Death Valley National Monument

is a special part of the California-Nevada desert country. Because of its scenic, natural and historical importance, Death Valley is under the care of the National Park Service. Congress gave the National Park Service this job:

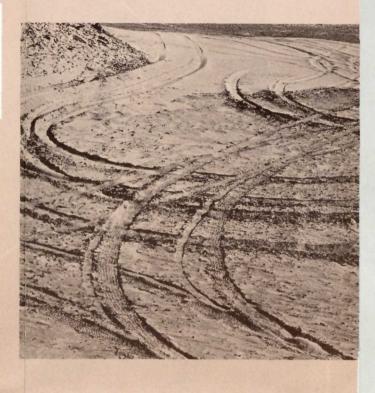
To conserve the scenery and the natural and historic objects and the wildlife therein and to provide for the enjoyment of the same in such manner and by such means as will leave them unimpaired for future generations.

Without your cooperation, the job of preserving Death Valley is impossible. This folder lists the rules you should follow to insure continued enjoyment for everyone. These rules pertain to backpackers and hikers as well as vehicle travelers.

Hunting is not allowed, nor is rockhounding nor plant gathering. You can burn a decade's growth of shrubs from a wide

area in a single evening's campfire. Except in campgrounds (and then only if you bring your own wood) fires are not permitted.

Preserving the scenery includes keeping it free of vehicle tracks. Please stay on the roads. Your tax dollar pays the bill for erasing off-road driving scars like these.



You may CAMP in any back country location that meets ALL of the following conditions:

- —at least one (1) mile from a road (four-wheel drive roads excepted; please see map).
- —at least five (5) miles from a CAMP-GROUND (one mile for hikers in the Wildrose Canyon — Telescope Peak
- —at least ¼ mile from any source of water (camping closer keeps wildlife away).

AND not in an area that is restricted to day use only. These areas are

Natural Bridge Racetrack Valley Death Valley Saltpan Sand Dunes Scottys Castle and Ranch

Keane Wonder Mine and Mill

More than 1,400,000 acres of back country with more than 150 miles of fourwheel drive roads are open to camping under these conditions.

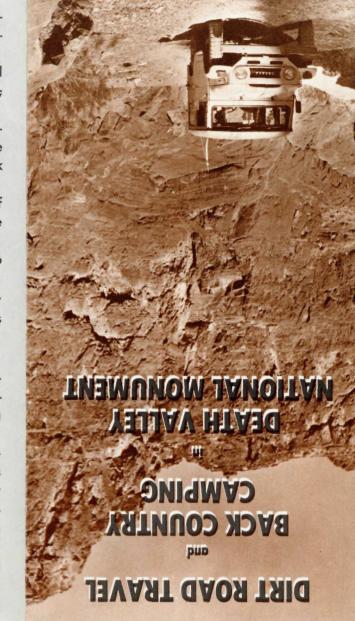
For the safety of other visitors and the survival of wildlife, DOGS and other pets must be leashed, or otherwise physically restrained, at all times. Pets are not permitted on trails. They are to kept within 1/4 mile of roads.

FIREARMS, airguns, slingshots, bow and arrow, and all other implements designed to discharge missiles in the air are prohibited.

The law protects MINING STRUCTURES as

well as other historic features. It is unlaw-

ful to disturb, remove, or have in your pos-



AVOID HAZARDS:

- -Do not enter mine shafts, tunnels, or old buildings. They are unsafe. Always keep children near you, especially in the vicinity of old mines.
- —Watch for rattlesnakes, especially near old structures or in brushy areas near water. When climbing or walking, look before you reach or step. When on foot at night, carry a light.
- -Do not hike alone.
- -The sedimentary rock and alluvial deposits found in many parts of Death Valley are loosely compacted and unstable. Do not attempt to climb in these formations. On any formation, be alert for loose rock. Prevent injuries to people below you.

