Death Valley National Park is the largest national park outside of Alaska. Endless exploration and a diversity of experiences await you. Hiking, exploring historic sites, traveling backcountry roads, viewing the night sky—these are only a few of the opportunities available. With over 3 million acres of federally designated Wilderness, walk along majestic sand dunes, navigate twisted slot canyons, climb rocky peaks, stroll along salt flats; a variety of terrains offer everything from easy to very challenging adventures. Inside this visitor guide you will find information on suggested hikes, wilderness use, how to visit safely, leave no trace ethics, and more. We encourage you to get out and hike Death Valley, and then share your experience! Find us on social media, send us a message or an email, or stop by the visitor center.

We want to hear from you!
How did you explore Death Valley?

Welcome to Your Death Valley Adventure

Death Valley National Park Visitor Guide
Winter/Spring 2018

What’s Inside?

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Find us on
@DeathValleyNPS

Hike Death Valley

Earn the Decal! Share the Experience! Take the #HikeDeathValley challenge! Explore two of the areas listed below and stop by the visitor center to snag your limited edition decal! Share your experience and be sure to use #HikeDeathValley on social media. Visitor experiences will be featured throughout the year, so take a look to see how other visitors have explored Death Valley. For info about some of these hikes check out page 5; for a complete description, ask at the visitor center.

Easy Hikes
- Harmony Borax Works: 0.4 mi
- Salt Creek Interpretive Trail: 0.5 mi
- Badwater Salt Flat: 1 mi
- Natural Bridge: 1 mi
- Mesquite Flat Sand Dunes: 2 mi
(*) High clearance/4x4 vehicle recommended

Moderate Hikes
- Ubehebe Crater Rim: 1.3 mi
- Darwin Falls: 2 mi*
- Radlands Loop: 4.3 mi
- Fall Canyon: 6 mi
- Sidewinder Canyon: 5 mi
- Dante's Ridge: 8 mi

Difficult Hikes
- Wildrose Peak: 8.4 mi
- Telescope Peak: 14 mi*

Looking for something more challenging? Ask a ranger for a free trail map:
- Jubilee Peak: 2.2 mi
- Corkscrew Peak: 8 mi
- Cottonwood/Marble Loop: 26 mi*

ADA Friendly
See a park ranger about ADA accessible locations and to see if you are eligible for a free pass to all national parks.

Decal: Tom M. Nguyen

Desert mountain sunset (NPS–Emily Hoerner)

www.nps.gov/deva
Support Your Park

Obey the speed limits and other rules of the road. Do not stop in traffic lanes—pull over and park safely off of the road. Keep your car on established roads. Unlikely, tire tracks scar the fragile desert landscape for decades.

Camp only in established campgrounds or in a permitted backcountry area. Check at a ranger station or visitor center for backcountry camping information.

Campfires are established in firepits only. Gathering firewood is prohibited—wood is scarce.

Put garbage where it belongs. Litter in the desert spoils the landscape for each person that follows behind you.

Please recycle in the provided receptacles. Propane cylinder recycle bins are located in most campgrounds, where you can leave both empty and full canisters.

Stay out of closed areas. Mines, service roads, and other areas are closed for your safety or the protection of features therein.

Entrance Fees

Please support your park by paying the park entrance fee at a park visitor center or at one of the automated fee machines placed throughout the park. Already have one of the passes listed below? Enjoy your park! (Note: Entrance fees to Death Valley National Park are paid in U.S. dollars only.)

Stay on Established Roads

Cairns are stacks of rocks often used to mark hiking routes. Other areas are closed for your safety or the protection of features therein.

The use of drones is prohibited.

Despite being legalized by the State of California, possession or use of marijuana is not legal on federal lands, including Death Valley National Park.

Don’t drive in the desert! From 1968 to 1995, 35 people died on our roads, including 14,000 in the California Desert Protection Act). Structures, and installations from being established within wilderness boundaries.

What can’t you do in wilderness?

Backpackers (overnight users) are asked to obtain a free backcountry permit at either the Furnace Creek Visitor Center or the Willow Springs Wells Ranger Station.

For groups larger than 12 people, a nylon or campsite permit may be issued for your group. This allows larger groups to schedule their visit, providing more flexibility and permitting larger groups to visit the National Park at one time.

Pets are not allowed on trails in or the Wilderness.

The Hiker Taking the High Road (NPS-400)

Prepare for Breakdowns: In case of vehicle trouble, stay with your vehicle. You’ll have shade and be easier to find. If you’re headed into dirt roads, plan on changing a flat tire at least once. Remember that most rental agreements do not cover unpaved roads, so you will be responsible for your own fuel costs. Rent a car typically has the proper tire changing tools, so it’s worth checking before venturing into remote areas.

