbisha Shoshone and their mesquite trees will find a way to thrive again in this changed world.
New Park Education Program

Evaluators! We want to help you bring your students to the park. We know that budgets are tight and transportation costs are high. Our staff is researching grants and other private funding to assist classroom visits.

And, we are developing curriculums for you to use. Thanks to the efforts of local teachers, we have a 3rd/4th grade curriculum on pupfish and their environment in English and in Spanish. Other curriculums are being created focusing on some of Death Valley’s natural and cultural wonders. Your input is welcome and extremely important.

Your classroom can also visit Death Valley National Park virtually. Log on to www.nps.gov/deva to access the area. Studies of the Death Valley Fault Zone show that no major rupture has occurred in the last 2,000 years, indicating that a significant earthquake is now likely. Recent results have also shown that spreading rates at Yucca Mountain are much higher than previously estimated, raising further concerns about designing this site as a repository for high-level nuclear waste.

Questions remain that will challenge present and future generations of geologists. Because Death Valley National Park has been preserved in a relatively undisturbed state, it provides rare opportunities for researchers to study natural systems. The region is geologically alive—as is the science that strives to comprehend this dynamic landscape.

Fertile Ground for Research

Geologists have always loved Death Valley. G.K. Gilbert, a notable geologist who worked in the area in the 1870s, remarked that the rock formations were “beautifully delineated on the slopes of the distant mountains, revealing at a glance relations that in a fertile country would appear only as the results of extended and laborious investigations.” In the modern day, scores of earth scientists continue to scour the landscape, searching for clues to refine our understanding of the geologic story.

Death Valley contains a smorgasbord of different rock types, offering hearty fare that attract this diversity of park users. Many of the unusual park uses require special permits; this is to help ensure that all that visit parklands will not damage them in any way. The park was created to protect the treasures it contains and you will regularly see shots from the crystallization history of granitic batholiths, and metamorphic specialists strive to reconstruct the tectonic setting in which many of Death Valley’s rocks have been deformed. Continuing research also involves hydrological monitoring to ensure the safety of public drinking water, to study groundwater levels and discharge rates, and to improve hydrologic models of the area. Other inquiries seek to solve mysteries such as the movement of the restless stones of Racetrack playa or the dynamics of crustal movement along the enigmatic tuffback faults.

A great deal of current research focuses on the recent (Late Cenozoic) extensional deformation that has occurred in Death Valley. Such work includes monitoring of contemporary earthquake activity and determination of slip rates on the numerous faults in the vicinity. New methods are being developed to overcome the problems due to the extreme conditions of Death Valley. Such techniques may eventually be used to characterize earthquake activity in other parts of the world.

“Cool Animals in a Hot Place” eFieldTrip, suitable for ages 8-12.

If you are interested in bringing a group of students to Death Valley National Park or assisting with our curriculum development, please contact Park Ranger Nancy Hadlock at (760)786-3226.

Beyond Tourism

Rock Stars, Test Cars, & Cows

What do these things have in common? They represent some of the diverse uses of Death Valley National Park.

People from around the world appreciate Death Valley’s magnificent scenery and wilderness resources. In 1984, the United Nations designated Death Valley as an International Biosphere Preserve, recognizing it as an ecosystem of unique biological importance, where harmonious relationships are promoted between humans and the environment. Although managed by the United States, Death Valley is a showcase where park officials from as far away as Hungary and Chile come to share ideas about park management.

Death Valley’s protected environment is very attractive to scientists for long-term study. Geologists travel here to study alluvial fans, fault movements, groundwater systems, and its ancient lake systems. Biologists seek knowledge about subterranean mollusks, rare plant genetics, isolated lizard subspecies, pupfish ecology and population dynamics, specialized insects, and hot spring and salt crust algae. Other scientists use the park to investigate global issues like world climate change. Extraterrestrial connections include local ground testing of the Mars Rover and satellite remote sensing techniques that can be applied to other planets.

The wildly diverse scenery draws film crews and photographers. Death Valley has a long cinematic history, from early silent films to more recent blockbusters like Star Wars. Rock bands like Oasis and U2 have filmed music videos amidst the otherworldly scenery. Carefully inspect television and magazine ads and you will regularly see shots from this and other national park areas.

Summer temperatures in Death Valley regularly exceed 115°F (46°C), making it one of the hottest places in the world. The high temperatures draw those who want to challenge themselves or their machines. Over thirty different car makers test their new products in Death Valley. Computers are used to monitor cooling systems, brakes, transmissions, fuel systems, and, of course, air conditioners.

Death Valley is a national park? It happens in Death Valley National Park under very special circumstances. A family has grazed livestock here since the late 1800s. When part of that area was added to the park in 1994, they were allowed to continue the historic use, ensuring that park resources were protected.

