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.

**Dantes View: Take a Look!**

**How did it all begin?**

In 1926, Beatty businessmen wanted to promote Chloride Cliff as the quintessential view of Death Valley and even had support of Nevada Governor Scrugham to widen the road. Chloride Cliff (off of Daylight Pass Road) was going to be dubbed “The Rim of Hell.”

**Fate Elevation: 5475 ft/1669 m**

Fate intervened when Governor Scrugham and his men stopped in Shoshone on a trip back from Los Angeles. When they asked a prominent Shoshone citizen, Charles Brown for his opinion, he said: “I don’t pay much attention to scenery. But I know one view that made me stop and look.”

**He took Governor Scrugham and the businessmen to what is now called Dantes View. The men named it that based on Dante’s trip through purgatory as befits Death Valley’s other namesakes — Devils Golf Course, Coffin Peak, the Funeral Mountains, etc.**

**What’s Inside?**

- Support Your Park ... 2
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**Welcome to Your Death Valley Adventure**

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

**SHARE WITH US ON SOCIAL MEDIA!**

Find us on @DeathValleyNPS

**Death Valley National Park Visitor Guide**

Winter/Spring

**Death Valley National Park**

**Dantes View**

Enjoy the accessible viewing platform, increased safety, and exhibits

Receives over 360,000 visitors a year

Hike the route to Coffin Peak or along Dantes Ridge to Mt Perry

Great sunset spot

Check it out 24 hrs a day
Support Your Park

Obey the speed limits and other rules of the road. Do not stop in traffic lanes — pull over and park safely in the shoulder. Drive only on designated roads. Unsightly tire tracks scar the fragile desert landscape for decades.

Campfires are allowed in established fire pits only. Gathering firewood is prohibited — wood is scarce. Check for fire restrictions before camping.

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 and the protection of important features.

Stay on Designated Roads

Why can’t I drive off established roads?

- It’s illegal. Penalties can include fines and jail time.
- It destroys Death Valley’s scenic vistas. Death Valley attracts visitors from around the world to see this unique environment. Tire tracks mar the landscape and some take decades to heal, even if they are raked out.
- Towing is expensive. If a vehicle gets stuck off the road in Death Valley, towing will cost you an average of $2,000.
- It wastes government funds. Rangers regularly organize volunteer brigades to repair damage from off-road driving. Organizing, housing, and supervising these groups costs money! Damage done in a few minutes takes these groups days to rehabilitate.
- Death Valley’s community of visitors is upset by off-road driving. After a one incident, over 300 people posted comments on social media condemning the actions of the thoughtless driver.

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!

<table>
<thead>
<tr>
<th>7-day Passes</th>
<th>Annual Passes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle and passengers.........,$30</td>
<td>Death Valley Annual Pass ..........,$55</td>
</tr>
<tr>
<td>Motorcycles ..........................,$25</td>
<td>Interagency Annual Pass ..........,$80</td>
</tr>
<tr>
<td>Individual entering on bicycle or foot..................,$15</td>
<td>Interagency Annual Senior Pass (for U.S. citizens 62+).....,$20</td>
</tr>
<tr>
<td>Lifetime Passes</td>
<td>Interagency Annual Military Pass (for active duty and dependents).....Free</td>
</tr>
<tr>
<td>Interagency Lifetime Senior Pass (for U.S. citizens 62+).....,$80</td>
<td>Other passes honored</td>
</tr>
</tbody>
</table>

The fees you pay when visiting Death Valley National Park make a difference! Under the Federal Lands Recreation Enhancement Act, the park uses fee money to fund critical projects that improve visitor services and protect natural and cultural resources in the park such as:

- Repairing Scotty’s Castle and restoring visitor access after a devastating flood in 2015.
- 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 Natural History Association.
- Maintaining and repairing campgrounds and park structures.
- Providing emergency medical services.

Stay on Closed Roads

If you can’t see from the road, it’s closed. Keep out of closed areas. It’s illegal to drive off designated roadways (NPS).

Stay in Your Vehicle

Animals will be encouraged to hang out near the building. Hunting and trapping are illegal within Death Valley National Park.

Death Valley Natural History Association: Park Bookstore

Since 1954, the Death Valley Natural History Association (DVNHA) has been supporting Death Valley National Park. Whether you choose to become a member, make a donation, or simply shop with us, you’re contributing to the visitor experience. The proceeds of your purchases benefit education and research in Death Valley National Park and Ash Meadows National Wildlife Refuge. Thank you for your support.