Flash Floods: Rain is scarce here, but when it comes, it often leads to dangerous flash floods. During rain, avoid hiking in canyons and be prepared to move to higher ground. While driving, be alert for water running across roads. Stop and look before crossing. Flood waters damage the roadway and carry rocks and debris just below the clouded surface. Flash floods generally subside in a few hours. When in doubt, wait it out!

Heat & Dehydration: If you feel dizzy, nauseous, or get a headache, get out of the sun and to a cool place immediately. Drink plenty of water and dampen clothing to lower your body temperature.

Wildlife: Many visitors might be worried about large animals such as mountain lions, but they avoid humans and are rarely seen. A more realistic danger is placing your hands or feet where you can’t see. Snakes, scorpions, spiders, or other wildlife might be sheltered there. Some species might be venomous, but the relatively safe tarantula gets a bad rap, and is actually a delight to see.

The Wildest—Wilderness in Death Valley

Visit Death Valley in the winter months and one of the best wilderness experiences available in the United States. At over 3.2 million acres of Wilderness, Death Valley contains the largest federally designated Wilderness area in California, which is 91% of the entire Death Valley National Park. The Wilderness begins 50 feet from most of Death Valley’s roads, so go for a drive, park safely, and take a short walk into the Wilderness! Looking for a longer experience? Death Valley is open to cross-country hiking, which means you can walk into the wilderness in most places in the park.

What can you do in Wilderness?

Wilderness provides excellent opportunities for solitude. Whether you like to hike, climb, backpack, horseback ride, camp, enjoy the view, photograph, view the night sky, hear absolutely nothing at all, or simply know it exists, wilderness is the place to do it.

What can’t you do in Wilderness?

The Wilderness Act of 1964 created a way for Americans to designate areas as Wilderness, the highest level of conservation protection afforded to public lands. With the goal of leaving some place natural and undeveloped, the Wilderness Act prohibits the use of mechanical devices, including bicycles, in areas designated by Congress as Wilderness. It also does not allow commercial enterprises, roads (many of Death Valley’s roads are surrounded by wilderness) or structures, and installations from being established within Wilderness boundaries.

What is a Wilderness Ethic?

It’s a way of doing things in the Wilderness that help retain what we love the most about it—the natural beauty of the landscape, the important ecological habitat it provides, and the experience of primitive recreation and solitude. When visiting wilderness, you should leave no trace.

Leave No Trace:

• Stick to the trails—Death Valley’s community of visitors is upset by off-road vehicle damage. Repairing Scotty’s Castle and restoring visitor access after a devastating flood.

• Providing education programs that reach thousands of students.

• Improving accessibility for visitors with disabilities at Dante’s View through a partnership with the Fund for People in Parks and the Death Valley National Association.

• Maintaining and repairing campgrounds and park structures.

• Providing Emergency Medical Services.

No Rock Stacking

Cairns are stacks of rocks used to mark hiking routes in the desert, but in the narrows of Golden Canyon, cairns are not necessary to find your way. These visitor-built Cairns were assembled one at a time over a single week, by dozens of visitors. Most likely they were built as monuments to their visit. Please take only memories and don’t leave cairns.

Ephemeral Vandalism

Deaths are permitted on roads and developed areas, but prohibited in wilderness, on trails, and in buildings. Hundreds of miles of dirt roads are great places for walking pets. Keep pets on a leash no longer than 6 feet in length. Owners are responsible for cleanup.

It is illegal to discharge a firearm anywhere in Death Valley or to bring one into a federal building. Hunting is illegal within the park.

Feeding animals is illegal and dangerous. Coyotes will be encouraged to hang out near the roads once fed by people, which endangers the animals and visitors.

Dust storms are common during the summer months. Severe dust storms may reduce visibility to zero and make it impossible to see forward.

At night, the temperature in Death Valley can drop as much as 40°F (22°C) from daytime highs. It is not uncommon to experience a temperature range of 120°F (49°C) between the hottest and coldest parts of the day.

Driving on the Panamint Valley floor near Furnace Creek can be challenging. The road is unpaved and the area is marked with washes and dry stream beds.

The seasonal temperature range in Death Valley can be extreme. In the summer months, temperatures can reach 120°F (49°C) or higher. In the winter months, temperatures can drop to 20°F (-6°C) or lower.

A United States park ranger stands near a sign reading “Death Valley National Park” along the Furnace Creek Visitor Center Road.

One of the most unique features of Death Valley is the Panamint Range, located on the east side of the park.

