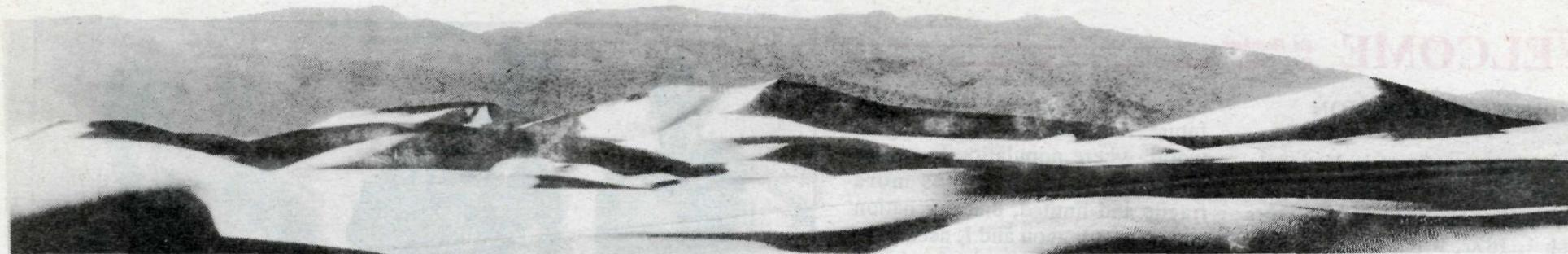


DEATH VALLEY NATIONAL MONUMENT



Fall-Winter 1992-93

Visitor Guide

ISSN 1054-8041

WATER WATER EVERYWHERE *by Larry O'Hanlon*

Whether you're a grizzled prospector, a roadrunner, a desert pupfish, or a visitor to Death Valley, you know, or quickly learn, that water is the key to survival here. The first people to learn to survive in this dry land were the Indians. They adapted to it as slowly as the land itself changed from a wetter, cooler place with a 600 foot deep freshwater lake during the last Ice Age, to the Death Valley we know today. Over many centuries the land has become drier and hotter, until today we find one of the hottest and driest places on earth. The Indians were followed by the thirsty 49'ers who nearly perished for the lack of water and familiarity with this arid environment. Today it's you and I that have to cope with the heat and the "dry as a bone" atmosphere.

But over the years the emphasis of the struggle has changed. Today struggle is not so much survival in Death Valley, as it is the survival of Death Valley as a national natural and historic treasure as well as a precious part of the International Biosphere Reserve System. Either way, water is still the central issue.

Most of the usable water in Death Valley, to the surprise of many visitors, is not piped in, but naturally occurs here in springs. These springs can be anything from seasonal trickles - of great use to wildlife, and lost prospectors - to the larger springs like Travertine Spring that puts out 1500 gallons per minute, year-round, and keeps the Furnace Creek area green. But where does the water really come from, that is, where do the springs get their water? That's a very good question, because for hundreds of miles around, there is little else but desert.

Strange as it may sound, the answer is that the water comes from the past - from the Ice Age. Careful studies by geologists of the



regional ground-water (that's water found underground which surfaces as springs or is tapped by wells) indicate that the springs that line the east side of Death Valley are actually fed by the natural ground-water reservoir (called an "aquifer" by geologists) of the Armagosa Valley to the east of Death Valley. Ice Age water, via weaknesses and faults in the Black, Funeral and Grapevine Mountains of the Armagosa Range, seeps down into Death Valley and comes out of the ground as springs. It is most important to understand that this is a non-renewable resource, unless we can bank on another Ice Age starting soon to replenish the aquifer - which is highly unlikely. This means that this water must be managed much more carefully than renewable water supplies.

Presently there exist many threats to this ancient aquifer. The threats result only from the very limited quantity of water, but also there are dangers to the water quality as

well.

One threat to the water supply of Death Valley is the possibility that massive quantities could be withdrawn to feed the continued rapid development, of Las Vegas. If the applications for ground water of the Las Vegas Valley Water District are approved, there could be some harsh and irreversible effects on Death Valley springs, plant and animal communities - including sensitive and endangered species - as well as effects on human visitors and residents.

Another issue concerning the quantity of water here in Death Valley is the possible effects of global warming on our many marginal springs and seeps that support such sensitive animals as the bighorn sheep, endemic desert pupfish, and endemic snails. If the climate gets hotter, the evaporation rates would increase leaving less and less water for plants and animals.

Most of us would hope that the water in our National Parks and Monuments is of the highest quality, reflecting our dedication to the preservation of natural resources. However, one problem with having the lowest point in the western hemisphere is that much of Death Valley is below sea level and water flows down to here from different sources - bringing along any contamination with it. So quality, too, could be threatened by such things as increased mining and commercial activity immediately outside the Monument and the proposed high level nuclear waste repository (Yucca Mountain) 35 miles north-east of Death Valley, not to mention an already operational low level waste site near Beatty, Nevada. All these things could have adverse effects on the water here in Death Valley, and therefore, adverse effects to every living thing here.

One thing we can all do to help is to be aware of the preciousness of water in this place that is so famous for the lack of it and conserve it whenever possible. We can also carry that awareness to wherever we journey or live, because to differing degrees, water everywhere faces the same threats as here. Next time you take a drink, look at those dry, desolate mountains - make every drop count!

INSIDE

- Superintendent's Welcome
- Guided Activities
- Camping Information
- Hiking
- Visitor Services
- Area Map
- Quiz

WELCOME Ed Rothfuss, Park Superintendent

SHARING IN THE VISION

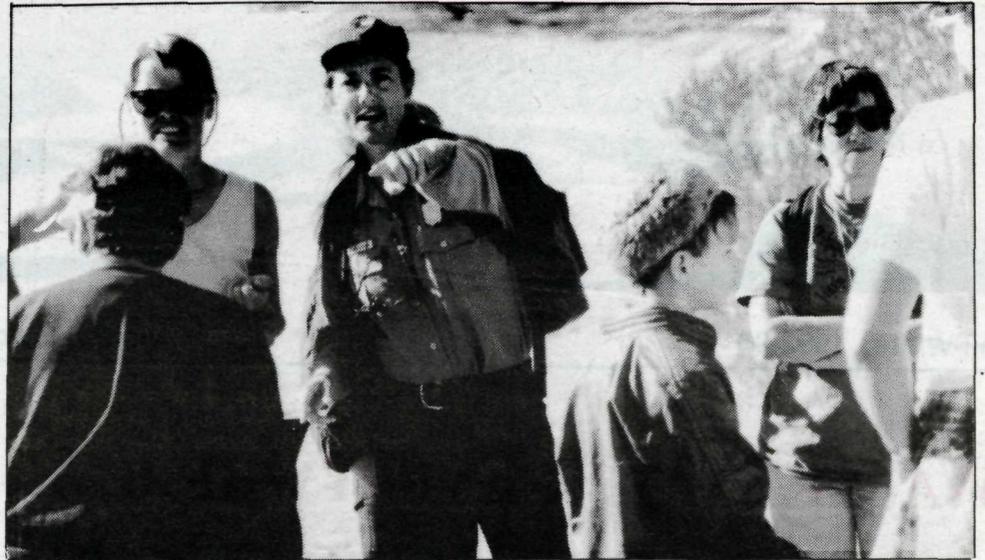
Four dates stand out in National Park Service history as it relates to Death Valley National Monument. March 1, 1872, when Congress set aside Yellowstone National Park, our nation's first, and the genesis of the concept for parks set aside for national good; June 8, 1906, the Antiquities Act, which gave the President the authority to establish National Monuments by proclamation; the Act of August 25, 1916, which established the National Park System; and lastly the proclamation signed by President Herbert Hoover of February 11, 1933 in establishing Death Valley National Monument.

