



Funeral Mountains moonrise at sunset (NPS /Hoerner)

Welcome to Your Death Valley Adventure

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.

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

Find us on



@DeathValleyNPS

SHARE WITH US ON SOCIAL MEDIA!

Dantes View: Take a Look!

How did it all begin?

In 1926, Betty 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."

Viewpoint 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.

DANTES VIEW TODAY

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



View from the Dantes View platform (NPS)

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.



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 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.



Pets 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.



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



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



Rocks, plants, animals, and historic objects in Death Valley are protected just like in a museum. Vandalism and theft are prohibited.



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.

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!

7-day Passes	Annual Passes
Vehicle and passengers.....\$30	Death Valley Annual Pass\$55
Motorcycles\$25	Interagency Annual Pass\$80
Individual entering on bicycle or foot.....\$15	Interagency Annual Senior Pass (for U.S. citizens 62+).....\$20
	Interagency Annual Military Pass (for active duty and dependents).....Free
Lifetime Passes	Other passes honored
Interagency Lifetime Senior Pass (for U.S. citizens 62+).....\$80	4th Grade (Every Kid in a Park), Volunteer, Golden Age, and Golden Access Passes.
Interagency Lifetime Access Pass (for U.S. citizens with a disability)..Free	

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 Dantes 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.

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

Stay on Designated Roads



Van stuck on the salt flat after illegally driving off designated roadways (NPS)

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.



Damage from a vehicle driving off the roadway (NPS)

! Safety



Rangers rescue off trail hiker near Golden Canyon (NPS /Dan Kish)

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? Bring 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!

AVERAGE TEMPERATURES		
Month	Maximum	Minimum
January	67° F (19° C)	40° F (4° C)
February	73° F (23° C)	46° F (8° C)
March	82° F (27° C)	55° F (13° C)
April	90° F (32° C)	62° F (17° C)
May	100° F (38° C)	73° F (23° C)
June	110° F (43° C)	81° F (27° C)
July	116° F (47° C)	88° F (31° C)
August	115° F (46° C)	86° F (30° C)
September	106° F (41° C)	76° F (24° C)
October	93° F (34° C)	61° F (16° C)
November	77° F (25° C)	48° F (9° C)
December	65° F (18° C)	38° F (3° C)

IN CASE OF EMERGENCY, DIAL 911

Pets in the Park

Why can't I take my pet with me?

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).

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.

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 minor 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.

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.



Hiking with a dog in Twenty Mule Team Canyon (NPS/Hoerner)

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!

Place Name	Description	Walking Required?	Travel from Furnace Creek	
1 Badwater Basin	The lowest point in North America, at 282 ft (86 m) below sea level, a surreal landscape of vast salt flats.	You can see the salt flat from your vehicle. A short walk would take you onto the salt flats.	17 mi (27 km) south on Badwater Road <i>30 minutes one way</i>	
2 Artists Drive	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.	Enjoy the views from your vehicle. A short stop at Artists Palette would require exiting your vehicle.	Entrance to the one way road is 8.5 mi (13.7 km) south on Badwater Road <i>15 minutes one way to entrance</i>	
3 Zabriskie Point	Golden colored badlands and a spectacular spot for sunrise.	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.	4.8 mi (7.7 km) east on Highway 190 <i>15 minutes one way</i>	

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

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

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

Place Name	Description	Walking Required?	Travel from Furnace Creek	
7 Ubehebe Crater	Hundreds of years ago, a massive volcanic explosion caused by magma mixing with an underground spring left a 600 ft (183 m) deep crater.	The view is a short 100 ft (30 m) walk from your vehicle.	17.1 mi (27.5 km) west on Highway 190; 33.4 mi (53.8 km) on North Highway to Ubehebe Crater Road <i>1.5 hours one way</i>	
8 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.	The kilns can be viewed from your vehicle.	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 <i>1.5 hours one way</i>	
9 Father Crowley Vista Point	A landscape of dark lava flows and volcanic cinders gives way to colorful layers of Rainbow Canyon. Possible viewing of military training flights.	A view into Rainbow Canyon is a short walk from your vehicle.	62.8 mi (101 km) west on Highway 190 <i>1.5 hours one way</i>	

(Photos/NPS/Weston Kessler)

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.