The Panamint Range is a mountain range located on the eastern side of Death Valley National Park. It is part of the Eastern Sierra Nevada mountain range and is made up of sedimentary rock formations created over millions of years. The range is characterized by its sharp peaks and rugged terrain.

The Panamint Range is named after the Panamint River, which flows through the valley and is fed by snowmelt from the mountains. The river was a major source of water for the Paiute tribe who lived in the area before the arrival of European settlers.

The Panamint Range is home to a variety of plant and animal species, including endangered species such as the desert tortoise and the desert golden-mantled ground squirrel. The range is also a popular destination for rock climbers, with several well-known climbing routes.

The Panamint Range is a popular area for hiking, with several trails that offer stunning views of the valley and the surrounding mountains. Some popular hiking trails include the Panamint Range Loop, the Panamint Springs Loop, and the Panamint Dunes Loop.

The Panamint Range is one of the most remote areas in the United States, and is home to a small community of residents who rely on the area for their livelihoods. The range is also home to several federal wildlife refuges, including the Panamint Valley Wildlife Refuge and the Panamint Valley National Wildlife Refuge.
Looking for a hiking trail? Check out the options below and the map on page 6 for general location information for these popular hikes.

- **Before starting a hike ask about current road and weather conditions.**
- **Always carry water.** Two liters per person for a short winter day hike, and four liters or more in the summer for longer hikes.
- **Dogs and bicycles are not allowed on trails or off roads, but hundreds of miles of dirt roads offer unforgettable adventures.**
- **Constructed trails are rare in this park.** Trails are provided in places that are heavily used and sensitive to damage. If a trail is there, please use it. Most hiking routes in the park are cross-country, up canyons, or along ridges. Footing can be rough and rocky.
- **Hiking in low elevations can be dangerous when it is hot.** The high peaks can be covered with snow in winter and spring. A good time to hike in the park would be between October and April.

### Easy Hikes

<table>
<thead>
<tr>
<th>Hike Name</th>
<th>Round Trip</th>
<th>Elevation Gain</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. Harmony Borax Works</strong></td>
<td>0.4 mi (0.6 km)</td>
<td>50 ft</td>
<td>ADA accessible loop around Borax works where the famous 20-Mule Team wagons began their grazing 165 mile journey south to the Mojave Railroad Depot.</td>
</tr>
<tr>
<td><strong>2. Salt Creek (Interpretive Trail)</strong></td>
<td>0.5 mi (0.8 km)</td>
<td>flat</td>
<td>ADA accessible loop. Wooden boardwalk through salt marsh and rare pupfish habitat. Great for hiking. Gravel road is typically passable in a sedan.</td>
</tr>
<tr>
<td><strong>3. Badwater Salt Flat</strong></td>
<td>1 mi (1.6 km)</td>
<td>flat</td>
<td>ADA Accessible out and back. Scenic walk out to edge of salt flat and the lowest point in North America.</td>
</tr>
<tr>
<td><strong>4. Natural Bridge</strong></td>
<td>1 mi (1.6 km)</td>
<td>180 ft (56 m)</td>
<td>Out and back hike up dramatic canyon to natural bridge formation. Gravel access road is typically passable in a sedan.</td>
</tr>
<tr>
<td><strong>5. Mesquite Flat Sand Dunes</strong></td>
<td>2 mi (3.2 km)</td>
<td>385 ft (118 m)</td>
<td>Hike through the largest dune field in the park to summit the high dune in the distance. Get during sunrise, sunset, or full moon lighting for unforgettable experiences.</td>
</tr>
</tbody>
</table>