There are several common threads in these acts that took place 60, 77, 87, and 121 years ago. They all relate to preservation of representative segments of natural and scenic wonders and the cultural fabric of our nation. Another commonality is that the persons involved in accomplishing these

acts had a vision, a vision of the future. A vision that in a changing world, where population increases and open space becomes more fragile and limited, that our nation and its people, you and I, need public parks as places to refresh the spirit, to learn of the natural world, to provide havens for endangered plant and animal species, and to preserve that part of our history, our heritage, to giving us touchstones to the past.

We the employees of Death Valley National Monument share in that vision. We are dedicated to defend and preserve the resources of Death Valley for future generations, and to make them accessible to visitors from this nation, and abroad, for their enjoyment but without causing negative impacts upon these resources.

We invite you to share in this vision and support your National Parks. Enjoy Death Valley; and if you need assistance please contact the men and women in the grey and green uniforms.



INTERPRETIVE ACTIVITIES

Ranger-conducted activities in the Furnace Creek area are offered frequently from November through April and on a limited basis in summer. Tours are conducted at Scotty's Castle year-round. Check at each location for current schedules.

Furnace Creek

Orientation programs presented every half-hour, 8:30 a.m. - 4 p.m. daily, 10 a.m. - 4 p.m. Sundays, at the Visitor Center.

November through March: Evening programs are presented nightly at 7:30 p.m. in the Visitor Center auditorium. Daytime walks and talks are conducted at the Visitor Center and locations around Death Valley. Check at the Visitor Center for program schedule.

April through October: Evening programs and daytime activities are conducted on a limited basis. Check at the Visitor Center for program schedule.

Sample of programs:

Historical - Join a ranger for a tour of Pete Aguerberry's mining camp in the Panamint Mountains.

Geological - Explore the curves of Mosaic Canyon, looking for faults, folds and other geologic features.

Natural - Learn about the lives of Mojave Desert plants and animals.

Death Valley Ranch (Scotty's Castle)

Daily tours are conducted on the hour, year-round, and are limited to 19 persons per tour. See Page 2 for more information.

Daytime walks and talks are conducted on Castle grounds and nearby locations as staff permits.

ENTRANCE FEES

Entrance fees are now being charged for Death Valley National Monument. Death Valley is one of 130 National Park Service areas to have an entrance fee system. A portion of the money collected is returned to those areas and used to manage various programs. Death Valley collects entrance fees at these locations: Furnace Creek Visitor Center; Grapevine Entrance Station.

Fees are: \$5.00 per vehicle; \$2.00 per single entry of a person hiking, riding a bus, bike or motorcycle.

The permit issued when you pay your entrance fee is valid for a 7 day visit to Death Valley National Monument. If you plan to stay longer, you will need to purchase an additional permit.

Also available are the annual Park Pass, for \$15.00, valid only at Death Valley National Monument, and the Golden Eagle Passport, for \$25.00, good in any National Park

Service area. Both passes are valid for one calendar year and provide unlimited visits without additional entrance charges during that period.

Golden Age Passports are available free of charge to U.S. citizens or residents, 62 years of age or older (bring proof of age). Golden Access Passports are free for lifetime use to blind or disabled citizens or residents of the U.S. regardless of age.

Park passes and Golden Eagle, Golden Age and Golden Access Passports are available at fee collection stations.

All visitors entering Death Valley for recreational purposes must pay the entrance fee at one of the two collection stations. Those traveling through Death Valley for business purposes are exempt. Other fee waivers may be obtained-inquire at Visitor Center.

Other fee waivers must be requested in advance.

VISIT THE BEATTY RANGER STATION

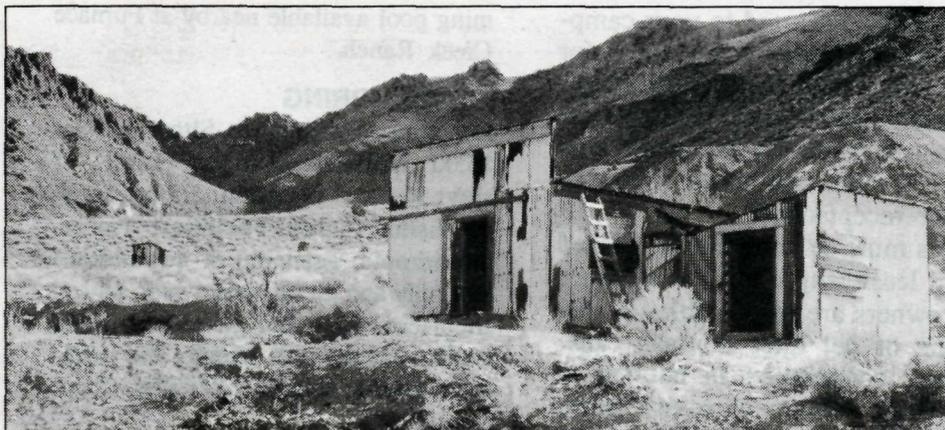
When planning your visit to Death Valley National Monument, be sure to stop by the Beatty Ranger Station on Highway 374 in Beatty. Staffed by a Park Service ranger and incorporating a National Park Bookstore you can obtain useful information to help guide you during your visit. Many of the items sold at the Furnace Creek Visitor Center, including books and topographic maps, are available at the Beatty Ranger Station. Additional books and maps on Nevada are also available, as well as free literature on Nevada and the Death Valley area. Opened in October of 1991 to

aid the traveler visiting the eastern part of the Monument, the Beatty Ranger Station staff will assist you in planning your trip to some of the most spectacular scenery and history of the Death Valley area. Current road and weather conditions are available for such points of interest as Titus Canyon, Chloride Cliffs, the Nevada Triangle, and the ghost city of Rhyolite.

The Beatty Ranger Station is open seven days a week from 8 a.m. until 4 p.m. Stop in and visit the Beatty Ranger Station located in Nevada's Gateway to Death Valley.

THE SPECIAL PLACES by Kari Coughlin

Can you remember the first time you ever visited a ghost town? Was the wind howling eerily through the shells of old buildings and a tumbleweed bouncing jauntily across the street? did you start to picture what it was like when people filled the streets and the blasting of dynamite and rumblings of trains were heard amidst the sounds of laughter, saloons and horses? Have you ever come upon petroglyphs etched into a mountain side and realized that someone made those figures thousands of years ago? If you have already had these experiences then you know how much it meant to find those special places. They represent our roots and give us a feeling for our heritage. Grandparents can re-live childhood stories for their grandchildren when these special ruins bring back past memories. Young



adults can marvel at the ingenuity and craftsmanship of past generations. These windows to our past can open a page in our own family album and give us pause at how our ancestors lived.