- **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.

EASY HIKES		Round Trip	Elevation Gain	Description
a	Harmony Borax Works	0.4 mi (0.6 km)	50 ft (15 m)	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.
b	Salt Creek Interpretive Trail	0.5 mi (0.8 km)	flat	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.
c	Badwater Salt Flat	1 mi (1.6 km)	flat	ADA accessible out and back. Scenic walk out to edge of salt flat and the lowest point in North America.
d	Natural Bridge	1 mi (1.6 km)	180 ft (26 m)	Out and back hike up dramatic canyon to natural bridge formation. Gravel access road is typically passable in a sedan.
e	Mesquite Flat Sand Dunes	2 mi (3.2 km)	185 ft (56 m)	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.
MODERATE HIKES		Round Trip	Elevation Gain	Description
f	Ubehebe Crater Rim	1.5 mi (2.4 km)	500 ft (152 m)	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.
g	Darwin Falls*	2 mi (3.2 km)	450 ft (137 m)	Out and back 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.
h	Badlands Loop/Golden Canyon/ Gower Gulch Loop	2.7 mi (4.3 km) to 4.3 mi (6.9 km)	535 ft (163 m) to 850 ft (259 m)	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.
i	Desolation Canyon	3.6 mi (5.8 km)	600 ft (183 m)	Out and back hike through canyon narrows made of colorful badlands formations 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.
j	Sidewinder Canyon	5 mi (8.4 km)	1,580 ft (482 m)	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.
k	Fall Canyon	6 mi (9.6 km)	2,460 ft (752 m)	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 restroom before dropping into the wash at the canyon mouth. The gravel access road (Titus Canyon 2-way road) is typically passable in a sedan.
l	Dantes Ridge	8 mi (13 km)	1,200 ft (366 m)	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.
m	Panamint Dunes*	7 mi (11.3 km)	1,028 ft (313 m)	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.
DIFFICULT HIKES		Round Trip	Elevation Gain	Description
n	Mosaic Canyon	4 mi (6.4 km) WITH ROAD CLOSURE: 9 mi (14.5 km)	WITH ROAD CLOSURE: 2,200 ft (671 m)	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.
o	Wildrose Peak	8.4 mi (13.5 km)	2,200 ft (671 m)	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.
p	Telescope Peak*	14 mi (22.5 km)	3,000 ft (914 m)	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 closes due to winter conditions. Snow and icy trail conditions likely in the winter.