### Moderate Hikes

<table>
<thead>
<tr>
<th>Hike Name</th>
<th>Round Trip</th>
<th>Elevation Gain</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>6. Ubehebe Crater Rim</strong></td>
<td>1.5 mi (2.4 km)</td>
<td>500 ft (152 m)</td>
<td>Loop hike around the rim of a 600 ft (183 m) deep maar volcano. A walk around the loop is recommended to see Lake Ubehebe Crater.</td>
</tr>
<tr>
<td><strong>7. Darwin Falls</strong></td>
<td>2 mi (3.2 km)</td>
<td>450 ft (137 m)</td>
<td>Out and back canyon hike to desert waterfall. Minor rock scrambling required. This is a source of drinking water—no swimming. Unmarked gravel access road just west of Panamint Springs may require a high-clearance vehicle.</td>
</tr>
<tr>
<td><strong>8. Badlands Loop/Golden Canyon Gower Gulch Loop</strong></td>
<td>2.7 mi (4.3 km)</td>
<td>535 ft (163 m)</td>
<td>Trailheads at Golden Canyon and Zabriskie Point provide access to colorful canyons carved through golden badlands. Rangers recommend starting at Golden Canyon and walking the loop back through Gower Gulch.</td>
</tr>
<tr>
<td><strong>9. Desolation Canyon</strong></td>
<td>3.6 mi (5.8 km)</td>
<td>600 ft (183 m)</td>
<td>Out and back hike through canyon narrows made of colorful badlands. Formations similar to those found at Artist’s Palette. Some rock scrambling required. No signs, follow the canyon. The unmapped gravel access road is typically passable in a sedan.</td>
</tr>
<tr>
<td><strong>10. Mosaic Canyon</strong></td>
<td>4 mi (6.4 km)</td>
<td>1,200 ft (366 m)</td>
<td>Out and back hike within polished marble narrows filled with unique color patterns. Use caution on the slick rock surfaces. The gravel road is typically passable in a sedan.</td>
</tr>
<tr>
<td><strong>11. Sidewinder Canyon</strong></td>
<td>5 mi (8.1 km)</td>
<td>1,580 ft (482 m)</td>
<td>Out and back into dark slot canyon hidden within a labyrinth of drainage canyons. Scrambling up and down dry washes required. No signs, some navigation required. Free hiking map available at the visitor center should be used for this hike. The short, but unmarked gravel access road is typically passable in a sedan.</td>
</tr>
<tr>
<td><strong>12. Fall Canyon</strong></td>
<td>6 mi (9.6 km)</td>
<td>2,460 ft (752 m)</td>
<td>Out and back. This deep canyon with towering walls is a great place to look for высокошеп. From the end of Titus Canyon, hike north on the informal trail near frostzon for 1 mile (1.6 km) before dropping into the wash at the canyon mouth. This gravel access road (Titus Canyon two-way section) is typically passable in a sedan.</td>
</tr>
<tr>
<td><strong>13. Dante’s Ridge</strong></td>
<td>8 mi (13 km)</td>
<td>1,200 ft (366 m)</td>
<td>This out and back informal path from Dante’s View heads north along the ridge toward Mr. Perry. Unobstructed views begin immediately and only get better. No signs.</td>
</tr>
<tr>
<td><strong>14. Panamint Dunes</strong></td>
<td>7 mi (11.3 km)</td>
<td>1,028 ft (313 m)</td>
<td>Out and back cross-country hike north up Panamint Valley from Lake Hill Road. The pristine dunes are visible in the distance from the road. But there is no signage. The gravel road is not marked and requires a high-clearance vehicle.</td>
</tr>
</tbody>
</table>

### Difficult Hikes

<table>
<thead>
<tr>
<th>Hike Name</th>
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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>15. Wildrose Peak</strong></td>
<td>8.4 mi (13.5 km)</td>
<td>2,200 ft (671 m)</td>
<td>Out and back trail through pryor juniper woodlands to 5,064 ft (1,542 m) peak. The final two miles of access road is gravel, but typically passable in a sedan.</td>
</tr>
<tr>
<td><strong>16. Telescope Peak</strong></td>
<td>14 mi (22.5 km)</td>
<td>3,000 ft (914 m)</td>
<td>Out and back hike to 12,049 ft (3,670 m) - the highest peak in Death Valley. The trail starts in the juniper and juniper woodlands at Mahogany Flat Campground. The final 5 miles (8 km) of the access road is gravel and may require high clearance.</td>
</tr>
</tbody>
</table>

**Remote Backcountry Drives**

Not suitable for a normal car, 4x4 and high clearance may be required. Ask rangers about road conditions and safety precautions.

- **Furnace Creek:** Stop by the visitor center to learn about the park. See the 20-minute long film (8:30 am - 4:00 pm daily). The museum exhibits, and ask about seasonal ranger programs.
- **Devil’s Golf Course:** An immense area of rock salt eroded by wind and rain into jagged spires. So incredibly crowded that “only the devil could play golf on such rough links.” The short, unpaved road is accessible to most vehicles.
- **Badwater Basin:** The lowest point in North America, Badwater Basin is a surreal landscape of vast salt flats. A temporary lake might form here after heavy rainstorms. Do not walk on the salt flats in hot weather. ADA accessible.
- **Artist’s Drive:** Scenic loop drive through multi-hued volcanic and sedimentary hills. The nine-mile loop is ADA accessible. Please stay on the boardwalk.
- **Barringer Crater:** One of the most important sites in Death Valley’s history. The 400 ft (120 m) deep crater is visible across the desert from Dante’s View.