In the Death Valley area, there were many stories made and told in ancient Indian camps, mining towns and early tourist resorts.

Families were raised here and human dramas were played out against these spectacular scenic backgrounds.

In all too many locations, the special places are gone. Some were moved when the people left the area. Some were ravaged by dust, wind and rain until nothing remained. In far too many cases, though, the special places disappeared because of visitors to the area. The piece of a building, old car or gravestone was too tempting to the souvenir hunter. When you consider that Death Valley has an annual visitation of almost one million people, it doesn't take much imagination to realize how quickly a few people can destroy an historic area. Each tin can, glass bottle or board that leaves

the area destroys a little more of the special place. Rangers will never be numerous enough to patrol these areas 24 hours a day. When you have visited these special places of Rhyolite, Aguerberry camp, Keane Wonder, Inyo mine and Leadfield to name a few, you, too, can relive the past.

The National Park Service is mandated to "protect and preserve the scenery and the natural and historic objects and the wildlife for the enjoyment of the same in such manner and by such means as will leave them unimpaired for the enjoyment of future generations." This is a huge task that we cannot possibly be accomplished without your help. When you are in these areas, take only pictures. If you see someone removing anything, write down their license number, a description of their vehicle, what they look like, what they are taking and the direction they were heading if they left while you were there. Then call the Visitor Center or nearest ranger office. If the offices are closed call the Parkwatch phone number -- 1-800-438-7275. People who remove artifacts from our special places can be prosecuted. Help us keep the special places for you.

IN SEARCH OF THE PERFECT SUNRISE/SUNSET

One of the most beautiful times to see the desert is when the sun is close to the horizon. The soft colors of sunrises and sunsets can show you the many different moods of Death Valley. Some of the most dramatic photographs of Death Valley have been shot during the late evening and early morning.

There are 2 favorite types of sunrise/sunsets. Silhouettes are best at sunset looking west towards the Panamint Range. At sunrise looking east towards the Armagosa Range.

Silhouette Sunrise Points

- Sand Dunes
- Aquereberry Point
- West Side Road

Silhouette Sunset Points

- Sand Dunes
- Dante's View
- Zabriskie Point
- Badwater

Oblique sunrise/sunsets show the most striking colors. The soft illumination at the beginning or end of

the day can be seen at sunset looking east towards the Armargosa Range. At sunrise looking west toward the Panamint Range.

Oblique Sunrise Points

- Sand Dunes
- Dante's View
- Zabriskie Point
- Badwater
- Mesquite Springs Campground

Oblique Sunset Points

- Sand Dunes
- Artists Drive
- Badwater
- Ubehebe Crater
- Furnace Creek and Sunset Campgrounds

Helpful Hints: To get the best lighting for sunsets, be there approximately one hour before the actual time of sunset or after sunrise. (You can find out the exact time at the Visitor Center.)

For taking photographs, a high speed film is recommended to capture the soft colors.

ence here. Please get the historical resource questionnaire from our front desk or the ticket office at Scotty's Castle and return it at your leisure to Interpretation Division, Attn: Kari Coughlin, Death Valley National Monument, Death Valley, CA 92328.

WE NEED YOUR MEMORIES

If you were a visitor to Death Valley prior to 1965, we want to hear from you. We have started a historical resource directory to help us with research. We want to know what you saw, who you met and what made an impression on you during your visit or living experi-

Death Valley Natural History Association

The Death Valley Natural History Association is a non-profit educational organization dedicated to the preservation and interpretation of the natural and human history of Death Valley National Monument. The cooperation of the Association with the National Park Service is authorized by Public Law.

Death Valley Natural History Association publishes and distributes descriptive park literature and furnishes personnel, equipment and supplies to support the interpretive work of the National Park Service. Proceeds from the Association's sales are used to produce new educational publications and to aid National Park Service programs.

Membership in the Association is available to any person who has a sincere interest and desire to advance the aims and purposes of the Association.

As a member you receive the following:

1. 15 percent discount on all purchases.
2. Official Association emblem patch. (Lifetime member patch)
3. Semi-annual park newsletter.
4. First offering on all new publications.

TYPES OF MEMBERSHIP

INDIVIDUAL MEMBERSHIP	FAMILY MEMBERSHIP	SPECIAL MEMBERSHIP
One year.....\$10.00 Lifetime.....\$100.00	One year.....\$20.00	Corporate....\$20.00 annual Senior Citizen.....\$20.00 (one time) (62 or over)

Please include payment with application either by check made payable to DEATH VALLEY NATURAL HISTORY ASSOCIATION or by credit card. \$10.00 minimum on credit cards. Mail to: DVNHA; P.O. Box 188; Death Valley, CA 92328.

Mastercard _____ Visa _____ Account No. _____

Expiration Date _____ Signature _____

MEMBERSHIP APPLICATION

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

All dues and contributions are tax deductible to the extent they exceed benefits.

CAMPING

Death Valley National Monument operates nine campgrounds throughout the monument, with more than 1,500 campsites. With the exception of Furnace Creek Campground from October through April, all campsites are available on a first come, first served basis. Heavy periods of use are holidays and during the annual Death Valley '49ers Encampment held each November. Camping is not permitted along roadsides, parking lots or day-use only areas. Backcountry camping is permitted in many areas; ask at the Visitor Center or a Ranger Station.

Services available at each campground are listed below. Electric, water, and sewer hook-ups for trailers and motorhomes are available at small commercial campgrounds in Furnace Creek and Stovepipe Wells Village.

SOME REGULATIONS:

All vehicles must stay on established roads or in parking areas. Vehicles and their drivers must be properly licensed.

Quiet hours are from 10 p.m. to 6 a.m. Generators may be operated from 7 a.m. to 7 p.m. (9 p.m. at Sunset) but their operation is prohibited at Texas Spring Campground.

Where provided, fireplaces must be used for campfires. Where they are not, fires are restricted to portable stoves. Wood is available at general stores at Furnace Creek and Stovepipe Wells. Wood gathering is not permitted.

Hunting is illegal. Although wild-

life may be attracted to your campsite, resist the urge to feed them, for your safety and their well-being.

Please leave your campsite as clean as you found it, or cleaner! Dispose of trash and waste water in proper receptacles.

Pets must be confined or leashed (max. leash length 6 ft.) at all times and owners are responsible for disposing of pet litter in trash cans.

Your cooperation in helping to protect the monument, so that others who follow will be able to enjoy the same things you have enjoyed, will be appreciated.

**NATIONAL PARK SERVICE
CAMPGROUND RESERVATIONS**
Furnace Creek Campground (all sites) and group campsites at Texas Spring Campground can be reserved through the Mystix reservation system from October through April. Reservations for Furnace Creek sites can be made up to 8 weeks in advance; 12 weeks for group sites at Texas Spring. Call 1-800-365-CAMP. Camping fees: \$8.00/night at Furnace Creek; \$40.00/night for group sites.

FURNACE CREEK

Elevation: -196'. No. Sites: 135. Fee: \$8.00. See above Mystix information. Season: All year. Limit of stay: 14 days. Facilities: Trailer, motorhome and tent-only sites, water, tables, fireplaces, flush and pit toilets, dump station. Pay showers, laundry and swim-



Off road vehicle tracks

Spring Campground, from 7 a.m. to 7 p.m. Campfires are allowed only in fireplaces or portable stoves but wood collecting is prohibited. Pets must be on a leash at all times.