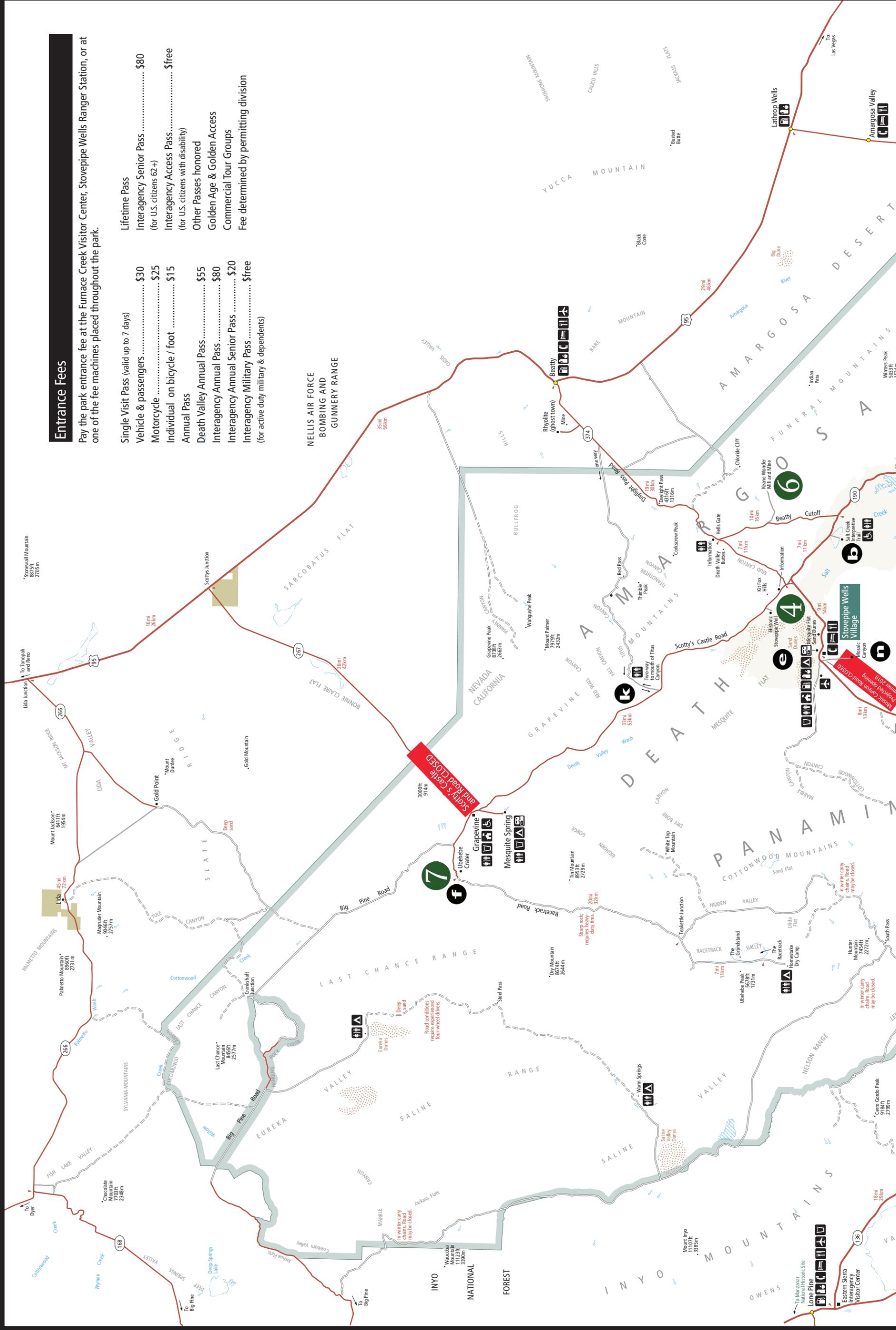
Interested in other challenging hikes or backpacking trips? There are endless opportunities!
Stop by the visitor center and ask a ranger for more information.

(*) 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.

Single Visit Pass (valid up to 7 days)	Lifetime Pass
Vehicle & passengers \$30	Interagency Senior Pass \$80
Motorcycle \$25	(for U.S. citizens 62+)
Individual on bicycle / foot \$15	Interagency Access Pass \$free
Annual Pass	(for U.S. citizens with disability)
Death Valley Annual Pass \$55	Other Passes honored
Interagency Annual Pass \$80	Golden Age & Golden Access
Interagency Annual Senior Pass \$20	Commercial Tour Groups
Interagency Military Pass \$free	Fee determined by permitting division
(for active duty military & dependents)	