**Wild Rose Works**

Winding through otherworldly badlands, this 2.7 mi (4.5 km) one-way loop drive is unmarked, but accessible to vehicles other than boxy, RV’s, and trailers. This short, unpaved road is accessible to most vehicles.

**Zabriskie Point:** Golden colored badlands famously cradle both the late afternoon and early morning rays of sunshine making this the sunset and sunrise destination in Death Valley. The pristine dunes are visible in the distance from the bend in the road. The paved road access is open to all vehicles less than 25 ft (7.6 m) in total length.

**Mesquite Flat Sand Dunes:** Twentynine dunes spreadly rise 100 ft (30 m) from Mesquite Flat. Late afternoon light accentuates the ripples and patterns, while morning is a good time to view tracks of nocturnal wildlife. Moonlight walks can be magical.

**Harmony Borax Works:** Follow an easy 1/4 mi (0.4 km) walking trail to learn about this important site in Death Valley’s history.

**Eureka Dunes:** Not suitable for a normal car, 4x4 and high clearance may be required. Ask rangers about road conditions and safety precautions.

- **Eureka Dunes:** At nearly 700 ft (213 m), these are the highest dunes in California. Isolated from other dunes, they are an evolutionary island home to rare and endangered species. The dunes are off limits to vehicles, sandboording, and horseback riding. The rough drive requires a high clearance vehicle and will take 2.5 hours from pavement off of Ubehebe Road.
- **Agaraberry Point:** This spectacular viewpoint gives a perspective over Death Valley from the west from 6433 ft (1961 m) above sea level. Along the gravel road are the remains of Pete Agaraberry’s camp and his Eureka Mine. The last climb to the point requires a high clearance vehicle. From pavement to view point the 6 mi (10 km) drive is 30 minutes each way.

**The Racetrack:** Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle with heavy-duty tires is needed to traverse the 27 mi (43 km) of rough dirt road, ask a ranger for current road conditions. Once you leave pavement at Ubehebe Crater the drive takes 2-1/2 hours each way.

**Titus Canyon:** One of the largest and most diverse canyons in the park. Within its towering walls, visitors can find volcanic deposits, a rough gorges, petrographs, highhorn, sheep, and deep, winding narrows. Titus Canyon is accessible to high-clearance vehicles via a 26 mi (42 km), one-way dirt road beginning outside the park. The trip takes 3 hours from pavement to pavement.
Preserve the Past

Scotty’s Castle Repairs Ongoing After Massive Flash Flood

Lou Rogers is literally uncovering new information about Scotty’s Castle, which is a national landmark. Despite the challenges posed by flash floods in November 2017, work has continued on the restoration of the castle.

Keane Wonder Mine Reopening

Step back in time and experience one of the most unique historical mining sites in Death Valley. In November 2017, the Keane Wonder Mine will be reopening after its closure in 2008.

Reasons for the Closure

Prior to the closure, Keane Wonder Mine had been the most popular and heavily visited mine site in the park. It was closed in 2008 due to:

- unsafe mine openings along popular trails
- concerns about the stability of the tramway due to tension from the cables
- concern about the contents of the tailings

Restoration for Re-opening

Over 50 mine openings have been covered. If you happen to find one, open mine, stay out for safety reasons.

Soil & Tailings

Multiple rounds of soil sampling were done over a two year period to determine the contents of the tailings and the extent of the tailings spread.

Unstable Structures

Stabilization work was done on several aerial tramway towers. This work included replacing key structural pieces that were rotting, cracked, or otherwise failing, while preserving the integrity of the original designs as much as possible. When you visit, please do not climb on the buildings, equipment, or tramway. Those areas are not safe to climb on.

The Mining Road and Aerial Tramway:

Walking along the mining road for views of the aerial tramway. The steep trail will take you up 1,500 feet in 1.4 miles to the upper tramway terminal and then back to your vehicle.

How to get there:

Drive the Beatty Cutoff 5.7 miles north from Highway 190 to the marked road for Keane Wonder Mine. Drive 2.8 miles to the parking area.

A Crossroads for Bighorn Sheep: An Interview with Josh Hoines, Chief of Resources at Death Valley National Park

Where are the best places to observe bighorn sheep at Death Valley? Most people are surprised to learn that bighorn can be found throughout the park. They generally like high slopes where they can scan the landscape for predators like mountain lions.

Why is Death Valley important to bighorn sheep populations? Death Valley serves as a major wildlife corridor for bighorn that are coming from areas north and south, and east and west. At 941 designated Wilderness, the park has over 3 million acres of protected land for bighorn to roam unimpeded.