BACKCOUNTRY CAMPING is allowed in many areas: one mile back from main paved or unpaved roads and one-quarter mile from water sources. Most abandoned mining areas are restricted to day-use only. Check the Dirt Road Travel and Backcountry Camping guide, available at the visitor center, for restrictions and consider completion of a voluntary backcountry registration form for your own safety.

ming pool available nearby at Furnace Creek Ranch.

TEXAS SPRING

Elevation: sea level. No. Sites: 93. Fee: \$5.00. Season: Nov.-Apr. Limit of stay: 30 days. Location: 1.5 mi. south of Visitor Center. Facilities: Trailer, motorhome (generators prohibited) tent-only and group sites, water, tables, fireplaces, flush and pit toilets, dump station. Pay showers, laundry and swimming pool available at Furnace Creek Ranch.

SUNSET

Elevation: -190'. No. Sites: 1,000. Fee: \$4.00. Season: Nov.-Apr. Limit of stay: 30 days. Location: 1 mi. south of Visitor Center. Facilities: Primarily for RVs, water, no fires, flush and pit toilets, dump station. Pay showers, laundry and swimming pool available at Furnace Creek Ranch.

STOVEPIPE WELLS

Elevation: sea level. No. Sites: 200+. Fee: \$4.00. Season: Nov.-Apr. Limit of stay: 30 days. Location: At Stovepipe Wells Village. Facilities: Trailer, motorhome and tent-only sites, water, no fires, flush toilets, dump station. Pay showers available at Stovepipe Wells motel.

EMIGRANT

Elevation: 2,100'. No. Sites: 10. Fee: none. Season: Apr.-Oct. Limit of stay: 30 days. Location: 9 miles west of Stovepipe Wells Village. Facilities: water, flush toilets. No fires.

SAFETY

ROADS were built for sightseeing, not for speed. In places their grades are steep. Flash floods can turn dips into rivers and deposit mud and rocks on roadways. Drive carefully on designated roads only and obey all posted signs and speed limits. Some roads have special requirements. Total vehicle length, with or without trailers, in excess of 25 feet is prohibited in Emigrant and Wildrose Canyons, and 20 Mule Team Road, Artist Drive, and Dantes View from the Greenwater Valley Road to the top.

WEATHER can be extreme. Storms and resulting flash floods are possible year 'round. Avoid canyon hiking in bad weather and if you are in a low-lying area during a storm, climb to higher ground. Backcountry roads often become impassable after a rain, so check with a ranger on conditions. The hot weather season here includes fall and spring; be sure to carry and drink plenty of water and watch your car's temperature gauge.

MESQUITE SPRING

Elevation: 1,800'. No. Sites: 50. Fee: \$5.00. Season: all year. Limit of stay: 30 days. Location: 4 mi. south of Scotty's Castle. Facilities: Sites for RVs and tents, group sites, water, tables, fireplaces, flush toilets, dump station.

WILDROSE

Elevation: 4,100'. No. Sites: 30. Fee: none. Season: all year. Limit of stay: 30 days. Location: 56 miles west of Visitor Center. Facilities: Sites for RVs and tents, tables, fireplaces, pit toilets. No water in winter.

THORNDIKE

Elevation: 7,500'. No. Sites: 8. Fee: none. Season: Mar.-Nov. Limit of stay: 30 days. Location: 8 mi. east of Wildrose Campground. Road not passable for trailers, campers or motorhomes; high-clearance or 4-wheel drive may be necessary. Facilities: Tables, fireplaces and pit toilets.

MAHOGANY FLAT

Elevation: 8,200'. No. Sites: 10. Fee: none. Season: Mar.-Nov. Limit of stay: 30 days. Location: 9 mi. east of Wildrose Campground. Road not passable for trailers, campers or motorhomes; high-clearance or 4-wheel drive may be necessary. Facilities: Tables, fireplaces, pit toilets.

HIKING will bring you closer to Death Valley's unique sights but be sure that you are prepared. Check the weather beforehand, carry lots of water, wear comfortable shoes, and for longer hikes, fill out a voluntary backcountry registration form.

WILD ANIMALS are just that, wild. Do not feed or bother them. Humans must share the desert with poisonous creatures such as scorpions and rattlesnakes. Do not reach into holes or burrows and do not place hands and feet where you cannot see them.

ABANDONED MINES can be dangerous. Vertical shafts are invisible from within dark tunnels and a fall could be fatal. Wooden supports can give way at any time. Do not explore mine openings without asking if the area is safe. If you would like to visit safe mining areas, ask for suggestions at the visitor center.

IN CASE OF EMERGENCY
Contact any Park Ranger, or call: 911 or (619) 786-2330, 24 hours a day.

HIKING AND BACKPACKING TRIPS



SELF-GUIDING TRAILS

GOLDEN CANYON TRAIL
2 miles round trip.
On Badwater Road, 5 miles south of Visitor Center.

HARMONY BORAX WORKS
¼ mile round trip.
On Hwy. 190, 2 miles north of Visitor Center.

SALT CREEK NATURE TRAIL
½ mile round trip.
1 mile off Hwy. 190, 23 miles north of Visitor Center.

SAND DUNES
½ mile round trip
Begin either from Hwy. 190, 2 miles east of Stovepipe Wells or from Sand Dunes Picnic Area, 19 miles from Visitor Center.

WILDROSE CHARCOAL KILNS
⅛ mile round trip.
7 miles east of Wildrose Campground.

SCOTTYS CASTLE WALKING TOUR
½ mile round trip.
At Scotty's Castle, 53 miles north of Visitor Center.

WINDY POINT TRAIL
¾ miles round trip.
At Scotty's Castle, 53 miles north of Visitor Center.

TIE CANYON TRAIL
7/10 mile round trip.
At Scotty's Castle.

Gradual uphill trail through colorful badlands. Extend your hike to Zabriskie Pt. or Red Cathedral. Best light in late afternoon.

Hard-surfaced trail circles adobe ruins, equipment and a 20 mule team wagon from the 1880s.

An easy level walk along intermittent spring-fed Salt Creek. Desert pupfish are often seen in spring.

Make your own trail across the dunes; look for animal tracks; best light at dawn and dusk. Don't lose sight of your car, distances can be deceiving.

Explore beehive shaped kilns once used to produce charcoal for ore smelters in the Argus Range.

Easy walk around the grounds of Scotty's Castle to learn about construction techniques, explore out-buildings.

Nature trail climbs 160 feet to Death Valley Scotty's grave, overlooking the Death Valley Ranch (Scotty's Castle).

Easy trail leads to a canyon used for storage of Castle building materials.



OTHER SHORT HIKES/ LONGER DAY HIKES

GOLDEN CANYON TO ZABRISKIE POINT, 5 miles round trip.
On Badwater Road, 3 miles south of Visitor Center.

NATURAL BRIDGE CANYON
½ mile round trip.
3 miles off Badwater Road, 15 miles south of Visitor Center; access road can be rough.

KEANE WONDER MINE
2 miles round trip.
3 miles off Beatty Cut-Off Road, 16 miles northeast of Visitor Center; access road can be rough.