Scale: 1 inch = 10 miles / 16 kilometers

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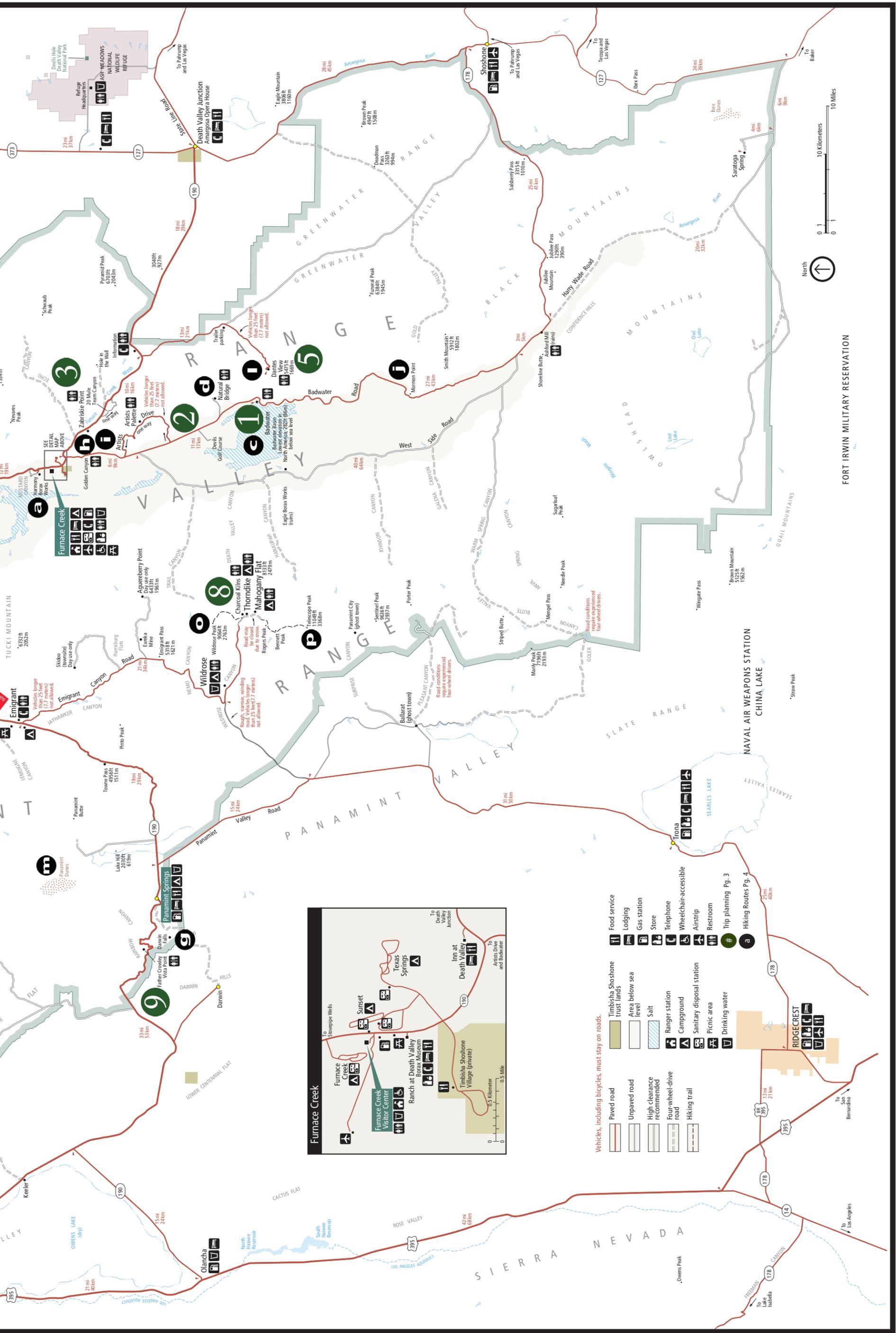
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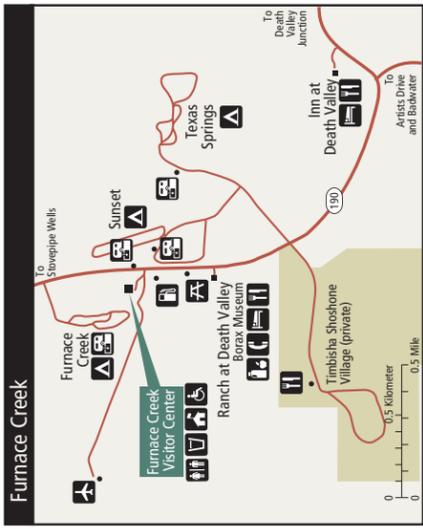
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Scale: 1 inch = 10 miles / 16 kilometers