Tell me about the bighorn sheep project planned for Fall 2017. Working with the California Department of Fish and Wildlife we hope to capture and collar about 10 animals. Tracking these animals will help us to develop population estimates, lamb-to-ratio (the percentage of ewes that are pregnant), and survival rates of lambs.

How do you capture them and why? An animal capture expert drop a net over a sheep from a helicopter, then “muggers” move in and blindfold the sheep which helps to calm them. Sheep are transported to a data collecting area where they are weighed and collared. GPS and VHF collars will allow us to track their movements, habitat use, and survival. This data will help answer larger questions about the herd’s viability, health, distribution, and resource utilization.

What can people do to help protect bighorn sheep?

- Do not abandon domestic sheep on public lands
- Do not harass wildlife; keep a respectful distance and never feed them
- Help educate others about what you learn

Preserve the Resource

Scotty’s Castle- (NPS- Kurt Moses)

Hiking with a dog in Twenty Mile Tracks Canyon (NPS- Emily Bierman)

Pets in the Park

Are you a pet owner who enjoys hiking and bringing your animal outdoors? Visitors are often surprised to learn that pets are typically not allowed on trails in national parks, including Death Valley. But if you want to walk with Fido, there are other options! Follow these guidelines to enjoy time outside with your pet and to protect wildlife, other visitors, and your animals.

Why can’t I take my pet with me?

Pets can have a negative impact on the park. Dogs, in particular, might chase wildlife and pollute springs and streams, and may be defensive and dangerous in strange surroundings. Domestic animals can spread diseases to wildlife, and vice versa, even when pets are picked up (which is the responsibility of pet owners when visiting Death Valley).

Like-wise, the desert can be a dangerous place for pets. Coyotes have been known to lure unsuspecting pets away. Rattlesnakes might alert humans to keep a safe distance, but most pets are unaware of the danger. Spiny plants and hot, rough ground surfaces can be painful or damaging to your pet’s bare foot pads. Desert heat and altitude can take a toll on pets and humans. Remember to always provide drinking water and be mindful of your pet’s body temperature.

How can I visit Death Valley with my pet?

You can stay overnight in the park with a pet at all park campgrounds. Pets must be restrained at all times and no more than 4 pets per campsite area are allowed. Pet owners should be good neighbors by keeping their pets leashed, cleaning up waste, and never leaving their pets unattended. Food and water must not be left outside.

Pet-friendly lodging is available at Stovepipe Wells Village and Panamint Springs Resort, for an extra fee. Only service animals are allowed at the Oasis Ranch and Inn at Death Valley.

Can pets go on a leash no longer than 6 feet?

- on trails
- in the wilderness
- inside most buildings
- out of developed areas

Other than service animals, pets can NOT go:

- on roads
- to picnic areas
- to other developed areas

Dont Bighorn sheep (NPS- Stacy Hile)

Aerial tramway towers with stabilization work (NPS- Jeremy Stoltzfus)

Netting a mine shaft (NPS- Jeremy Stoltzfus)

Soil & Tailings (NPS- Kurt Moses)

Dune Bighorn sheep (NPS- Stacy Hile)

Visitng Today

The Keane Wonder Mill and Tramway Area:

Located near the parking area, this site is very accessible. Take a stroll through the area where the mine camp and the mill were located. A short walk up the trail at the end of the road will give you views of the lower tram terminal and the first few tram towers.

The Mining Road and Aerial Tramway:

Walk along the mining road for views of the aerial tramway. The steep trail will take you up 1,500 feet in 1.4 miles to the upper tramway terminal and then back to the parking area.

How to get there:

Drive the Beatty Cutoff 5.7 miles north from Highway 190 to the marked road for Keane Wonder Mine. Drive 2.8 miles to the parking area.

Scouty’s Castle was built as the vacation home of a wealthy insurance magnate, Albert Johnson. Befriended by the colorful con man and insurance magnate, Albert Johnson, the castle was built as the vacation home of a wealthy insurance magnate, Albert Johnson. Befriended by the colorful con man and insurance magnate, Albert Johnson.
## Programs & Events

**Explore with a Park Ranger**

Around the world, visitors to remote locations are providing important data to researchers by reporting their observations. Your personal observations of wildlife can be very valuable. Death Valley National Park is compiling a database to allow us to develop distribution maps of wildlife throughout the park.

A variety of ranger-led programs are offered throughout the winter months (Mid-November through April) for a complete list of programs, refer to the weekly Ranger Program Schedule available at visitor centers, online at www.nps.gov/deva, and posted throughout the park. Most programs are free, unless indicated, and some require advance registration.