TITUS CANYON NARROWS
2-11 miles round trip.
2 miles off Scotty's Castle Road, 37 miles north of Visitor Center.

MOSAIC CANYON
1-4 miles round trip.
3 miles off Hwy. 190, just west of Stovepipe Wells; access road can be rough.

Moderately strenuous unmaintained trail winds over ridges from a point in Golden Canyon. From Zabriskie Pt., return along the major drainage to Badwater Road, continue north to Golden Cyn. parking lot. Hike can be reversed.

Gradual uphill walk. Interesting geological features beyond the natural bridge.

Very steep trail along historic aerial tramway to mine. Sweeping views of the valley. Do not enter tunnels or hike beyond the top of the tramway.

Constant uphill through deep gravel, watch for oncoming vehicles in narrow canyon. Klare Spring and petroglyphs are 5.5 miles from mouth.

Constant but gradual uphill trail winds through canyon. In narrow places, canyon walls have been polished smooth. Some dry falls to scale at upper end.

CROSS-COUNTRY OR BACKPACK TRIPS

Death Valley's backcountry is virtually limitless but there are few maintained trails through it. Many people choose to hike cross-country or along backcountry roads. Topographic maps, hiking guides and voluntary backcountry registration are available at the Visitor Center.

Water sources in the monument are not reliable and in some cases not safe to drink. Bring your own water, at least 1 gallon per person per day, or cache it ahead of time along your route.

Primitive camping is allowed in many backcountry areas. Check the Dirt Road Travel and Backcountry Camping guide, available at the Visitor Center, for restricted areas. Generally, camping is permitted one mile from main roads and one-quarter

mile from any water source.

Depending on your pace and the length of the hike, these may be day-hikes or backpacking trips. In either

WILDROSE PEAK TRAIL
8.2 miles round trip.
Begin at Charcoal Kilns, 7 miles east of Wildrose Campground.

TELESCOPE PEAK TRAIL
14 miles round trip.
Begin at Mahogany Flat Campground (or Charcoal Kilns - add 4 miles to total), 9 miles east of Wildrose Campground.

case, you are encouraged to complete a backcountry registration form at any Ranger Station or the Visitor Center.

Moderately steep trail winds through pinyon-juniper. Sweeping views of the valley, best in afternoon.

In winter, ice axes and crampons may be required; check at Visitor Center. Steep trail winds through pinyon-juniper and bristlecone pine. Fantastic views of both Death Valley and Panamint Valley.

"Even after death, a bristlecone pine continues to transfigure its surroundings. Great old snags stand like bleached tombstones, finally tottering only when the bases of their roots rot away, unbalancing them. Or water drips into cheeks in their dried surfaces, freezes and thaws, and eventually splits off massive slabs, exposing to the light wood that has reflected none in its thousands of years."

Ronald M. Lanner

**Reduce
Reuse
Recycle**

*Death Valley
supports recycling:*

- Drop aluminum cans off at the Visitor Center or at collection bins in campgrounds
- Share or recycle this Visitor Guide when you are finished reading it.
- Become involved in recycling efforts in your community.



¡AH! ¡QUE DICHA! by Harold Soulis

"What is this place all about?" This is one of the most commonly asked questions at Scotty's Castle. This question is asked even by those who have visited the Castle many times, perhaps because those who created it and lived here were themselves regarded as having a mysterious element.

Although the Castle is named for Walter Scott, Scotty, (cowboy, showman, and storyteller), he never owned it. Nor is it a castle. It is an architectural anomaly that can best be classified as a Spanish-Provincial - Mediterranean - Villa with a mix of American West and Southern California features. Albert Johnson, a wealthy Chicago insurance investor, and his wife Bessie, were the true owners of the Castle and lifelong friends of Scotty's when they built this home in the 1920s. Scotty was widely known as a Death Valley fixture; with a colorful personality and an insatiable appetite for publicity. It was, therefore, in character for him to tout the castle as his own, paid for from his "secret gold mine." From then on the public would simply call it "Scotty's Castle."

The Castle's true name is the Death Valley Ranch, and it is located on more than 1500 acres of semi-arid land. Nestled in the midst of Grapevine Canyon it is 3,000 feet (about 1000 meters) above sea level and protected from the fierce hot winds of the main valley. The Castle is blessed with a stream that supplies about 200 gallons of water per minute;

enough meet all of the historic needs, including hydroelectric power. Construction of permanent buildings started in 1922 and continued until 1931. The massive tile work, hundreds of wrought iron fixtures, wood carvings and rough-hewn redwood beams all represent efforts that some say will never be seen again. Although the project was never

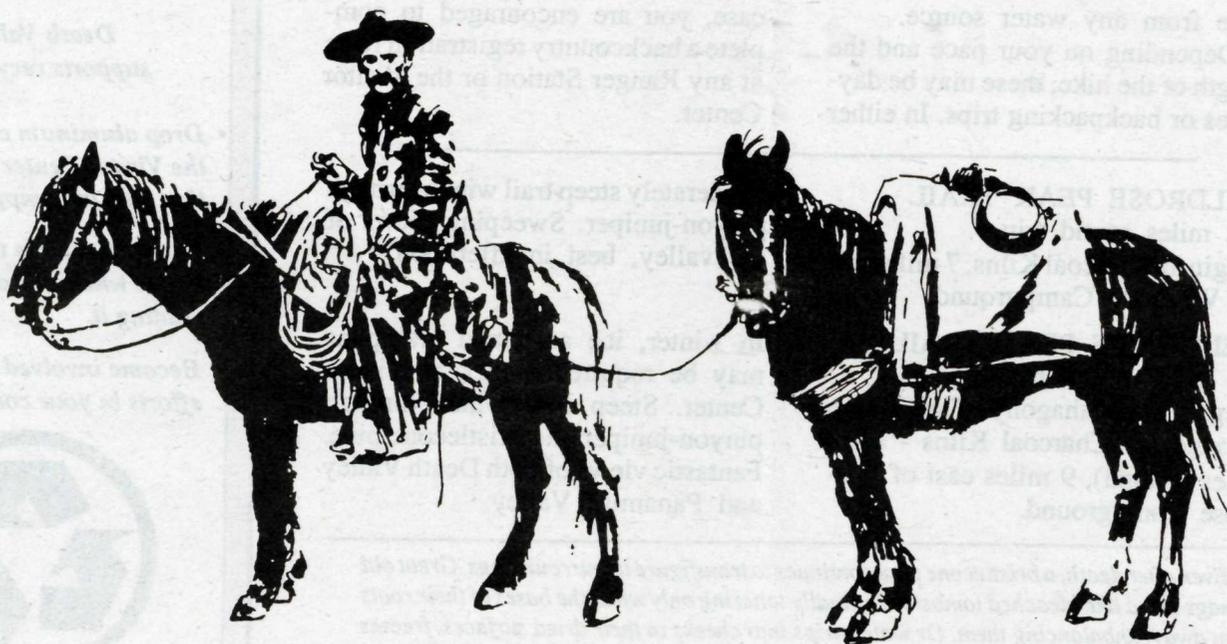
finished, its incomplete state is frozen in time for as long as it survives.