Located at the Furnace Creek Visitor Center * DVNHA.ORG

Support Your Park

Protecting the valuable desert ecosystems in Death Valley is a huge task. The National Park Service relies on contributions to fund projects that are in addition to the regular federal budget. That’s where you come in.

- The fees you pay at the park entrance make a difference! In fact, the Federal Lands Recreation Enhancement Act of 1998 allows the Park Service to use the proceeds of your purchase to fund projects that improve visitor services and protect natural and cultural resources in the park. Projects include:
  - Providing education programs that reach thousands of students.
  - Maintaining and repairing campgrounds and park structures.
  - Providing emergency medical services.

Why do you need fees?

- It’s legal. Penalties can include fines and jail time.
- It destroys Death Valley’s scenic vistas. Death Valley attracts visitors from around the world to see this unique environment. Tire tracks mar the landscape and some take decades to heal, even if they are raked out.
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- Death Valley’s community of visitors is upset by off-road driving. After a one incident, over 300 people posted comments on social media condemning the actions of the thoughtless driver.

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

The use of drones is prohibited.

Fees

<table>
<thead>
<tr>
<th>Pass</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-day Pass</td>
<td>$30</td>
</tr>
<tr>
<td>Motorcycle Pass</td>
<td>$25</td>
</tr>
<tr>
<td>Individual</td>
<td>$15</td>
</tr>
<tr>
<td>Lifetime Pass</td>
<td>$80</td>
</tr>
<tr>
<td>Annual Pass</td>
<td>$55</td>
</tr>
<tr>
<td>Senior Pass</td>
<td>$20</td>
</tr>
<tr>
<td>Military Pass</td>
<td>Free</td>
</tr>
<tr>
<td>4th Grade (Every Kid in a Park), Volunteer, Golden Age, and Golden Access Passes.</td>
<td>Free</td>
</tr>
</tbody>
</table>

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Located at the Furnace Creek Visitor Center * DVNHA.ORG
**PLAN AHEAD**

Know road and weather conditions. Take a good map everywhere you go. When traveling off paved roads or into the backcountry, call someone at home and tell them specifically where you are going. Free backcountry permits are available, but not required, at the visitor center. We can find you faster if we know where to look.

**EVALUATE YOUR GEAR**

Do you have the appropriate vehicle, tires, tools, maps, and skills for your route? Being food, water, and other essentials for several days, even if you’re planning a much shorter visit. In your car, carry at least one gallon (4 liters) of water per person per day, plus extra water for emergencies.

**TECHNOLOGY & PHONES**

Devices are great, but they can be deadly to rely upon. Cellphone service is very limited in the park. GPS devices frequently tell visitors to take “shortcuts” onto unmaintained or even closed roads. Use maps, a compass, and common sense as your primary navigational tools, and use the technology as a backup.

**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 onto dirt roads, plan on changing a flat tire at least once. Be aware that most rental agreements do not cover unpaved roads, resulting in hefty towing fees. Rental cars often lack 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 roadways. Stop and look before attempting to cross. Flood waters damage the roadway and carry rocks and debris just below the clouded surface. Flash floods generally subside in a few hours. Remember, “turn around, don’t drown.”

**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, or turning over a rock. Snakes, scorpions, spiders, or other wildlife might be sheltered there. For your safety and the animals’ safety, leave rocks where you find them.

**MINE HAZARDS**

Do not enter mine tunnels or shafts. They might be unstable, have hidden shafts, pockets of poisonous gases, or be home to wildlife. Stay Out—Stay Alive!

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**Pets in the Park**

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

Pets can go (on a leash no longer than 6 feet):
- along roads
- in campgrounds
- in picnic areas
- in other developed areas

Other than service animals, pets can NOT go:
- on trails
- into the Wilderness
- inside most buildings
- out of developed areas

**NEVER LEAVE YOUR PET ALONE IN A VEHICLE, WHICH CAN QUICKLY BECOME DEADLY HOT.**

**How can I visit Death Valley with my pet?**

All park campgrounds allow pets to stay overnight. 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 quiet, cleaning up feces, 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 at Death Valley.

Pet walking opportunities are great in Death Valley. Almost all national parks prohibit pets on trails and in the wilderness, but pets are allowed on roads. Walking with your pet on a leash along one of Death Valley’s many scenic backcountry roads can be a rewarding alternative to trails. Many of the many dirt roads receive light traffic, are surrounded by wilderness and seem like two parallel footpaths. Remember to take your pet safely to the roadside when a vehicle approaches.