FORT IRWIN MILITARY RESERVATION



- Vehicles, including bicycles, must stay on roads.**
- Paved road
 - Unpaved road
 - High clearance recommended
 - Four-wheel-drive road
 - Hiking trail
 - Timbisha Shoshone trust lands
 - Area below sea level
 - Salt
 - Ranger station
 - Campground
 - Sanitary disposal station
 - Picnic area
 - Drinking water
 - Food service
 - Lodging
 - Gas station
 - Store
 - Telephone
 - Wheelchair-accessible
 - Airstrip
 - Restroom
 - Trip planning Pg. 3
 - Hiking Routes Pg. 4

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 Mustard Canyon

Road type: paved and flat to Harmony Borax Works; gravel through Mustard 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

Aguereberry 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



Road bicyclists riding safely single-file (NPS/Kurt Moses)

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.

Backpackers (overnight users) are asked to obtain a free, voluntary backcountry permit at a visitor center.

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.



Wilderness

Non-Wilderness

Roads within the park and 50 feet from the road line are non-Wilderness.

Hiker taking in the view (NPS/Heare)



Park Resources

Invasive Burros in Death Valley



Burros in the roadway are dangerous for visitors and the burros (NPS)

They are nonnative and invasive

They are not naturally supposed to be here and their numbers rise exponentially without management. The invasive burros you see today are the descendants of animals introduced into the environment by humans over the last 150 years.

They destroy water sources for other animals

They stomp around and make a mess of the fragile spring habitat. They also don't let other animals get near the springs. They overbrowse sensitive plant species, some of which only exist in these small habitats.

Do not approach them or exit your vehicle

It can be dangerous, as they can be very protective and aggressive, especially when defending young.

Watch for them near and in the roadways

They stand in the roads and won't budge. Proceed carefully around them without exiting your vehicle.

Do not leave unsecured food in your campsite

When camping at Wildrose Campground, Saline Valley Campground or some places in the backcountry, burros are present. They can destroy your tent or vehicle to access food, in addition to making a mess.



Please do **NOT** feed them.

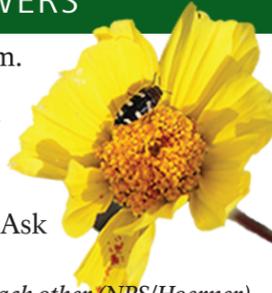


Burro damage in a sensitive spring habitat (NPS)

ENJOY and PROTECT the WILDFLOWERS

Wildflowers are an important part of the ecosystem. They provide food, habitat and are beautiful to look at. What is the best way to show your love for wildflowers? By not picking them! Watch where you step while you are taking a closer look. Each wildflower will produce seeds for the next bloom. Ask at the visitor center in the spring for viewing tips.

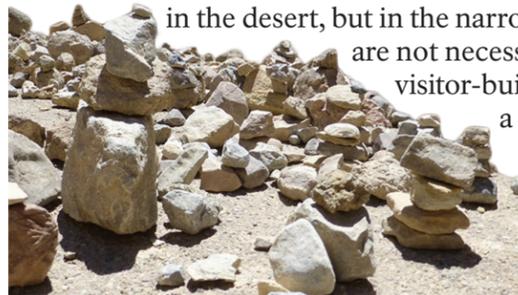
Wildflowers and pollinators rely on each other (NPS/Hoerner)



DON'T PICK — PROTECT!