Today the Castle is preserved and protected as "living history." As you tour the rooms you will no doubt feel the personality of the place, as the ranger shares stories of Scotty (true or not), the Johnsons and the times they had here. The "living history" story is

set in the year 1939. During the tour you may be visited by a person portraying any one of a number of personalities involved with the castle during the period. You may run into a newspaper reporter muckraking over one of Scotty's bravado claims, a Civilian Conservation Corps (CCC) worker helping Scotty with a project, or a tile setter boasting about his laying of 12,000 square feet of floor tile.

When you visit Scotty's Castle you will experience all of this, you may even leave as a believer in Scotty's gold mine. Perhaps what makes a visit here is the mystery in that somewhat unlikely partnership of extreme opposites - Scotty and Johnson. The lasting friendship of the Johnsons and Scotty, however, is a firm basis captured in the "living history" of the tours here.

So, what's it all about? You probably won't completely know. But perhaps it is better to leave the answer to that question to a sense of inspiration imparted by the Spanish words engraved on a redwood beam in the dining room. They read: "Ah! Que Dicha!" - "Oh! What Happiness!" Maybe in the end, that is simply what the story of "Scotty's Castle" is all about.



AVOID A HASSLE AT SCOTTY'S CASTLE

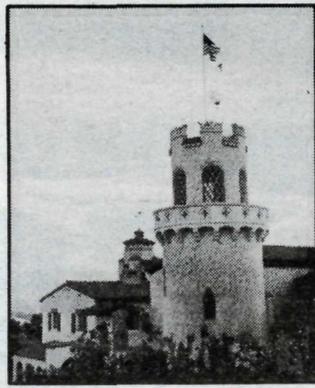
"AH! QUE DICHA!" is an old Spanish phrase carved into the redwood of the Scotty's Castle dining room. Translated it means "Ah what happiness." Hopefully, your visit to Scotty's Castle will be a happy one. With that in mind, the Castle staff has compiled a list of tips to make your visit to the area more enjoyable.

-Plan on having to wait 1-2 hours for a tour once you have arrived. (If there is not a wait, you will be pleasantly surprised.)

-Go to the Ticket Office first, upon your arrival to check tour times, ticket office hours, and purchase your tickets. Tickets are sold on a first come, first served basis and tour size is limited to 19 people.

-Please inform the Ranger in the ticket office of children in your party that are less than six years old. They receive free tour tickets, but they are people too, and must be counted.

-While you are waiting, take one of our self-guided walks of the grounds.



Brochures are available at the trailheads. Visit the exhibit room, bookstore, gift shop, and snack bar to avoid the heat. If you have more than an hour to wait, you may want to drive to the Ubehebe Crater. You can drive up to the rim.

-Please use the restroom *before* you gather for the tour. There is not a restroom available once the tour has begun.

-Arrive at the wishing well a few minutes before the tour begins. The tour time is written on your ticket.

When the tour begins, you will not have time to return to your vehicle. Take note of the following requests:

-PHOTOGRAPHY is permitted. High speed film or flash attachments are recommended. Bring enough film with you to take photos throughout the house. Tripods (including monopods), and camera bags are not permitted on tours. These items can be hazardous to the safety of others and to the protection of the Castle furnishings. Time is limited in each room; please take photos while the Ranger is talking. Stay in the same room that the group is in.

-Due to the lack of space in rooms and the security risk, **DAYPACKS AND CAMERA BAGS ARE NOT PERMITTED.**

-CHILDREN are welcome on the tour. Strollers and baby backpacks are not allowed. Front packs are permissible. Please carry or hold onto your small children. If you children become extremely fussy, please consider the other people on the tour.

-The furnishings in the Castle are originals, purchased by the original owners, Albert and Bessie Johnson. Most of the objects are quite fragile. We ask that you do not touch anything inside the house. Also, refrain from leaning and setting cameras and purses on the furnishings.

-Pets are permitted on the Castle grounds, but must be kept under physical restraint at all times. Pets are not permitted on the Castle tours.

Please take the time to walk around the Castle grounds, talk to the Rangers and other staff members. Ask questions. By the time you leave the Castle complex you too will exclaim "AH QUE DICHA!"

SCOTTYS CASTLE TOURS

Tour Schedule

Summer Season (May-Sept.) Periodically throughout the day. Check the Visitor Center or call Scotty's Castle for tour times.

Busy Season (Oct. - Apr.) - Hourly, 9 a.m. to 5 p.m.

Fees

Tickets are sold the day of the tour on a first-come, first-served basis. **Limit 19 people per tour.**

Adults(Under 62).....	\$6.00
Golden Age	\$3.00
Children (6-11 yrs.).....	\$3.00
Children (under 6 yrs.).....	Free

Tours are shortened during holiday periods from 50 to 30 minutes and fees are reduced to half.

Further Information

For additional information call (619) 786-2392.

SEWING IT UP by Suzanne Moody

Hey! Why are the rangers at Scotty's Castle dressed funny? Visitors to Scotty's Castle will now find most of the rangers dressed in period clothing of the 1930s. This is part of the living history program designed to bring the ranch to life.

Where do they get their costumes? A combination of many sources provides clothing: thrift and surplus stores and specialty mail order companies are good outlets, but even department stores carry fashions that accurately capture the styles of the Depression Era. Sometimes pieces of clothing can't be purchased so many of the articles worn by the staff are made by rangers who enjoy sewing.

Commonly used fabrics of the 1930s - linen, wool and rayon challis are easily found in today's fabric stores. Period patterns, however, are a bit more difficult to locate. Fortunately there is a company that specializes in reproducing period clothing patterns.

Today's garment makers have precisely drawn patterns available, many times with options of various sizes drawn on each piece by the company. Directions are usually

quite explicit leaving little doubt as to how the pieces should be fitted together. Period patterns, though, depend greatly on the sewer's basic knowledge of dress-making. Pattern pieces are drawn to the approximate size leaving room for personal alteration, and directions are slim to nonexistent. Sometimes there is only a numbered diagram allowing the seamstress to figure out how to best fit the pieces together. Although this can end up taking more time, it provides for specific tailoring, a high quality and accurate costume, and a believable ranger. Once the garment is completed, there is a true sense of accomplishment, and a desire to tackle the next one. Fashions can change rapidly through time, and visitors to Death Valley who remember wearing the styles of the 30s have lived through many different patterns since this time.

Peoples' dreams and hopes stay constant and the tours at Scotty's Castle reflect this stability. The garment makers for the rangers' costumes have helped to make this comparison possible.



Scotty's Castle

now has

RECYCLING

for

ALUMINUM!!

Two bins are located near the gate to the parking lot. Your donations of aluminum cans will help in decreasing the trash the Park Service has to handle and will partially fund our recycling program. At present, we can only recycle aluminum so please help us out by recycling your other materials back at home. Death Valley is a pristine environment, little changed by human activities. Help us keep it that way... 'cart it in, cart it out!'

THANKS!!

A DAY IN DEATH VALLEY

A Day in Death Valley

The first step in planning your visit in Death Valley requires a stop at the Furnace Creek Visitor Center located near the geographic center of the monument. Maps, general information and a museum are available. If you find yourself with only one day to spend in Death Valley, there are a few areas that you will not want to miss. Below are some suggestions, the time required and round-trip mileages from the Furnace Creek Visitor Center. All of these areas can be reached with any automobile.