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**Why can’t I take my pet with me?**

Likewise, 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 aridity can take a toll on pets and humans. Remember to always provide drinking water and be mindful of your pet’s body temperature.

<table>
<thead>
<tr>
<th>Month</th>
<th>Average Temperature Minimum</th>
<th>Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>January</td>
<td>67° F (19° C)</td>
<td>73° F</td>
</tr>
<tr>
<td>February</td>
<td>73° F (23° C)</td>
<td>82° F</td>
</tr>
<tr>
<td>March</td>
<td>82° F (27° C)</td>
<td>90° F</td>
</tr>
<tr>
<td>April</td>
<td>90° F (32° C)</td>
<td>100° F</td>
</tr>
<tr>
<td>May</td>
<td>100° F (38° C)</td>
<td>110° F</td>
</tr>
<tr>
<td>June</td>
<td>110° F (43° C)</td>
<td>116° F</td>
</tr>
<tr>
<td>July</td>
<td>116° F (47° C)</td>
<td>115° F</td>
</tr>
<tr>
<td>August</td>
<td>115° F (46° C)</td>
<td>106° F</td>
</tr>
<tr>
<td>September</td>
<td>106° F (41° C)</td>
<td>93° F</td>
</tr>
<tr>
<td>October</td>
<td>93° F (34° C)</td>
<td>77° F</td>
</tr>
<tr>
<td>November</td>
<td>77° F (25° C)</td>
<td>65° F</td>
</tr>
</tbody>
</table>

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- inside most buildings
- out of developed areas
# Things To See

Looking for the must-see spots? Check out the options below and the map on PAGE 6 for location information for these popular places

## 1 - 2 Hours — The do-not-miss list for a visit to Death Valley!

<table>
<thead>
<tr>
<th>Place Name</th>
<th>Description</th>
<th>Walking Required?</th>
<th>Travel from Furnace Creek</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1</strong> Badwater Basin</td>
<td>The lowest point in North America, at 282 ft (86 m) below sea level, a surreal landscape of vast salt flats.</td>
<td>You can see the salt flat from your vehicle. A short walk would take you onto the salt flats.</td>
<td>17 mi (27 km) south on Badwater Road 30 minutes one way</td>
</tr>
<tr>
<td><strong>2</strong> Artists Drive</td>
<td>A scenic loop drive through multi-hued hills. The 9 mile (14.5 km) drive is one-way; open to vehicles less than 25 ft (7.6 m) in total length.</td>
<td>Enjoy the views from your vehicle. A short stop at Artists Palette would require exiting your vehicle.</td>
<td>Entrance to the one way road is 8.5 mi (13.7 km) south on Badwater Road 15 minutes one way to entrance</td>
</tr>
<tr>
<td><strong>3</strong> Zabriskie Point</td>
<td>Golden colored badlands and a spectacular spot for sunrise.</td>
<td>A 1/4 mi (400 m) distance, 60 ft (18 m) elevation gain walk up a paved path to the viewpoint from the parking area.</td>
<td>4.8 mi (7.7 km) east on Highway 190 15 minutes one way</td>
</tr>
</tbody>
</table>

## Extra few hours — Stop at one of these unique spots!

<table>
<thead>
<tr>
<th>Place Name</th>
<th>Description</th>
<th>Walking Required?</th>
<th>Travel from Furnace Creek</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>4</strong> Mesquite Flat Sand Dunes</td>
<td>Tawny dunes smoothly rise nearly 100 ft (30 m) from Mesquite Flat.</td>
<td>The dunes can be viewed from your vehicle.</td>
<td>22.4 mi (36 km) west on Highway 190 30 minutes one way</td>
</tr>
<tr>
<td><strong>5</strong> Dantes View</td>
<td>Breathtaking viewpoint over 5,000 ft (1,500 m) above Death Valley. It was updated in spring 2018 — check out the new exhibits!</td>
<td>No walking required. ADA accessible viewing platform.</td>
<td>12 mi (19 km) east on Highway 190; 13.2 mi (21 km) on Dantes View Road 1 hour one way</td>
</tr>
<tr>
<td><strong>6</strong> Keane Wonder Mine</td>
<td>Best example of a historic gold mine in the park with an intact aerial tramway. Please do not climb on structures or enter mines. Road can be very rough and may require 4x4.</td>
<td>A 1/4 mi (400 m) distance, 85 ft (25 m) elevation gain walk from the parking area to the lowest tram terminal.</td>
<td>10.6 mi (17 km) west on Highway 190; 5.6 mi (9 km) on Beatty Cutoff Road to the unpaved, rough road 35 minutes one way</td>
</tr>
</tbody>
</table>