Don't Stack Rocks

Cairns are stacks of rocks often 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 over a single week, by dozens of visitors. They are not natural to the landscape and can be confusing when directional cairns are needed. Please don't leave cairns.



Rock cairns in Golden Canyon (NPS)

Scotty's Castle Update

Exciting projects are happening this season to repair flash flood damage at Scotty's Castle. These major projects are important steps toward reopening the historic district to the public in 2020.

An unusually severe thunderstorm stalled over Grapevine Canyon one night in October 2015. The downpour landed on steep desert hillsides and quickly ran down to the canyon floor: right where Albert Johnson built Scotty's Castle in the 1920s. With few plants to stabilize the soil, the flash flood consisted of mud and rocks, as well as rushing water.

In the days just after the flood, National Park Service equipment operators cleared a temporary access route for park staff to be able to drive to the Castle. Crews shoveled out mud from building interiors. In one room it was 4 feet deep.

Over the next few months, historic architects, engineers, and other experts evaluated damage and advised the park on recovery plans. Park staff used those condition

assessments to write project proposals to seek almost \$50 million in funding.

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 be 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.

PROJECTS VS. OPERATIONS

Death Valley National Park receives an operating budget of about \$8.7 million per year. This pays for routine, ongoing tasks from monitoring rare plants to rescuing injured visitors, to maintaining buildings and roads.

Most parks have a maintenance backlog. When a park has a large, expensive repair, they apply for project funding. NPS managers review project proposals from all parks and fund the most viable and needed work first.



Road damage on Bonnie Claire Road (NPS)

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.



Aerial view after the flood (SCE)

SCOTTY'S CASTLE IS CLOSED

All of Grapevine Canyon is temporarily off-limits to public access for visitor safety and resource protection. Scotty's Castle will reopen in 2020.

Programs

Explore with a Park Ranger

Ranger Brandi leads a hike at Mesquite Flat Sand Dunes (NPS/Kurt Moses)



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.

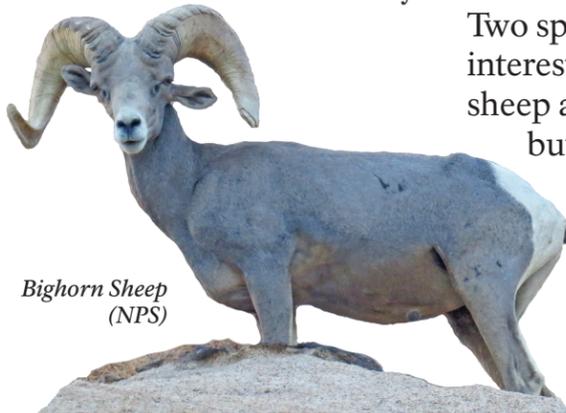
Wildlife Sightings

Help wildlife and park biologists

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.



Desert Tortoise (NPS)



Bighorn Sheep (NPS)

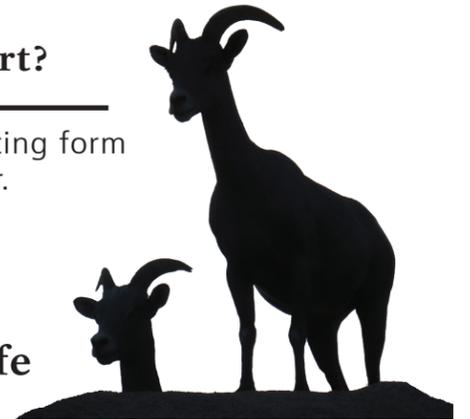
Two species of special interest are Nelson's bighorn sheep and desert tortoise, but other wildlife observations are also welcome. Please let us know what you see!

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

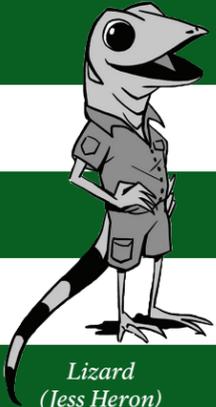


Bighorn Sheep (NPS/Hilary Clark)

Junior Ranger

Explore, Learn, Protect!