The Timbisha Shoshone Homeland Act, signed into law in 2000, provides for the Timbisha Shoshone Tribe to engage in specific traditional activities within the park. Managing springs and mesquite groves, and collecting plants for basket making, food, and medicine are just a few of the ways the tribe has lived here with this land for generations.

A modern phenomenon over the landscape is the sight and sound of low level military aircraft. The park is within a military aircraft training area established by Congress where military pilots practice techniques needed to avoid detection by enemy radar. While the military has agreed not to fly below 3000 feet above ground level over the old Death Valley National Monument lands, their planes may be seen flying as low as 200 feet in other parts of the park.

“Yes, Death Valley National Park is unique; it contains diverse resources that attract this diversity of park users. Many of the unusual park uses require special permits; this is to help ensure that all that visit parklands will not damage them in any way. The park was created to protect the treasures it contains so that they will be around for future generations to experience and to enjoy.”

from top: bristlecone pine; charcoal kilns; Little Bridge; rock mimulus; salt detail

Ranger Nancy Hadlock at (760)786-3226.
Before starting a hike, learn the current conditions, water availability, and weather forecasts. Backpackers should obtain a free permit.

Always carry water. Two liters for a short winter dayhike; 4 liters or more in the summer or for long hikes.

**Things to Know Before You Go**

**Trails & Routes**

**Golden Canyon Trail**
- **Length:** 1 mile, one-way.
- **Difficulty:** easy
- **Start:** Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Rd.
- **Description:** Easy trail through colorful canyon. Red Cathedral located ½ mile up canyon from last numbered marker. Interpretive trail guides are available.

**Gower Gulch Loop**
- **Length:** 4 miles round-trip.
- **Difficulty:** moderate
- **Start:** Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Rd.
- **Description:** Colorful badlands, canyon narrows, old borax mines. Hike up Golden Canyon to marker #10, then follow trail over badlands and down Gower Gulch to finish loop. Two easy dryfalls must be scrambled down. Ask for Gower Gulch handout at Visitor Center.

**Natural Bridge Canyon**
- **Length:** ½ mile to natural bridge, 1 mile to end of canyon.
- **Difficulty:** easy
- **Start:** Natural Bridge parking area, 1.5 miles off Badwater Road on gravel road, 13.2 miles south of Hwy 190.
- **Description:** Uphill walk through narrow canyon. Large natural bridge at ½ mile. Trail ends at dry waterfall.

**Salt Creek Trail**
- **Length:** ½ mile round-trip.
- **Difficulty:** easy
- **Start:** Salt Creek parking area, 1 mile off Hwy 190 on graded gravel road, 13.5 miles north of Furnace Ck.
- **Description:** Boardwalk along small stream. Good for viewing rare pupfish and other wildlife. Best in late winter/early spring.

**Sand Dunes**
- **Length:** 2 miles to highest dune.
- **Difficulty:** easy to moderate
- **Start:** 2.2 miles east of Stovepipe Wells on Hwy 190.
- **Description:** Grassy desert dunes, numerous animal tracks. Walk cross-country to 100 ft. high dunes. Best in morning or afternoon for dramatic light. Also good for full moon hikes. No trail.

**Mosaic Canyon**
- **Length:** ½ to 2 miles, one-way.
- **Difficulty:** moderate
- **Start:** Mosaic Canyon parking area, 2 miles from Stovepipe Wells Village on graded gravel road.
- **Description:** Popular walk up a narrow, polished marble-walled canyon. First ½ mile is narrowest section. Some slickrock scrambling necessary. “Mosaic” of fragments of rocks cemented together can be seen in canyon walls. Bighorn sheep sighted occasionally.

**Titus Canyon Narrows**
- **Length:** 1.5 miles, one-way.
- **Difficulty:** easy
- **Start:** Titus Canyon Mouth parking area, 3 miles off Scotty’s Castle Road on graded gravel road.
- **Description:** Easy access to lower Titus Canyon. Follow graded road up wash 1.5 miles through narrows or continue to Klare Springs and petroglyphs at 6.5 miles.

**Keane Wonder Mine Trail**
- **Length:** 1 mile, one-way.
- **Difficulty:** strenuous
- **Start:** Keane Wonder Mill parking area, 3 miles off Scotty’s Castle Road on graded gravel road.
- **Description:** Steep, narrow trail from mill ruins to mine 1500’ above. Sweeping views of Death Valley. Do not enter any mines - they are unstable and hazardous. An alternative hike in the same area is to Keane Wonder Spring at the base of the mountains 1 mile north of the mill trailhead.

**Little Hebe Crater Trail**
- **Length:** ½ mile, one-way.
- **Difficulty:** moderate
- **Start:** Ubehebe Crater parking area, 8 miles west of Scotty’s Castle.
- **Description:** Volcanic craters and elaborate erosion. Hike along west rim of Ubehebe Crater to Little Hebe and several other craters. Continue around Ubehebe’s rim for 1.5 mile loop hike.