## Half Day Adventures — Add these longer adventures to see different parts of the park!

<table>
<thead>
<tr>
<th>Place Name</th>
<th>Description</th>
<th>Walking Required?</th>
<th>Travel from Furnace Creek</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>7</strong> Ubehebe Crater</td>
<td>Hundreds of years ago, a massive volcanic explosion caused by magma mixing with an underground spring left a 600 ft (183 m) deep crater.</td>
<td>The view is a short 100 ft (30 m) walk from your vehicle.</td>
<td>17.1 mi (27.5 km) west on Highway 190; 33.4 mi (53.8 km) on North Highway to Ubehebe Crater Road 1.5 hours one way</td>
</tr>
<tr>
<td><strong>8</strong> Charcoal Kilns</td>
<td>These ten beehive-shaped structures are among the best preserved in the west. Built in 1876 to provide fuel to process silver/lead ore.</td>
<td>The kilns can be viewed from your vehicle.</td>
<td>33.6 mi (54 km) west on Highway 190; 28.2 mi (45.4 km) on Emigrant Canyon Road 2 mi (3 km) are gravel 1.5 hours one way</td>
</tr>
<tr>
<td><strong>9</strong> Father Crowley Vista Point</td>
<td>A landscape of dark lava flows and volcanic cinders gives way to colorful layers of Rainbow Canyon. Possible viewing of military training flights.</td>
<td>A view into Rainbow Canyon is a short walk from your vehicle.</td>
<td>62.8 mi (101 km) west on Highway 190 1.5 hours one way</td>
</tr>
</tbody>
</table>

Scotty’s Castle is CLOSED due to flood damage — REOPENING 2020
Hiking

Looking for a hiking trail? Check out the options below and the map on PAGE 6 for 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 and for longer hikes.
- **Dogs and bicycles are not allowed** on trails or off roads, but hundreds of miles of dirt roads offer unforgettable adventures.

### EASY HIKES

<table>
<thead>
<tr>
<th>Hike</th>
<th>Round Trip</th>
<th>Elevation Gain</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Harmony Borax Works</td>
<td>0.4 mi (0.6 km)</td>
<td>50 ft (15 m)</td>
<td>ADA accessible loop around historic mining site where the famous 20-Mule Team wagons began their grueling 165-mile journey south to the Mojave Railroad Depot.</td>
</tr>
<tr>
<td>Salt Creek Interpretive Trail</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. Pupfish can usually be seen in the spring. Great for birding. Gravel road is typically passable in a sedan.</td>
</tr>
<tr>
<td>Badwater Salt Flat</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>Natural Salt Dunes</td>
<td>1 mi (1.6 km)</td>
<td>180 ft (26 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>Mesquite Flat Sand Dunes</td>
<td>2 mi (3.2 km)</td>
<td>185 ft (56 m)</td>
<td>Hike through the largest dune field in the park to summit the high dune in the distance. Go during sunrise, sunset, or full moon lighting for unforgettable experiences.</td>
</tr>
</tbody>
</table>