Anyone can become an official Death Valley Junior Ranger



Lizard (Jess Heron)

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



Earn the Junior Ranger badge!

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.

4th Graders with their free passes (NPS/ Kurt Moses)

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!

Harmony Borax Works Night Sky (Weston Kessler)



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!

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)

Night Sky Almanac by Marni Berendsen

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 5
- ★ 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)

FEBRUARY 2019

Planets Visible

- ★ Mars: West after sunset
- ★ Venus: Southeast before dawn
- ★ Jupiter: Southeast before dawn
- ★ Saturn: Southeast before dawn
- ★ Jupiter, Moon, Saturn and Venus gather low in Southeast before dawn: Feb 27-28

The Moon

- ★ New Moon: February 4
- ★ Full Moon: Feb 19, Supermoon

MARCH 2019

Planets Visible

- ★ Mars: West 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

The Moon

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

Lyrids Meteor Shower:

- ★ Midnight to dawn Apr 23 (Bright moon makes viewing difficult)

Where are the best places to view the night sky?

Harmony Borax Works

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.

Mesquite Flat Sand Dunes

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 headlights. Bring a red light or cellophane on your flashlight and take a stroll on the dunes!

Badwater Basin

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.

(NPS/Kurt Moses)



Visitor Services

Furnace Creek

National Park Service

Furnace Creek Visitor Center:

Get information and maps, purchase entrance passes, explore exhibits, watch the park film, and speak with park rangers.

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

8 AM-5 PM DAILY
760-786-3200 — NPS.GOV/DEVA

Indian Tacos & Shaved Ice:

Timbisha Shoshone Village
Often open Tuesday - Saturday 10 am-6 pm
760-258-7858

Lodging & Camping:

The Oasis at Death Valley
760-786-2345 — oasisatdeathvalley.com

Restaurant:

The Inn at Death Valley
Breakfast, lunch and dinner; for times and reservations (760) 786-2345

Restaurants & General Store:

The Ranch at Death Valley
There are a few different options for dining at this facility. Call 760-786-2345 for more info.

The following services are available at The Ranch at Death Valley:

Shower & Pool: Per person passes available 8 am-10 pm (\$5/person)

Laundry: Coin operated machines (\$1.00)

WiFi: Hourly and daily rates

Borax Museum: Dawn to dusk (free)

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

Farabees Jeep Rentals and Tours:

4x4 Jeep rentals and tours. 760-786-9872
deathvalleyjeeprentals.com

Post Office:

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

Stovepipe Wells Village

National Park Service

Ranger Station:

Get information, maps, and purchase entrance passes.

Open hours determined by available staffing.

Lodging & Camping:

Death Valley Lodging Company
760-786-2387 — deathvalleyhotels.com

Shower & Pool: Per person passes available daily until midnight (\$4/person)

WiFi: Limited. Ask for details at the front desk.

General Store:

7 am-10 pm daily
ATM, groceries, ice, camping supplies, gifts, and firewood

Nugget Gift Shop: 8 am-9 pm daily

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

Restaurants:

Toll Road
Breakfast: 7 am-10 am

Dinner: 7 pm-9 pm

Badwater Saloon

11:30 am-10 pm

Lunch 11:30 am-5 pm; Dinner 5 pm-10 pm

Panamint Springs

Lodging & Camping:

Panamint Springs Resort
775-482-7680 — panamintsprings.com

General Store: 7 am-9 pm ATM, snacks, ice, firewood, camping supplies, and gifts

Shower: Passes available at general store

Gas Station: 7 am-9:30 pm Unleaded fuel only

Restaurant and Bar: 7am-9pm daily

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 Racetrack and Mesquite Spring Campground are open.