**Death Valley Buttes**
- **Length:** 1.2 mile to top of first butte
- **Difficulty:** strenuous
- **Start:** Hell’s Gate parking area on Daylight Pass Road.
- **Description:** Climb prominent buttes at foot of the Grapevine Mountains. From Hell’s Gate, walk SW ½ mile to buttes. Scramble up ridge to summit of first butte.

**Fall Canyon**
- **Length:** 3 miles, one-way.
- **Difficulty:** moderately strenuous
- **Start:** Titus Canyon Mouth parking area, 3 miles off Scotty’s Castle Road on graded gravel road.
- **Description:** Spectacular wilderness canyon near Titus Canyon. Follow informal path ½ mile north along base of mountains, drop into large wash at canyon’s mouth, then hike 2½ miles up canyon to 35’ dryfall. You can climb around the dryfall 300’ back down canyon on south side for access to best narrows. Canyon continues another 3 miles before second dryfall blocks passage. No trail.

**Summer Hikes**

**Dante’s Ridge**
- **Length:** ½ miles to first summit, 4 miles one-way to Mt. Perry
- **Difficulty:** moderate
- **Start:** Dante’s View parking area
- **Description:** Follow ridge north of Dante’s View for spectacular vistas and a cool place to escape summer heat. No trail for last 3.5 miles

**Wildrose Peak Trail**
- **Length:** 4.2 miles, one-way
- **Difficulty:** moderately strenuous
- **Start:** Charcoal Kilns parking area on upper Wildrose Canyon Road.
- **Description:** A good high peak to climb (9,064 ft.). Trail begins at north end of kilns with an elevation gain of 2,200 ft. Spectacular views beyond 2 mile point. Steep grade for last mile.

**Telescope Peak Trail**
- **Length:** 7 miles, one-way
- **Difficulty:** strenuous
- **Start:** Mahogany Flat Campground at end of upper Wildrose Canyon Road. Rough, steep road after the Charcoal Kilns.
- **Description:** Trail to highest peak in the park (11,049 ft.) with a 3,000 ft. elevation gain. Climbing this peak in the winter requires ice axe and crampons, and only advised for experienced winter climbers. Trail is usually snow-free by June.
Deaf Valley National Park has 3.3 million acres of desert and mountains, making it the largest national park in the contiguous United States. The possibilities for discovery are endless!

These are just a few of the most popular points of interest in the park. Most are easily accessible, but some require hiking or a vehicle with high ground clearance.

Before venturing out into the park, stop at the visitor center or a ranger station to obtain your park permit, get a map and to inquire about current road conditions. Enjoy your park.

**Furnace Creek Area**

- **Golden Canyon:** Hikers entering the narrows of this canyon are greeted by golden badlands within. An interpretive pamphlet is available. Two-mile round-trip walk.
- **Artist’s Drive:** Scenic loop drive through multi-hued volcanic and sedimentary hills. Artist’s Palette is especially photogenic in late afternoon light. The 9-mile paved road is one-way and is only drivable with vehicles less than 25 feet in length.
- **Devil’s Golf Course:** Immense area of rock salt eroded by wind and rain into jagged spires. So incredibly serrated that “only the devil could play golf on such rough links.” The unpaved road leading to it is often closed after rain.
- **Natural Bridge:** Massive rock span across interesting desert canyon. The spur road is gravel and often rough. From the trailhead, the natural bridge is a ½ mile walk.
- **Badwater:** Lowest point in the Western Hemisphere, Badwater Basin is a surreal landscape of vast salt flats. A temporary lake may form here after heavy rainstorms. Do not walk on the salt flats in hot weather.
- **Salt Creek:** This stream of salty water is the only home to a rare pupfish, Cyprinodon salinus. Springtime is best for viewing pupfish; in summer the lower stream dries up and in winter the fish are dormant. The wooden boardwalk loops ½ mile through stands of pickleweed and past pools reflecting badland hills. Wheelchair accessible.
- **Titus Canyon:** One of the largest and most scenically diverse canyons in the park. Within its lofty walls visitors can find multi-colored volcanic deposits, a ghost town, Indian petroglyphs, big-horn sheep, and deep, winding narrows. Titus Canyon is accessible to high-clearance vehicles via a 26-mile, one-way dirt road beginning outside the park. Those with standard vehicles may reach the canyon’s mouth from the west via a two-way section of road.