1-2 Hours

- Badwater, Devil's Golf Course and Artist's Drive, 44 miles OR
- Zabriskie Point and Twenty Mule Team Canyon, 17 miles OR
- Salt Creek and the Sand Dunes, 42



DANTE'S VIEW

- Golden Canyon (walk), 6 miles OR
- Harmony Borax Works (walk), 3 miles

2-4 Hours

- Any combination of the above OR
- Dante's View (steep road), 50 miles OR
- Keane Wonder Mine and Mill (walk), 40 miles OR
- Mosaic Canyon (walk), 55 miles OR
- Natural Bridge (walk), 32 miles

4 Or More Hours

- Any combination of the above OR
- Scotty's Castle and Ubehebe Crater, 115 miles OR
- Charcoal Kilns, 140 miles

Many other areas in and around Death Valley are accessible to trucks and 4-wheel-drive vehicles. Additional information is available at the Furnace Creek Visitor Center. Please drive carefully and have a pleasant visit.

UBEHEBE CRATER - VOLCANOES DEATH VALLEY STYLE by Sara Levsen

What comes to your mind when you think of a volcano? To most people, the word "volcano" brings images similar to Mount St. Helens of a huge, cone-shaped mountain formed by molten lava erupting from inside the earth. At the northern end of Death Valley, however, there is a volcano in the shape of a crater 500 feet deep and a half-mile across. To the Shoshone people who lived here, Ubehebe Crater (yu bee hee bee) looked like a "basket in the rock;" not only because it is shaped like a basket, but also because the multi-colored layers of rock around the crater resemble the inside of a basket. There is some disagreement among researchers, because some feel "Ubehebe" does not mean "basket in the rock." Some believe it was named for Ubehebe Peak, which is 24 miles southwest of the crater.

The crater is an excellent example of what is called a "Maar" volcano. Instead of hot magma forcing its way to the surface of the earth and creating a cone, this type of volcano is created from a steam explosion. Groundwater trapped deep inside the earth is super heated by surrounding molten rock, but instead of the magma erupting, the steam explodes, creating a crater rather than a mountain. Geologists estimate that this explosion took place between three and five thousand years ago. If you had been here to experience the explosion, you would have felt 100 mile-per-hour winds blowing steam, ash, and cinders across the ground and up in the air. As steam rolled across the ground moving at 20



inches per second, the volcano deposited its volcanic ash along the way.

Today as we look at the colorful rock layers in the crater and the landforms surrounding it, we can piece together a story that took thousands of years to create. The rock layers show us that sand, mud, and gravel have been washing down the surrounding mountains in the form of alluvial fans. Over thousands of years, the soils compacted to form a type of rock called "fanglomerate." Death Valley is famous for its textbook examples of alluvial fans. If you could dig deep down into one of them, you would probably find colorful layers of compacted material similar to the "fanglomerate" that you see at Ubehebe Crater today.

Someone with an observant eye may also notice that around the top of the crater there is a layer of rock much darker than the lower, more colorful strata. This layer can help to explain exactly how the steam behaved when the explosion took place. As the steam burst from the earth, it was carrying volcanic ash and cinder. This solidified and formed the darker layer that we see today - its called "tuff." However, this "tuff" is not piled up evenly around the Crater; it actually made landforms that remind some people of waves or sand dunes. This tells us that most of the force of the explosion rolled across the ground depositing the volcanic material, rather than exploding straight up into the air and depositing the ash evenly.

Ubehebe Crater is at the north end of Death Valley near Scotty's Castle (see the map on the back page). As you drive out to visit the crater, see if you pick out alluvial fans along the sides of the valley. These are formed by the force of water carrying debris through the high canyons during infrequent rainstorms. When the debris-laden water reaches the canyon mouth it spreads out, slows down, and drops its load in the shape of a fan. As you arrive at the Crater and see the fanglomerate layering, you can then imagine thousands of years of sand, gravel and mud piling one alluvial fan on top of another. Whatever you do, be sure to make a stop at Death Valley's crater-style volcano sometime during your visit!

THE PRESERVATION OF MANZANAR NATIONAL HISTORIC SITE

In the spring of 1992 over 2,000 people attended what has become an annual pilgrimage to the Manzanar War Relocation Center. There were two important reasons for this large attendance: To observe the 50th anniversary of the opening of the camp and to celebrate the dedication of Manzanar as a National Historic Site.

The history of the Manzanar War Relocation Center began two months after the bombing of Pearl Harbor when President Roosevelt signed Executive Order 9066. This order called for people of Japanese ancestry residing on the west coast to be placed in relocation camps. Construction of the Manzanar camp began in March 1942 and it soon filled and remained in operation until the last residents were released in 1945.

Of all the structures that made up the camp only the auditorium and the stonework shells of the pagoda-like police post and sentry

house remain intact today. There are many concrete foundations, portions of the water and sewer systems, and portions of administrative buildings. Much of the camp's history has been preserved in the form of collections of photos, drawings, paintings, and miscellaneous artifacts associated with Manzanar. One of the best means of obtaining information about Manzanar is through oral histories taken from those who actually lived in the camp.

The annual reunions to the camp provide a tremendous opportunity to learn about the camp as they are filled with strong emotions and strong ties. The internees relate stories of growing up in the camp; meeting their spouse there; of the hardships their families endured. Many families lost everything they owned while interned; others were lucky enough to have a friend or neighbor take care of their property while they were in Manzanar or one of the other relocation camps.

One internee remembered being told that they were being brought to Manzanar "for their own protection," but then looked up to see that the machine guns in the guard tower were faced toward the camp, not away from it. When another was asked what she remembered most about Manzanar she said, "the wind, it never stopped... I hate the wind."

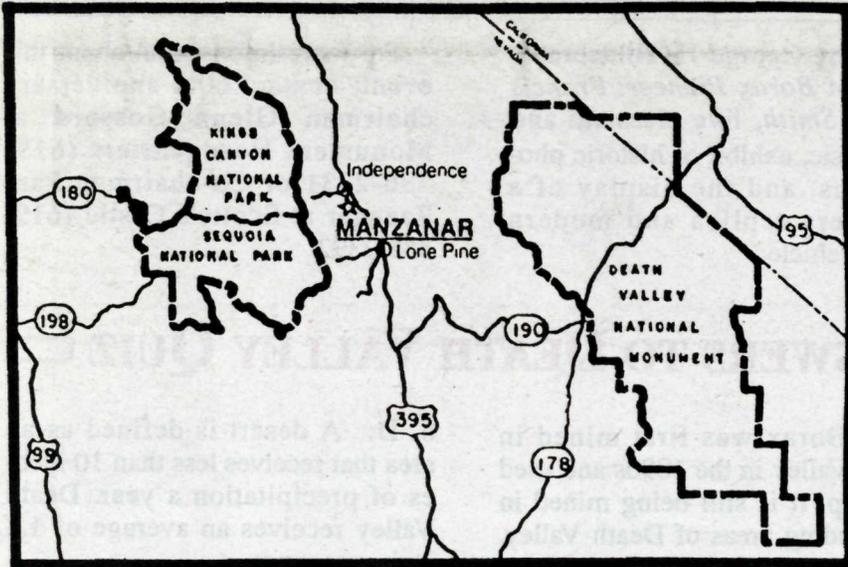
Many stories like these were told to the rangers from Death Valley who worked at the dedication ceremony. President Bush signed the bill establishing Manzanar National Historic Site

on March 3, 1992. Manzanar was the first of the permanent Japanese-American relocation camps and has been identified as offering the best opportunities among the ten such camps for interpretation of the Work War II relocation program. Because of this, the National Park Service, in cooperation with local organizations, is now starting the process of increasing the protection and interpretation of this site. This careful process will result in a location where people can learn first hand about all facets of the War Relocation Program.