### Junior Ranger

**Explore, Learn, Protect!**

- Pick up a free Junior Ranger booklet at the visitor center.
- Explore Death Valley by completing fun activities based on your age.
- Share your adventures by showing your book to a park ranger.
- Take the pledge to receive your badge and certificate. Special patches are available at the visitor center bookstore.

### Every Kid in a Park: 4th Grade Pass

Every 4th grader, with their 4 free passes (NPS - Kurt Moses)

### Wildlife Sightings

**Desert Tortoise (NPS)**

Two species of special interest are Nelsom’s big horn sheep and desert tortoises, but other wildlife species observations are also welcome. Please fill out a wildlife sighting form available at the visitor center or report directly on: https://www.naturalist.org/projects/death-valley-wildlife

**Hammered Viveckia (NPS)**

**Rightward Sheep (NPS - Harry Clark)**

**Call the # Hike Death Valley challenge**

**Explore Biodiversity**

**Marvel at the night sky**

**Ask a ranger about 4 for 4th to learn more**

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## Creatures of the Night

Death Valley is home to 51 species of native mammals, 307 species of birds, 16 species of reptiles, three species of amphibians, and six species of fish. With so much wildlife, you might expect sightings to be an everyday occurrence. Outside of the usual coyotes, roadrunners, and lizards, much of Death Valley’s wildlife appear to be hidden because they primarily come out at night.

Wildlife most active at night are categorized as nocturnal. They have developed special adaptations to help them survive, some of which are comparable to real life “superpowers” such as keen eyesight and hearing. Some adaptations are behavioral. The kangaroo rat and the elusive desert banded gecko come out at night to avoid predation, while others such as owls and bobcats emerge to hunt.

Although seeing wildlife at night is difficult, finding signs of their travel can be easy and fun in places like the Mesquite Flat Sand Dunes. Look for tracks of kangaroo rats, desert sidewinders, and kit foxes just to name a few. As you venture out into the dark desert night, your eyes will slowly adjust to reveal the depth of the star-studded sky. Keep your ears open as the creatures of the night slowly awaken to fill the desert with new sounds, sights, and mystery.

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## Nightlife

### One of the Largest Dark Sky Parks

As you explore Death Valley National Park, you might think — “What could be more amazing than the diversity, colors, extremes, and geology of this place?” If you go out at night, you will be amazed by the numerous stars in the sky, the bright planets Jupiter and Venus, and the Andromeda Galaxy (2.5 million light years away) — which you can see with the naked eye! If there is a full moon, the stars might appear more challenging, but you can still get an other-worldly experience from a moonlight hike at the Mesquite Sand Dunes or at Badwater Basin.

Death Valley’s dark sky has been enhanced in recent years — both the National Park Service and the Oasis at Death Valley reduced unnecessary lighting, changed out light fixtures to limit the output of light, and installed yellow lights in both the National Park Service and the Oasis at Death Valley.

While the modern world is losing darkness, Death Valley still maintains one of the darkest night skies in the world. At the Mesquite Sand Dunes, you are able to experience one of the most incredible night skies on earth. Visit www.everykidinapark.gov for program details.

### Planets Visible

- Mars: low in east before dawn
- Venus: low in east before dawn
- Saturn: SW after sunset

### The Moon

- Full Moon: Oct 5, Nov 3

### Geminid Meteor Shower

- Midnight to dawn morn of Dec 14

### Taurids Meteor Shower

- Midnight to dawn morn of Nov 5

### Leonid Meteor Shower

- Midnight to dawn morn of Nov 18

### Night Sky Almanac

#### OCTOBER 2017

- **Planets Visible**
  - Mars: S in the east before dawn
  - Venus: low in east before dawn
  - Saturn: SW after sunset

- **The Moon**
  - Full Moon: Oct 5, New Moon: Oct 19

#### NOVEMBER 2017

- **Planets Visible**
  - Mars: S in the east before dawn
  - Venus: Very low in east before dawn
  - Jupiter: Very low in east before dawn

- **The Moon**
  - Full Moon: Nov 3, New Moon: Nov 18

#### DECEMBER 2017

- **Planets Visible**
  - Mars: S in the east before dawn
  - Venus: low in east before dawn
  - Saturn & Mercury: Dec 13, very low in SW after sunset

- **The Moon**
  - Full Moon: Dec 3, Supermoon, New Moon: Dec 17

#### JANUARY 2018

- **Planets Visible**
  - Mars: S in the east before dawn
  - Venus: very low in east before sunset
  - Jupiter: SW after sunset

- **The Moon**
  - Full Moon: Jan 1, New Moon: Jan 18

#### FEBRUARY 2018

- **Planets Visible**
  - Mars: S in the east before dawn
  - Venus: low in east before dawn
  - Saturn: SW after sunset