**Stovepipe Wells Area**

- **Sand Dunes:** Tawny dunes smoothly rising nearly 100 feet from Mesquite Flat. Late afternoon light accentuates the ripples and patterns while morning is a good time to view tracks of nocturnal wildlife. Moonlight on the dunes can be magical, yet night explorers should be alert for sidewinder rattlesnakes during the warm season.
- **Mosaic Canyon:** Polished marble walls and odd mosaic patterns of breccia make this small canyon a favorite. The twisting lower canyon is so narrow hikers must walk through it single-file. Some rock scrambling is required. The canyon opens up after ½ mile to reveal the heights of Tucki Mountain, but hikers can continue another ½ miles.
- **Wildrose Charcoal Kilns:** These ten-beehive-shaped structures are among the best preserved in the west. Built in 1876 to provide fuel to process silver/lead ore, they still smell of smoke today. The last 2 miles of gravel road to the kilns are passable to most vehicles.
- **Lee Flat Joshua Trees:** The finest stands of tree-sized yuccas in the park grow in this mountain-rimmed valley. Take the paved but rough Saline Valley Road to a junction in Lee Flat. The gravel roads in either direction will provide good views of Joshua trees.
- **The Racetrack:** Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle is needed to traverse the 27 miles of rough dirt road, but ask at a ranger station for current road conditions.

**Panamint Springs Area**

- **Father Crowley Vista:** A landscape of dark lava flows and arid rock cinders abruptly gives way to the gash of Rainbow Canyon below this viewpoint. Walk the dirt track east of the parking lot for a grand overlook of northern Panamint Valley.
- **Dante’s View:** The most breathtaking viewpoint in the park, this mountain-top overlook is more than 5000 feet above the inferno of Death Valley. The paved access road is open to all vehicles less than 25 feet in length.
- **Zabriskie Point:** Surrounded by a maze of wildly eroded and vibrantly colored badlands, this spectacular view is one of the park’s most famous. Zabriskie Point is a popular sunrise and sunset viewing location. The viewpoint is a short walk uphill from the parking area.
- **Natural Bridge:** Massive rock span across interesting desert canyon. The spur road is gravel and often rough. From the trailhead, the natural bridge is a ½ mile walk.
- **Devil’s Golf Course:** Immense area of rock salt eroded by wind and rain into jagged spires. So incredibly serrated that “only the devil could play golf on such rough links.” The unpaved road leading to it is often closed after rain.
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**Scotty’s Castle Area**

- **Scotty’s Castle:** Prospector “Death Valley Scotty” claimed this elaborate Spanish-style mansion was built by gold from his fictitious mine. In reality, it was the 1920s vacation home of his wealthy friends. Today, living history tours of the castle’s richly furnished interior are given by costumed park rangers.
- **Eureka Dunes:** Rising majestically nearly 700 feet, these are the highest dunes in California. Isolated from other dunes, they are an evolutionary island, home to rare and endangered species of plants and animals. To give them extra protection, the dunes are off limits to sandboarding and horseback riding.
- **Ubehebe Crater:** More than 3000 years ago the desert silence was shattered by a massive volcanic explosion caused by the violent release of underground steam pressure. When the crater was and dust settled, this 600 feet deep crater remained. Although easily visible from the paved road, hikers may want to circle the crater rim to see smaller craters.
- **Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle is needed to traverse the 27 miles of rough dirt road, but ask at a ranger station for current road conditions.**
Scotty’s CASTLE

A Monument To Friendship

Driving through Grapevine Canyon in the southern part of Death Valley Na-
tional Park you happen upon a Spanish-
style castle that is definitely out of place in
this desolate landscape. You rub your
eyes wondering if you have just seen a
desert mirage. Well, your eyes aren’t
tricking you; this opulent enclave is
Death Valley Ranch, though most people
know it as Scotty’s Castle. Though it
may look like just a mansion, there is
evidence of an amazing friendship scat-
tered throughout the ranch complex.

Death Valley Scotty was born Walter
Scott in Cynthiana, Kentucky in 1872.
When he was 11 years old, he left home
and headed to Nevada where he found
work as a horse wrangler with his older
brothers. He lived the life of a cowboy
until he was 17 years old when he was
recruited for the Buffalo Bill traveling
Wild West show. He performed as a
roughrider and sharp shooter with the
show for 12 seasons, but when he
showed up late to the opening day pa-
rade in New York City, Buffalo Bill was
not pleased. The resulting disagreement
led Scotty to quit the show. Scotty then
turned to mining speculation as a new
source of income. He claimed he had a
gold mine in Death Valley and convinced
several wealthy businessmen to invest
in it. Albert Johnson, the president of
the National Life Insurance Company
in Chicago invested thousands of dol-
lars in Scotty’s mine without receiving
a single gold nugget. Johnson became
suspicious of Scotty and asked if he
could come to Death Valley to see the
gold mine for himself.

Scotty was only planning on having
Johnson around for a couple of weeks,
but he stayed in Death Valley for an
entire month. The desert climate and
vigorous activity improved many of
Johnson’s health problems. But perhaps
the most captivating aspect of Death
Valley was Scotty himself. Exploring the
desert together, Scotty and Johnson be-
gan a friendship that would last the re-
minder of their lives. Albert and his wife
Bessie enjoyed their repeated visits to
Death Valley so much that they decided
to build a vacation home in Grapevine
Canyon. They named it Death Valley
Ranch but Scotty, ever the publicity
hound, called it his Castle.