### MODERATE HIKES

<table>
<thead>
<tr>
<th>Hike</th>
<th>Round Trip</th>
<th>Elevation Gain</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ubehebe Crater Rim</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. Head around the loop counterclockwise to see Little Ubehebe Crater too.</td>
</tr>
<tr>
<td>Darwin Falls*</td>
<td>2 mi (3.2 km)</td>
<td>450 ft (137 m)</td>
<td>Out and back hike to desert waterfall. Minor rock scrambling required. This is a source of drinking water—<strong>no swimming.</strong> Unmarked gravel access road just west of Panamint Springs may require a high clearance vehicle.</td>
</tr>
<tr>
<td>Badlands Loop/Golden Canyon/Gower Gulch Loop</td>
<td>2.7 mi (4.3 km) to 4.3 mi (6.9 km)</td>
<td>535 ft (163 m) to 850 ft (259 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>Desolation Canyon</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 similar to those found at Artists Palette. Some rock scrambling required. No signs, follow the canyon. The unsigned gravel access road is typically passable in a sedan.</td>
</tr>
<tr>
<td>Sidewinder Canyon</td>
<td>5 mi (8.4 km)</td>
<td>1,580 ft (482 m)</td>
<td>Out and back hike into slot canyons hidden within a labyrinth of drainages. Scrambling up and down dryfalls required. No signs, some navigation required. Free map available at the visitor center should be used for this hike. The short gravel access road is typically passable in a sedan.</td>
</tr>
<tr>
<td>Fall Canyon</td>
<td>6 mi (9.6 km)</td>
<td>2,460 ft (732 m)</td>
<td>Out and back hike. This deep canyon with towering walls is a great place to look for bighorn sheep. From the exit of Titus Canyon, hike north on the route near resort before dropping into the wash at the canyon mouth. The gravel access road (Titus Canyon 2-way road) is typically passable in a sedan.</td>
</tr>
<tr>
<td>Dantes Ridge</td>
<td>8 mi (13 km)</td>
<td>1,200 ft (366 m)</td>
<td>This out and back informal path from Dantes View heads north along the ridge toward Mt. Perry. Unobstructed views begin immediately and only get better. No signs, route is unclear in a few places.</td>
</tr>
<tr>
<td>Panamint Dunes*</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 bend in 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>
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</tr>
</thead>
<tbody>
<tr>
<td>Mosaic Canyon</td>
<td>4 mi (6.4 km) <strong>WITH ROAD CLOSURE: 9 mi (14.5 km)</strong></td>
<td>WITH ROAD CLOSURE: 2,200 ft (671 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 access road is CLOSED (projected opening: summer 2019). This adds over 5 total miles to the hike. Ask at the visitor center for a suggested alternative route map.</td>
</tr>
<tr>
<td>Wildrose Peak</td>
<td>8.4 mi (13.5 km)</td>
<td>2,200 ft (671 m)</td>
<td>Out and back trail through pinyon-juniper woodlands to 9,064 ft (2,763 m) peak. The final two miles of the access road are gravel, but typically passable in a sedan. Snow and icy trail conditions possible in the winter.</td>
</tr>
<tr>
<td>Telescope Peak*</td>
<td>14 mi (22.5 km)</td>
<td>3,000 ft (914 m)</td>
<td>Out and back trail to the highest peak in Death Valley at 11,049 ft (3,368 m). The trail starts in the pinyon-juniper woodlands. The final five miles (8 km) of the access road are gravel and require high clearance. Road closures due to winter conditions. Snow and icy trail conditions likely in the winter.</td>
</tr>
</tbody>
</table>

Interested in other challenging hikes or backpacking trips? There are endless opportunities! Stop by the visitor center and ask a ranger for more information.

(*) High clearance/4x4 vehicle recommended
Entrance Fees

Pay the park entrance fee at the Furnace Creek Visitor Center, Stovepipe Wells Ranger Station, or at one of the fee machines placed throughout the park.

<table>
<thead>
<tr>
<th>Fee Type</th>
<th>Fee</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single Visit Pass (valid up to 7 days)</td>
<td>$30</td>
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<tr>
<td>Motorcycle on bicycle / foot</td>
<td>$15</td>
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<tr>
<td>Annual Pass</td>
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<td>Death Valley Annual Pass</td>
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<td>Interagency Access Pass (for U.S. citizens with disability)</td>
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<td>Interagency Senior Pass</td>
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<td>Lifetime Pass</td>
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<tr>
<td>Commercial Tour Groups</td>
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</tr>
<tr>
<td>Fee determined by permitting division</td>
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</table>

Road conditions require experienced four-wheel drivers.

Drinking water not available. Bring all necessary supplies.

In the summer, water is available at Furnace Creek.

In winter, carry chains. Road may be closed.

In summer 2019, Nellis Air Force Bombing and Gunnery Range is closed.
Explore the Park

Biking in the Park

Death Valley has more than 785 miles of roads, including hundreds of miles suitable for mountain biking. Check out these suggested biking routes.