- **The Moon**
  - Full Moon: Feb 15

#### MARCH 2018

- **Planets Visible**
  - Mars: S in the east before dawn
  - Venus: very low in east after sunset
  - Jupiter: SW after sunset

- **The Moon**
  - Full Moon: Mar 15, New Moon: Mar 31, Full Moon: Mar 31

#### APRIL 2018

- **Planets Visible**
  - Mars: S in the east before dawn
  - Venus: low in east after sunset
  - Saturn: SW after sunset
  - Mercury: S in the east

- **The Moon**
  - Full Moon: Apr 15, New Moon: Apr 29

#### MAY 2018

- **Planets Visible**
  - Mars: S in the east before dawn
  - Venus: West after sunset
  - Saturn: SW after sunset

- **The Moon**
  - Full Moon: May 29, New Moon: May 15

- **Eta Aquarids Meteor Shower**
  - Midnight to dawn May 7 (Bright moon makes viewing difficult)
Furnace Creek
National Park Service-Furnace Creek Visitor Center: Get information and maps, purchase entrance passes, explore exhibits, watch the park film, speak with park rangers.

Packaged sandwiches and snacks are available at the DVVHA bookstore in the visitor center.

Post Office:
Mail letters and postcards- Lobby open 24 hours Purchase postage- Monday - Friday 8am-4pm
Closed for lunch from 1pm-1:30pm

The Oasis at Death Valley
Lodging & Camping:
760-786-2345 - oasisdeathvalley.com

Restaurants and General Store:
The Oasis at Death Valley is undergoing extensive remodeling, For up to date information on lodging, restaurants and shopping, call 760-786-2345 or visit oasisdeathvalley.com

Shower & Pool Passes:
Per person passes available until 11pm

Borax Museum:
10am-6pm daily (free/outdoors)

Gas Station:
24 hours pay at the pump (major credit/debit cards) unleaded, diesel, propane, and limited mechanic services

Farabee Jeep Rentals and Tours:
4x4 Jeep rentals and tours. Located between the gas station and Furnace Creek Visitor Center.
760-786-9872 - deathvalleyjeeprentals.com

Furnace Creek Stables:
Horseback trips, sunset and moonlight rides (seasonal)
760-614-1018 - furnacecreekstables.net

Timbisha Shoshone Village
Indian Tacos & Shaved Ice:
760-258-7858
Often open Tuesday - Saturday 10am-6pm

Stovepipe Wells Village
National Park Service-Ranger Station: Get information, maps, and purchase entrance passes. Open hours determined by available staffing.

Death Valley Lodging Company
Lodging & Camping:
760-786-2387 - deathvalleyhotels.com

Shower & Pool Passes:
Per person passes available until midnight

Internet:
Hourly and daily rates

General Store:
7am-10pm daily

Nugget Gift Shop:
7am-9pm daily

Gas Station:
Open 24 hours pay at the pump (major credit/debit cards) Unleaded fuel only

Restaurants:
Toll Road:
Breakfast: 7am-10am
Dinner: 5:30pm-9pm

Badwater Saloon:
11:30am-10pm
Lunch: 11:30am-5pm

Scotty’s Castle (CLOSED)
Scotty’s Castle and the Bonnie Claire Road to NV 267 are closed due to flash flood damage until 2020. The roads from Highway 190 to Ubehebe Crater, Racetrack, and Mesquite Spring Campground are open.

Panamint Springs
Panamint Springs Resort
Lodging & Camping:
775-482-7680 - panamintsprings.com

General Store:
7am-9pm daily

Shower Passes:
Available at general store

Gas Station:
7am-9:30pm
87, 89, & 91 octane gasoline

Restaurant and Bar:
7am-9pm daily

Local Communities
Beatty, Nevada: Lodging, restaurants, ATM, camping, gas, general store

Pahrump, Nevada: Lodging, restaurants, grocery stores, hospital, auto service, gas, ATM, veterinarians, camping

Amargosa Valley, Nevada: Lodging, gas, restaurants

Death Valley Junction, California: Lodging, restaurant, RV camping

Shoshone, California: Lodging, restaurants, general store, gas, campground

Tecopa, California: Lodging, restaurants, camping

Trona, California: Lodging, restaurants, camping, gas, ATM

Ridgcrest, California: Lodging, restaurants, grocery stores, hospital, auto service, gas, ATM, veterinarians, camping

Lone Pine, California: Lodging, restaurants, camping, gas, ATMs, health clinic

Sunset (Scott Stob arrog)