Albert Johnson and Death Valley
Scotty came from two very different
places with very different backgrounds.
Under normal circumstances, their paths
might never have crossed. Yet these
polar opposites had two things in com-
mon: a love of the desert and the joy of
spending time in each other’s company.
Mr. Johnson treasured the friendship
he had with Scotty more any money he
may have lost in their adventures together,
claiming, “Scotty repaid me in laughs.”
Johnson and Scotty had a unique asso-
ciation where friendship and a good story
trumped the importance of money and
the truth. Scotty’s Castle is a monu-
ment to that friendship.

Tour fees:
Adults .............................. $11.00
Age 62 or over ................. $9.00
Adults with a disability ...... $6.00
Children (6-15 years)........ $6.00
Children under 5 .............. free

Save $2 by buying tickets to both
types of tours during your visit.

Living History Tour

A trip through Scotty’s Castle is a
memorable part of any visit to Death
Valley. Living History Tours are led by
park rangers dressed in 1930s attire who
take you back in time to the year 1939.
You can see intricate details of the iron-
work, hand-carved California redwood,
clothes worn by Scotty and the
Johnson as well as original furniture.
You will discover some of the amenities
that made the Castle a truly unique
home. You experience nearly all of
the opulently furnished rooms inside the
house including the Upper Music Room
where you will be treated to the sounds
of a 1,121 pipe theater organ. Every-
day, ranger-led tours take visitors inside
the Main House and Annex portions of
the Castle each hour from May to Oc-
tober and more frequently from Novem-
ber to April. Buy your tickets at the ticket
office upon your arrival to ensure your
spot on the next available program.
While you wait, the grounds of the
Castle are open for exploration. You
may explore the desert environment on
a hike through Tie Canyon or take a stroll
up to the stables where you will find
weather-beaten cars that the Johnsons
and Scotty owned. You can walk over
to the power house to find generators
and a Pelton wheel water wheel used to pro-
vide power for the entire Castle com-
p lex. Another trail leads you up to Windy
Point and Scotty’s grave.

The National Park Service needs
your help to protect the buildings and
furnishings. Be sure to bring your flash
Cameras, but please leave your trinkets,
backpacks, and water bottles in your
vehicle. Food, liquids, gum and tobacco
products are all prohibited in the Castle.
Please do not touch anything inside the
Castle as skin oils and detergent can ir-
reversibly damage the irreplaceable
museum objects found throughout the
house. With your help, Scotty’s Castle
will be here for future generations to
enjoy.

Underground Mysteries Tour

Visitors who tour the interior of
Scotty’s Castle walk away with diverse
ideas about the Castle’s significance.
One of the most surprising is that
Scotty’s Castle is a technological mys-
tery of self sufficiency and comfort.
Underground Mysteries tours are not
just for engineers or the mechanically
inclined. Most visitors are in awe of
what lies beneath the Castle. Guided by
a uniformed ranger, the tour takes vis-
tors into the Castle basement, through
a maze of tunnels, and into the Power-
house.

The intricate one-quarter mile of tun-
nels beneath the Castle contain the his-
toric utilities, including a battery room
where energy was stored for latter use.
Prior to 1964, electricity was primarily
produced by a hydro-electric power
plant, ran by water from a spring located
in upper Grapevine Canyon. The his-
toric utilities provided Castle residents
with contemporary amenities and physi-
cal comfort.

Historic tiles are stored in the tunnels,
including the swimming pool tiles. Visi-
tors standing before the pool viewing
windows can imagine how the swim-
mimg pool might have appeared had it
been completed. The ranger will also
show visitors how the National Park
Service is preserving and protecting the
Castle for the enjoyment of future gen-
erations.

Underground Mysteries tours are an
interesting alternative for visitors who
have already attended a living history
Castle tour. For the first time visitor,
combining both tours makes for a com-
plete Castle experience. Underground
Mysteries tours are not ADA accessible.
What is Wilderness?

“If future generations are to remember us with gratitude rather than contempt, we must leave them something more than the miracles of technology. We must leave them a glimpse of the world as it was in the beginning . . .”

President Lyndon B. Johnson, upon signing the Wilderness Act, 1964

Wilderness is a word of many meanings. From a place to be feared to a place to be revered, wilderness can evoke images of wild animals, cascading streams, jagged mountains, vast prairies, or immense deserts. For individuals, wilderness can mean physical challenge, grand vistas, solitude, community, renewal, or respite from a complex technological society.

On September 3, 1964, President Lyndon B. Johnson signed the Wilderness Act. This law states: “A wilderness, in contrast with those areas where man and his own works dominate the landscape, is hereby recognized as an area where the earth and its community of life are untrammeled by man.”