SURVIVAL

Be Prepared:

Plan Ahead:

- -Have plenty of water for yourself and your vehicle. Allow one gallon per person per day. Even in cool weather Death Valley is dry.
- -Dress properly. Wear a hat and stout footgear.

-Know where you are going and how

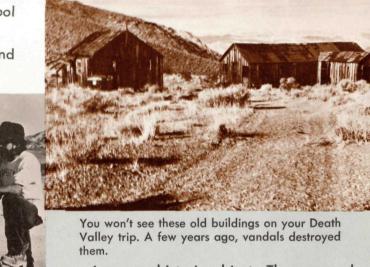
let someone know.

long it should take. When you leave,

—Please complete a Back Country

and after a hike or solo jeep trip.

Check In/Out form at the Visitor Center or any Ranger Station before



session any historic object. The removal of structural wood for any purpose is prohibited. METAL DETECTORS may not be used within Death Valley National Monu-

Owners have posted some of the PRIVATE MINING PROPERTIES in Death Valley against trespassing. Respect all private property.

CARRY OUT all paper, cans, bottles, or other rubbish of whatever kind.

DO NOT BURY GARBAGE. Wild animals will dig it up as soon as you leave.

Please bury human waste, however.

Since off-road travel is not permitted, vehicles with off-the-highway registration cannot be operated anywhere within Death Valley National Monument. All vehicles must have valid license plates and highway registration, including

2-wheel and 4-wheel drive Motorcycles All-terrain vehicles Dune buggies Trail bikes Mini-bikes

and every other mechanically-driven means of transportation. Every driver must be licensed. Parents of unlicensed minors may be cited.



NATIONAL PARK SERVICE

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DVNHA-4

SPRINGS marked on topographic maps

cannot be depended upon as sources of water. Some have dried up. Others may be contaminated. It is best to obtain all of your water from a treated source and carry it in with you.

Rains can alter ROAD CONDITIONS. Get information from a Ranger before each trip. Tow service is not available on most four-wheel drive vehicle roads. Carry shovel, water, jack, and at least one spare

TOPOGRAPHIC MAPS have been prepared for every part of Death Valley National Monument. They are available from many outing-equipment stores, at the Visitor Center, or by mail from the



Death Valley Natural History Association P. O. Box 188 Death Valley, California 92328



Loose Alluvium-unsafe for climbing.

FOURTEEN DEATH VALLEY ROADS FOR 4-WHEEL DRIVE VEHICLES

ROAD	LENGTH (mi.)	ELEVATIO From	N (ft.) To	MAP LOCATION	FEATURES	REMARKS
Butte Valley (via Warm Spring Canyon)	21	-200	4000	F-3	Geology	
Chloride Cliff	15	3600	5000	C-4	History	
Cottonwood Canyon— Marble Canyon	19	Sea Level	3600	C-2	Geology, Plant Life	NO CAMPING first 5 miles
Echo Canyon (from hwy. 190 to hwy. 29)	30	400	4800	D-4 & 5	Geology, History	NO CAMPING first 4 miles
Grotto Canyon	11/2	Sea Level	500	C-3	Geology	NO CAMPING
Hanaupah Canyon	10	-200	4000	E-4	Geology	CLOSED May-Oct
Hole in the Wall	6	1000	2500	D-5	Geology	
Hunter Mountain (Teakettle Jct. to Monument Boundary)	20	4100	6600	C-1 & 2	Pinyon-Juniper Forest	
Johnson Canyon	7	-200	4000	E-4	History, Plant Life	CLOSED May-Oct
Keane Wonder	4	900	1200	C-4	History, Geology	NO CAMPING
Lemoigne Canyon	7	1000	5000	D-2	History	
Phinney Canyon (from hwy. 95)	20	4000	7500	B-3	Pinyon-Juniper Forest	
Trail Canyon	12	-200	6000	D-3	Geology	CLOSED May-Oct
Wingate Wash	16	-200	1600	F-4	20-Mule Team Route	