### EASY ROADS

**Bicycle Path**
- **Start:** Furnace Creek Visitor Center
- **Distance:** 1 mile to Harmony Borax Works; 1 mile through Mustang Canyon
- **Road type:** paved and flat to Harmony Borax Works; gravel through Mustang Canyon
- **Level of use:** moderate

**Salt Creek Road**
- **Start:** 13.5 miles west of Furnace Creek on Hwy 190.
- **Distance:** 1.2 miles
- **Road type:** graded dirt road
- **Level of use:** moderate

### MODERATE ROADS

**Hole-in-the-Wall Road**
- **Start:** 6.5 mile east of Furnace Creek on Hwy 190
- **Distance:** 4 miles
- **Road type:** loose gravel
- **Level of use:** low

**Skidoo Road**
- **Start:** 9.5 miles south of Hwy 190 on Emigrant Canyon Road
- **Distance:** 7 miles
- **Road type:** wash-board gravel
- **Level of use:** low

**Aguerereberry Point Road**
- **Start:** 12 miles south of Hwy 190 on Emigrant Canyon Road.
- **Distance:** 6 miles
- **Road type:** wash-board gravel, some rocky areas
- **Level of use:** low

### DIFFICULT ROADS

**Artists Drive**
- **Start:** 9 miles south of Hwy 190 on Badwater Road
- **Distance:** 9 miles, one-way
- **Road type:** paved with hills
- **Level of use:** high

**West Side Road**
- **Start:** 6 miles south of Hwy 190 on Badwater Road
- **Distance:** 40 miles
- **Road type:** level but wash-board gravel road, sandy in places
- **Level of use:** medium

**Titus Canyon Road**
- **Start:** 2.7 miles east of park boundary on Nevada Hwy. 374
- **Distance:** 28 miles, one way
- **Road type:** steep grades, loose gravel
- **Level of use:** medium

### Biking DOs
- Bikes can be used on all park roads that are open to public vehicles.
- Bikes can be used on bike specific routes — the bike path between the visitor center and harmony borax works.
- Ride single file.
- Be courteous of other visitors.
- Bring tools and extra tubes for fixing flats.

### Biking DON'Ts
- Bikes are not allowed on closed roads, service roads, off roadways, in the wilderness or on any trails.
- Please do not ride side-by-side.

The Wildest — Death Valley Wilderness

Visit Death Valley in the winter months and have one of the best wilderness experiences available in the United States. At over 3.1 million acres of Wilderness, Death Valley contains the largest federally designated Wilderness outside of Alaska, which is over 90% of the entire 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.

#### How to Visit Death Valley’s Wilderness

**LEAVE NO TRACE**

- **KEEP WILDLIFE WILD** — Properly store your food at night. Do not feed, approach or follow animals—observe from a distance.

- **PLAN AHEAD AND PREPARE** — Learn about the area you plan to go BEFORE you go—are there special rules or considerations? What do you need to bring with you to be safe and tread lightly? Wilderness travel in Death Valley requires that you bring all of your needed water, as well as protection from the sun and wind.

- **BE CAREFUL WITH FIRE** — Campfires are not allowed in the Wilderness in Death Valley; use a camp stove instead.

- **WATCH WHERE YOU WALK** — Death Valley has mostly cross-country hiking and limited designated trails, allowing hiking in most places. When choosing where to walk or camp, avoid fragile soil and vegetation, or wet soil, if possible. Pick a campsite on a durable surface that is at least 200 feet away from desert springs.

**LEAVE IT AS YOU FIND IT** — Take only memories and leave only footprints. Inspect and clean equipment between different trips to minimize the spread of invasive species. Clean up your campsite to minimize your lasting impact.

**TRASH YOUR TRASH** — Whatever you bring into the Wilderness—pack it out. That includes toilet paper, and “biodegradable items,” like pistachio nut shells, apple cores, and orange peels. These things will take many years to break down in the desert! Carry a garden trowel so you can bury human waste, or better yet, pack it out.

**SHARE OUR PUBLIC LAND** — People travel to the Wilderness to experience wilderness qualities—help retain them by keeping noise levels down, passing with consideration and picking an appropriate campsite away from other visitors.

**Overnight group size is limited to 12 people.**

**Pets are not allowed on trails or in the Wilderness.**

**Campfires are NOT allowed. Use a campstove instead.**

**Water can be stashed responsibly for longer trips.**

---

Biking in Death Valley (NPS/Kurt Moses)
Park staff used those conditions advised the park on recovery plans. Experts evaluated damage and architects, engineers, and other professionals designed proposed repairs and reconstructions. Over the next two years, most work was behind the scenes at computers and conference rooms. Architectural and engineering firms designed proposed repairs and reconstructions. Some facilities, like the road, water system, and septic system, were completely destroyed by the flood and need to be engineered from the ground up.