The word untrammeled captures the essence of wilderness. Simply put untrammeled means “free of constraint or unhindered.” Wilderness areas are places where a conscious decision has been made by the American people to let nature prevail. In wilderness, natural processes are the primary force acting upon the land, and the developments of modern technological society are substantially unnoticeable.

The Wilderness Act reached beyond defining wilderness. The goal of the Act was to preserve wilderness and the wilderness experience for future generations. But, why did Americans feel the need to preserve wilderness for future generations?

Citizens realized that even though wild lands were protected as a national park or national forest, humans could still affect the landscape in ways that diminished its natural qualities. The Wilderness Act was a response to a public concern that wild areas be protected permanently by law, not subject to the discretion of agencies or administrations.

This desire for permanent protection is heard in the opening words of the Wilderness Act. Congress declared: “In order to assure that an increasing population, accompanied by expanding settlement and growing mechanization, does not occupy and modify all areas within the United States...leaving no lands designated for preservation and protection in their natural condition, it is hereby declared to be the policy of the Congress to secure for the American people of present and future generations the benefits of an enduring resource of wilderness.”

The Wilderness Act protects not only the tangible resources of wilderness—habitats for wildlife, free-flowing streams, watersheds, biological diversity, cultural artifacts and historic structures—but also the intangible “benefits of an enduring resource of wilderness.”

The diverse benefits of wilderness vary according to the individual who contemplates wilderness or seeks a wilderness experience. Wilderness areas provide opportunities for physical and mental challenge, self-reliance, and solitude. As a haven from the pressures of modern society, wilderness can inspire personal renewal, artistic expression, and the opportunity to explore American heritage. Some people appreciate wilderness from afar, overlooking expansive vistas of wild lands from a roadside or simply by imagining wilderness areas in their minds.

Wilderness was passed on to us by individuals, known and unknown, who worked to preserve their dream, an American dream, of public lands protected by law to be forever wild. The primary author of the Wilderness Act, Howard Zahniser, stated: “The wilderness that has come to us from the eternity of the past we have the boldness to project into the eternity of the future.”

Wilderness areas offer glimpses into the past and provide places to envision the future.

Keep Wildlife Wild

The coyote is the icon of wilderness in most desert parks. When we see a coyote eating from peoples hands, roaming picnic areas and waiting roadside for handouts we lose a lot of that wild experience we originally came to the park to enjoy.

Coyotes are both scavengers and predators and—like human beings—would rather take the easy way out. They will eat at any opportunity. When visitors offer food, coyotes will gladly take it. Death Valley National Park is their home; they belong here, but feeding wild animals does not. In fact, it is illegal.

The law is intended to protect park resources and people.

Feeding wild animals habituates them to humans and our food. Coyotes lose their natural fear of humans and can become aggressive when food is not forthcoming or if they feel cornered or threatened. This poses a hazard to the visitor. Coyotes can inflict serious bite wounds and have the potential to carry rabies. Small children and pets could become targets of hungry or angry coyotes. In addition, when a visitor stops in the road to feed or photograph a coyote the visitor and coyote both become traffic hazards.

An oft posed question to rangers is, “Why don’t you just trap and relocate the animal?” When you relocate a coyote you are placing it in the territory of another coyote. One of the them will end up in a marginal habitat and could starve. As long as visitors are feeding coyotes, the animal’s preferred habitat is where the visitors are. If relocated, the coyote will attempt to return and may starve or be hit by an automobile during the journey. For these reasons National Park Service does not relocate animals at Death Valley.

However, the problem still exists and more drastic measures are being taken. Current policy in Death Valley National Park is to haze the habituated animal by inflicting mild pain to deter the coyote from returning to the site and break it of its begging behavior. Only a selected number of well trained National Park Service employees are allowed to conduct these activities. Under no circumstances should you, the visitor, engage in wildlife hazing.

Although unpleasant, hazing is better than the final alternative, euthanasia. In order to protect the visitors and end the cycle of habituated animals many parks have euthanized animals. It is not an activity that any park employee wants to undertake.

A begging coyote’s behavior is not the animals’ fault. It is doing what comes easiest, but that is not always the most healthful. Even with the Park Service taking the above measures, YOU are the most important link in solving this problem. Please help us keep our wildlife wild and alive by not feeding any of the wild animals in Death Valley or any other National Park.

Left: coyote with prey

Right: blue-eyed grass, dragonfly, & yerba mansa

Death Valley wilderness facts:

▼ Death Valley was protected as a national monument in 1933 and redesignated a national park in 1994.
▼ Death Valley is the largest National Park in the lower 48 states.
▼ About 95% of Death Valley National Park is designated wilderness.
▼ The National Park Service manages more designated wilderness acreage than any other land management agency in the U.S.A.
▼ California has the most designated wilderness acreage in the lower 48 states, about 13.7% of the state is wilderness.
The Best Time to Visit

Death Valley National Park is usually considered a winter park, but it is possible to visit here all year. When is the best time to visit? It all depends on what you’re looking for.