Local Communities

EAST OF THE PARK

Death Valley Junction, California:

30 minute drive from Furnace Creek
Lodging, restaurant, RV camping

Beatty, Nevada:

45 minute drive from Furnace Creek
Lodging, restaurants, ATM, camping, gas, general store

Amargosa Valley, Nevada:

1 hour drive from Furnace Creek
Lodging, gas, restaurants

Pahrump, Nevada:

1 hour 15 minute drive from Furnace Creek
Lodging, restaurants, grocery stores, hospital, auto service, gas, ATM, veterinarians, camping

Shoshone, California:

1 hour drive from Furnace Creek
Lodging, restaurants, general store, gas, campground

Tecopa, California:

1 hour 15 minute drive from Furnace Creek
Lodging, restaurants, camping

Las Vegas, Nevada:

2 hour 30 minute drive from Furnace Creek
Lodging, restaurants, grocery stores, hospital, auto service, gas, ATM, veterinarians, camping

WEST OF THE PARK

Trona, California:

1 hour 30 minute drive from Furnace Creek
Lodging, restaurants, camping, gas, ATM

Ridgecrest, California:

2 hour drive from Furnace Creek
Lodging, restaurants, grocery stores, hospital, auto service, gas, ATM, veterinarians, camping

Lone Pine, California:

1 hour 30 minute drive from Furnace Creek
Lodging, restaurants, camping, gas, ATM, groceries, health clinic

NPS Campgrounds

NPS Campgrounds	Season/Reservations	Elevation	Fee	Senior/Access Pass Rate	Sites	Water	Fire pits	Tables	Toilets	Dump Station
Furnace Creek	open all year mid-Oct to mid-Apr reservations strongly recommended <i>must be made at least 4 days and up to 6 months in advance on recreation.gov or 877-444-6777</i> mid-Apr to mid-Oct no reservations	-196 ft (-60 m)	\$22 standard \$36 hookups	\$11 standard \$25 hookups	136 18	yes	yes	yes	flush	yes
Sunset	open mid-Oct to mid-Apr <i>back into all sites</i> no reservations	-196 ft (-60 m)	\$14	\$7	270	yes	group only	no	flush	yes
Texas Springs	open mid-Oct to mid-May <i>no generators</i> no reservations	sea level	\$16	\$8	92	yes	yes	yes	flush	yes
Stovepipe Wells	open mid-Sept to mid-May no reservations	sea level	\$14	\$7	190	yes	some	some	flush	yes
Mesquite Spring	open all year no reservations	1,800 ft (549 m)	\$14	\$7	40	yes	yes	yes	flush	yes
Emigrant	open all year <i>tent only</i> no reservations	2,100 ft (640 m)		free	10	yes	no	no	flush	no
Wildrose	open all year <i>25 ft length limit</i> no reservations	4,100 ft (1,250 m)		free	23	yes	yes	yes	vault	no
Thorndike (4X4 recommended)	Closed with winter weather conditions <i>25 ft length limit</i> no reservations	7,400 ft (2,256 m)		free	6	no	yes	yes	vault	no
Mahogany Flat (4X4 recommended)	Closed with winter weather conditions <i>25 ft length limit</i> no reservations	8,200 ft (2,499 m)		free	10	no	yes	yes	vault	no
Private	Season	Elevation	Fee		Sites	Water	Fire pits	Tables	Toilets	Dump Station
Fiddler's Camp	open all year 760-786-2345 - oasisatdeathvalley.com	-218 ft (-66 m)	\$18		35	yes	group only	group only	flush	no
Stovepipe Wells RV Park	open all year 760-786-2387 - deathvalleyhotels.com	sea level	\$40 hookups/ \$20 senior/access pass rate		14	yes	no	no	flush	yes
Panamint Springs	open all year 775-482-7680 - panamintsprings.com	2,000 ft (610 m)	\$35 hookups /\$20 non-hookup \$10 tents \$50 - \$65 tent cabins		76	yes	some	yes	flush	no