A major factor in all the designs is resiliency to future floods. Large barriers will be buried under the road shoulder. The roadway will be realigned in many locations. About 4,000 feet of the water line will buried under the road, rather than buried in the wash like it was before the flood. Park staff used a “choosing by advantage” process to decide between a range of options presented by the design firms. This process included concerns about historic buildings, environmental impacts, future visitor experience, and costs — both initial construction costs and life-cycle costs.

Once park staff had decided upon the preferred rehabilitation methods, the next step was to consult with the public, the Timbisha Shoshone Tribe, and outside experts. Meanwhile, promises of funding started to come in for individual projects. About one-third of funding is coming from park entrance fees paid by DVNP visitors. Another third is being funded by NPS funds sources (most of which ultimately come from taxes and are appropriated by Congress). The remaining third comes from Federal Highways Administration. Funding for smaller, but vital, projects is coming from donations, including via Death Valley Natural History Association.

Three years after the flood, several major projects broke ground in the fall of 2018. Contractors are rebuilding 8 miles of Bonnie Claire Road. Another set of contractors are replacing the septic tank, leach field, water collection building, reservoir tank, waterline, and electric components. Work should start in the spring 2019 on the Visitor Center (in the historic garage building), pedestrian walkways, Hacienda building, and the Main House. Flood control structures will be built in autumn 2019. Exhibits will be installed in the Visitor Center early in 2020.

The final task will be returning the nearly 6,000 historic objects to the tour route in Scotty’s Castle. The furniture, clothing, books, and other personal property of Albert Johnson, Bessie Johnson, and Scotty have been protected off-site since the flood. Scotty’s Castle will reopen in 2020, five years after the catastrophic flood. While at first glance this may seem to be a slow process, it is more important to take care of this special place properly than it is to do it quickly.
How can you help? Report your wildlife sightings! The data is used to make distribution maps of where wildlife can be found so biologists can better understand the wildlife in Death Valley.

Two species of special interest are Nelson’s bighorn sheep and desert tortoise, but other wildlife observations are also welcome. Please let us know what you see!

How do I make a report?
Please fill out a wildlife sighting form available at the visitor center.
OR report directly on: iNaturalist.org/projects/death-valley-wildlife

Interested in ranger-led programs?
Ranger-led programs are offered Mid-November through April
For a complete list of programs, refer to the Ranger Program Schedule available at visitor centers, at nps.gov/deva, and posted throughout the park

Most programs are free, unless indicated, and some require advance registration.

Junior Ranger
Explore, Learn, Protect!
Anyone can become an official Death Valley Junior Ranger

1. Pick up a free Junior Ranger booklet
2. Explore the park and complete the fun activities
3. Share your adventures—show your book to a park ranger
4. Take the pledge to receive your badge and certificate

Special patches are available for sale at the bookstore.

Every Kid in a Park: 4th Grade Pass
Calling All 4th Graders

You and your family get free access to hundreds of parks, lands, and waters for an entire year. Speak to a ranger or visit everykidinapark.gov for program details.

Stop by the Furnace Creek Visitor Center
Home to the famous Death Valley thermometer, the Furnace Creek Visitor Center is a great place to spend some time and learn about the park.

Speak with park rangers and get trip planning information
Explore the exhibits to learn more about the park
Watch the park film (20 minutes in length, typically played every 30 minutes, 8:30 am-4 pm)
Shop at the park bookstore
Pick-up a Ranger-led Program Schedule
Grab some snacks and water

The large thermometer is especially popular in the summer (NPS)
Dark Night Sky

Check out the stars at an International Dark Sky Park - Gold Tier Rating!

Night Sky Viewing Tips

★ Visit during the new moon — this is when the moon is not visible which means the sky will be darker and you can see more stars.

★ Know what to look for — check out the night sky almanac on this page to get an idea of what might be visible and where.

★ Avoid light pollution — pick a place to view the night sky away from developed areas. Ubehebe Crater has some of the darkest skies in the park, but the stars can be just as spectacular at Harmony Borax Works.

★ Stay out long enough — it takes about 30 minutes without looking at light for your eyes to adjust to the night sky to see the most stars.

★ Use a red light — or bring a piece of red cellophane for your flashlight. This will minimize the effect of the light on your adjusting eyes.

★ Look at the horizon — Death Valley has large, towering mountains. If you pick a low place to view the night sky, like Badwater Basin, some of the stars could be blocked by the mountain ranges. Pick a large, open area with some elevation to see the most stars.

★ Bring binoculars — a simple pair of binoculars can be a great way to get a closer look!

Where are the best places to view the night sky?