▼ Autumn arrives in late October, with warm but pleasant temperatures and generally clear skies. The camping season begins in fall and so do the Ranger Programs, which continue through spring. Although it is relatively uncrowded at this time of year, the weeks leading up to Death Valley ’49ers Encampment (second week in November) and the Thanksgiving holiday are busy.

▼ Winter has cool days, chilly nights and rarely, rainstorms. With snow capping the high peaks and low angled winter light, this season is especially beautiful for exploring the valley. The period after Thanksgiving and before Christmas is the most uncrowded time of the entire year. Peak winter visitation periods include Christmas to New Years, Martin Luther King Day weekend in January and Presidents Day weekend in February. Reservations will be helpful.

▼ Springtime is the most popular time to visit Death Valley. Besides warm and sunny days, the possibility of spring wildflowers is a big attraction. If the previous winter brought rain, the desert can put on an impressive floral display, usually peaking in late March to early April. Check our website for wildflower updates. Spring break for schools throughout the west brings families and students to the park from the last week of March through the week after Easter. Campgrounds and lodging are usually packed at that time, so reservations are recommended.

▼ Summer starts early in Death Valley. By May the valley is too hot for most visitors, yet throughout the hottest months, visitors from around the world still flock to the park. Lodging and camping are available, but only the most hardy will want to camp in the low elevations in the summer. Most summer visitors tour by car to the main points of interest along the paved roads but do little else due to the extreme heat. Those wanting to hike will find the trails to Telescope and Wildrose Peaks are at their best in summer, but it is best to wait until autumn for most other hikes.

Temperatures

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<tr>
<td>December</td>
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▼ Record High: 134°F / 57°C July 1913
▼ Record Low: 15°F / -9°C January 1913

Official weather station at Furnace Creek.

Useful Books & Maps

The Death Valley Natural History Association is a non-profit organization dedicated to providing visitors to Death Valley National Park with a quality educational experience. These suggested offerings from our publications were chosen to help you plan your visit and make the most of what you’re looking for.

▼ A Traveler’s Guide to Death Valley National Park (Lawson) Beautiful color photographs, informative text and maps organized into chapters describing areas of the park to visit in one day. 42 pages. $8.95

▼ Best Easy Day Hikes: Death Valley (Cunningham & Burke) Includes concise descriptions and simple maps of 23 short, easy-to-follow routes within the park. 120 pages. $6.95

▼ Hiking Death Valley: A Guide to its Natural Wonders and Mining Past (Dignen) A comprehensive guidebook providing 280 hiking/driving destinations ranging from easy day hikes to multipleday treks. 542 pages. $19.95

▼ Death Valley S.U.V. Trails (Mitchell) This is a four-wheeler’s guide to 46 interesting back road excursions in the greater Death Valley Region. 314 pages. $19.95

▼ Death Valley National Park Guide Map (Automobile Club of Southern California) A detailed map including points of interest, lodging and restaurants, campgrounds, supplies and services with descriptions. 4.95

▼ Southern Nevada & Death Valley Area Map (California State Automobile Association) A map covering the area from Las Vegas to the Southern Sierra Nevada. Includes Death Valley, Lake Mead, Sequoia-Kings Canyon and Mojave Preserve. $4.95

▼ Death Valley National Park Map (Trails Illustrated-National Geographic Maps) Waterproof, tearproof, 100% plastic topographic map. Included backcountry road descriptions, trails/routes, and safety tips. $9.95

Nearby National Park Areas

California
▼ Death Valley National Park 760-786-3200 nps.gov/deva
▼ Devils Postpile National Monument 760-934-2289 nps.gov/devp
▼ Joshua Tree National Park 760-367-5500 nps.gov/jotr
▼ Manzanar National Historic Site 760-879-2352 nps.gov/manz
▼ Mojave National Preserve 760-733-4040 nps.gov/moja
▼ Sequoia-Kings Canyon Nat’l Parks 559-565-3341 nps.gov/seki
▼ Yosemite National Park 209-372-0200 nps.gov/yose

Utah
▼ Bryce Canyon National Park 435-834-5322 nps.gov/bryc
▼ Cedar Breaks National Monument 435-586-9451 nps.gov/cbr
▼ Zion National Park 435-772-3256 nps.gov/zion

Arizona
▼ Grand Canyon National Park 928-638-7888 nps.gov/grca
▼ Pipe Spring National Monument 928-643-7105 nps.gov/psnp

Nevada
▼ Lake Mead National Rec. Area 702-293-8990 nps.gov/lake
▼ Great Basin National Park 775-234-7331 nps.gov/gbna

PLANNING YOUR TRIP

California
▼ Death Valley National Park 760-786-3200 nps.gov/deva
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▼ Mojave National Preserve 760-733-4040 nps.gov/moja
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Nevada
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▼ Great Basin National Park 775-234-7331 nps.gov/gbna
### Furnace Creek Visitor Center

**(760) 786-3200**

The Visitor Center is operated by the National Park Service. Open 8am-5pm daily. The Death Valley Natural History Association (a non-profit organization) operates the bookstore.

- **Museum**
- **Bookstore**
- **Information**
- **Orientation Programs**
- **Ranger Talks**
- **Evening Programs**

Visit our Website at: [nps.gov/deva](http://nps.gov/deva)

### Furnace Creek Inn & Ranch

**(760) 786-2345**

Furnace Creek Inn & Ranch is privately owned and managed by Xanterra Parks & Resorts.

- **Motel**
- **Restaurants and Bars**
- **General Store**
- **ATM**
- **Gift Shops**
- **Swimming Pools**
- **Post Office**

### Scotty’s Castle

**(760) 786-2392**

Scotty’s Castle is operated by the National Park Service. Living History tours are offered by park rangers. Hours vary seasonally. The concession is operated and managed by Xanterra Parks & Resorts.

- **Daily Tours of Castle**
- **Self-guided Walking Trails**
- **Museum**
- **Bookstore**
- **Gift Shop and Snack Bar**
- **Gas Station**

Tour fees:
- Adults: $11.00
- Age 62 or over: $9.00
- Adults with a disability: $6.00
- Children (6-15 years): $6.00
- Children under 5: free

Living History Tours: Tour of the interior of the main house and annex by costumed guides conducted as if the year is 1939.

Underground Mysteries Tour: Tour of the castle's basement, tunnels and Pelton waterwheel.

### Stovepipe Wells

**(760) 786-2387**

Stovepipe Wells Village is a park concession, operated and managed by Xanterra Parks & Resorts.

- **Motel**
- **Restaurant & Bar**
- **RV Hook-ups**
- **Gas Station**

- **Convenience Store**
- **Gift Shop**
- **ATM**
- **Swimming Pool**

- **Showers**
- **Paved Airstrip**
- **Ranger Station**

### Panamint Springs

**(775) 482-7680**

Panamint Springs Resort is privately owned and operated.

- **Motel**
- **Restaurant**
- **Campground**
- **RV Hook-ups**

- **Showers**
- **Gas Station**

### Medical Services

- **Beatty Clinic**
  
  Beatty, NV  (775) 553-2208

- **Pahrump Urgent Care Facility**
  
  Pahrump, NV  (775) 727-6060

- **Death Valley Health Center**
  
  Shoshone, CA  (760) 852-4383

- **Southern Inyo Co. Hospital**
  
  Lone Pine, CA  (760) 876-5301

- **Nye County Medical Center**
  
  Tonopah, NV  (775) 482-6233

### Auto Repair

- **Furnace Creek Chevron**: AAA Towing Service (24 hour)
- **California**: Baker, Bishop, Lone Pine, Ridgecrest
- **Nebraska**: Beatty, Pahrump, Tonopah

### Recycling

- **Paper**: mixed paper, including magazines, books, & newspapers
- **Aluminum cans**: please crush
- **Glass containers**: please rinse
- **Plastic bottles**: remove caps, rinse & crush

### Furnace Creek Inn & Ranch

Want to have fun while exploring Death Valley? You can become a Junior Ranger with the Junior Ranger booklet that can be picked up at any Death Valley National Park Visitor Center. Just complete the right number of activities for your age and get your booklet signed by a Park Ranger. Upon completion of your booklet and after receiving the Junior Ranger pledge, you will receive your Junior Ranger badge.

Why not join a Park Ranger for a Junior Ranger Program and receive a certificate? During the fall, winter or spring, stop by a Visitor Center at Furnace Creek or Scotty’s Castle to check on availability, times, and locations. Present your Junior Ranger certificate or completed Junior Ranger booklet at any Visitor Center bookstore and you can purchase a special Junior Ranger patch for a small fee. What a great way to explore Death Valley!

Want to have fun while exploring Death Valley? You can become a Junior Ranger with the Junior Ranger booklet that can be picked up at any Death Valley National Park Visitor Center. Just complete the right number of activities for your age and get your booklet signed by a Park Ranger. Upon completion of your booklet and after receiving the Junior Ranger pledge, you will receive your Junior Ranger badge.

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It is unsafe & against the law to feed wild animals.

**User Fee**

**Park Entrance Fee**

- **vehicle (non-commercial):** $20
- **motorcycle/bicycle:** $10

All visitors to Death Valley National Park must pay an entrance fee or present a National Parks Pass, Golden Eagle, Golden Age or Golden Access Pass.

To pay the park entrance fee, stop at a Visitor Center, Ranger Station, or automated fee machine.

**Recive the official park map when you present your receipt or pass at the Visitor Center or a ranger station.**

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**Articles & Information:**
National Park Service Staff

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Tah Madsen

This guide is a publication of the National Park Service in cooperation with the Death Valley Natural History Association.