Harmony Borax Works  Mesquite Flat Sand Dunes  Badwater Basin

Located close to the Furnace Creek Visitor Center. Provides a great place to see the stars with little obstruction from the mountains. There are also historic buildings and a wooden mule cart, which make for an interesting foreground for night photography.

Located close to Stovepipe Wells. This is a great spot for seeing a lot of sky. Unobstructed views can be found here, but the close proximity to the highway means the potential for light pollution from headlight. Bring a red light or cellophane on your flashlight and take a stroll on the dunes!

Located 17 miles south on Badwater Road. Milky Way viewing can be somewhat obstructed from the mountains, but seeing the stars from the salt flats is a unique, other-worldly experience! Not to mention that the salt flats provide great foreground for a night photo.

Night Sky Almanac

NOVEMBER 2018

Planets Visible
- Saturn: Low in Southwest after sunset
- Mars: High in South after sunset
- Venus: Low in East before dawn

The Moon
- New Moon: Nov 7
- Full Moon: Nov 22

Taurids Meteor Shower
- Midnight to dawn morning of Nov 6 (No moon makes viewing excellent)

Leonids Meteor Shower
- 2 AM to dawn morning of Nov 18 (No moon makes viewing excellent)

DECEMBER 2018

Planets Visible
- Mars: Southwest after sunset
- Venus: Southeast before dawn
- Venus and Moon are close before sunrise: Dec 3

The Moon
- New Moon: Dec 6
- Full Moon: Dec 22

Geminids Meteor Shower
- Midnight to dawn morning of Dec 14 (No moon makes viewing excellent)

Ursids Meteor Shower
- Midnight to dawn morning of Dec 22 (Bright full moon makes viewing difficult)

FEBRUARY 2019

Planets Visible
- Mars: West after sunset
- Venus: Southeast before dawn
- Jupiter, Moon and Saturn gather low in Southeast before dawn: Jan 1 - 2

The Moon
- New Moon: January 3
- Full Moon: January 20, Supermoon
- Lunar Eclipse January 20, 7:33 p - 10:50 p

QUADRANTIDS METEOR SHOWER
- Midnight to dawn Jan 4 (No moon makes viewing excellent)

JANUARY 2019

Planets Visible
- Mars: Southwest after sunrise
- Jupiter: Southeast before dawn
- Venus: Southeast before dawn
- Venus, Moon and Jupiter gather low in Southeast before dawn: Jan 1 - 2

The Moon
- New Moon: January 3
- Full Moon: January 20, Supermoon
- Lunar Eclipse January 20, 7:33 p - 10:50 p

Geminids Meteor Shower
- Midnight to dawn morning of Dec 14 (No moon makes viewing excellent)

LEONIDS METEOR SHOWER
- 2 AM to dawn morning of Nov 18 (No moon makes viewing excellent)

MARCH 2019

Planets Visible
- Mars: Southwest after sunset
- Jupiter: Southeast before dawn
- Saturn: Southeast before dawn
- Jupiter, Moon and Saturn gather in Southeast before dawn: Mar 27-28

The Moon
- New Moon: Mar 6
- Full Moon: Mar 20, Supermoon

APRIL 2019

Planets Visible
- Mars: West after sunset
- Jupiter: South before dawn
- Saturn: Southeast before dawn
- Jupiter, Moon and Saturn gather in Southeast before dawn: Apr 17-18

The Moon
- New Moon: Apr 5
- Full Moon: Apr 19

LYRIDS METEOR SHOWER
- Midnight to dawn Apr 23 (Bright moon makes viewing difficult)

(NPS/Kurt Moses)
Visitor Services

NPS Campgrounds

<table>
<thead>
<tr>
<th>Campground</th>
<th>Season/Reservations</th>
<th>Elevation</th>
<th>Fee</th>
<th>Capacity/Access</th>
<th>Pass Rate</th>
<th>Sites</th>
<th>Water</th>
<th>Fire pits</th>
<th>Tables</th>
<th>Toilets</th>
<th>Dump Station</th>
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<tr>
<td>Furnace Creek</td>
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<td>-196 ft (-60 m)</td>
<td>$22 standard</td>
<td>$11 standard</td>
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<td>Texas Springs</td>
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<td>Stovepipe Wells</td>
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<td>Emissary</td>
<td>open all year tent only no reservations</td>
<td>2,100 ft (640 m)</td>
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<td>Wildrose</td>
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<td>4,100 ft (1,250 m)</td>
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<td>Thorndike (4X4 recommended)</td>
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