DEATH VALLEY QUIZ

1. What is borax used for? A. soap; B. fiberglass; C. insecticide; D. the heat resistant tiles of the space shuttle; E. all of the above.
2. Death Valley is the lowest place in: A) the world; B) California; C) North America; D) the western hemisphere
3. Death Valley's largest native mammal is A) the mountain lion; B) the desert bighorn; C) the mule deer; D) the coyote
4. The white stuff you see on the valley floor is: A) borax; B) flour; C) salt; D) a mirage
5. The elevation of Badwater is: A) 1,292; B) 505; C) 0; D. - 282 ft.
6. To qualify for the definition of a desert an area has to receive: A) Less than 15 inches of rain per year; B) 0 inches of rain per year; C) Less than 2 inches of rain per year; D) Less than 10 inches of rain per year.
7. Where is the lowest place in the world? A) Death Valley; B) the Dead Sea, Jordan/Israel; C) Las Vegas, Nevada; D) Lake Acyl, Ethiopia
8. Name the rare, endangered species of fish in Death Valley National Monument. A) Devil's Hole Pupfish; B) Colorado Squawfish; C) Humpback Chub; D) Charlie the Tuna
9. The largest ghost town in the Death Valley areas is: A) Skidoo; B) Leadfield; C) Rhyolite; D) Chloride City
10. Who built scotty's Castle? A) the National Park Service; B) Death Valley Scotty; C) the Gospel Foundation of California; D) Albert Johnson

Answers on page 10



PARK WATCH

Death Valley National Monument has implemented a program called Park Watch. The objective of Park Watch is to encourage park visitors and residents to take a more active role in protecting and preserving their park, by reporting any safety problems, crime, and vandalism. Report any crime or safety problems to a park ranger or call (619) 786-2330. **IMPORTANT:** If you observe someone committing a crime, DO NOT attempt to take action yourself. This is a job for park rangers. Note the location, description of the people involved, license



numbers of any vehicles, and report the incident as soon as possible. Together we can keep Death Valley National Monument a safe and enjoyable place for all.

**TO REPORT AN INCIDENT
CALL (619) 786-2330
OR 911 OR
CONTACT A PARK RANGER**



Death Valley Visitor Guide

The Death Valley Visitor Guide is a publication of the Death Valley Natural History Association in cooperation with the National Park Service, Death Valley National Monument. This publication is produced to inform and aid the park visitor.

Editors..... Glenn Gossard, Paul Zaenger, Kim Kassebaum
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 Printing..... Chalfant Press
 Photo Credits National Park Service

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ISSN 1054-8041

DEATH VALLEY NATIONAL MONUMENT

CELEBRATES 60TH ANNIVERSARY *by Glenn Gossard*

In the spring of 1993 Death Valley National Monument will be celebrating its 60th anniversary. It was established through executive order 2028 which was signed on February 11, 1933. The Monument was established for: "...the preservation of the unusual features of scenic, scientific and educational interest therein" and "...the proper care, management and protection of unusual features of scientific interest."

This celebration is being sponsored by the National Park Service, Death Valley '49ers, Fred Harvey Company, US Borax Company, Death Valley Natural History Association and the Eastern California Museum. All of these groups have played an important role in the establishment and care of Death Valley National Monument.

Although Death Valley was established on February 11, the celebration will take place on Feb. 12, 13 and 14, President's Day weekend. Included in the celebration will be a reunion of the Civilian Conservation Corps employees who worked in Death Valley. This will include several special tours and a speech by Mr. Gordon Chappell. There will also be a reunion of former Death Valley employees. This will provide an opportunity for the present staff to



ask questions about the history of the Monument and will allow former employees the opportunity to visit with one another and see how the monument is run today. Other events will include: The premier of a play about Shorty Harris, keynote

speech by George H. Hildebrand, author of *Borax Pioneer: Francis Marion Smith*, live classical and folk music, exhibit of historic photographs, and the display of a 1930s era replica and modern ranger vehicle.

For more information about this event, contact 60th anniversary chairman Glenn Gossard at Monument Headquarters (619) 786-2331 or Co-chairman Paul Zaenger at Scotty's Castle (619) 786-2392.

The Monumental Task of Recycling

Death Valley National Monument runs an ever-expanding recycling program. Our National Park Service offices recycle all those mountains of white paper government notoriously generates, and several of our housing areas feature collection bins for glass, tin, plastic and aluminum. As a visitor to Death Valley, you can deposit your aluminum cans at a new "high-tech" collection bin, (incorporating both can crusher and bin in one unit!) in front of the Furnace Creek Visitor Center. Almost every monument campground has at least one well-marked aluminum can collection bin also.

Remember, though, that you aren't recycling unless you buy recycled. Our nationwide supply of recyclable materials in some cases far exceeds the demand: unless we can show consumer preference for items made from recyclables and consumer disdain for wasteful packaging, collecting recyclables is a futile exercise.

If recycling is something new for you, why not take a moment and think about starting to practice the REDUCE-REUSE-RECYCLE ethic? Death Valley is a place that challenges common perceptions, leads to unusual insights about the beauty of scarcity, and teaches the value of finite resources - a perfect place to reevaluate our commitment to protection and preservation of our planet and our lifestyle.

ANSWERS TO DEATH VALLEY QUIZ

- E:** Borax was first mined in Death Valley in the 1890s and used for soap. It is still being mined in surrounding areas of Death Valley. Today's uses include fiberglass, ceramics, boric acid skin cleansers, insecticides, antifreeze among other things.
- D:** The Western Hemisphere
- B:** The desert bighorn stands 3 ft. high and inhabits areas of broken terrain near reliable water sources.
- C:** Death Valley is a dry lake called a playa. During the earth's cooler times Death Valley held large lakes. When these lakes evaporated, causing some minerals to crystallize. In this case salt was one of the minerals.
- D:** - 282 ft.
- D:** A desert is defined as an area that receives less than 10 inches of precipitation a year. Death Valley receives an average of 1.8 inches per year.
- B:** The Dead Sea in Jordan and Israel is -1,292 ft.
- A:** The Devil's Hole pupfish is found nowhere in the world but Devil's Hole, a cave filled with water east of the actual valley. Ground water pumping could lower the water level, causing the species to become extinct.
- C:** Rhyolite at one time had 10,000 residents, a mining town founded in 1907 was at one time the third largest city in Nevada. Located Northwest of Furnace Creek 37 miles.
- D:** Albert Johnson

VISITOR SERVICES

A variety of services is available within Death Valley National Monument during the visitor season (October - May 15). Summer months offer more limited services.



INFORMATION

Death Valley National Monument
 General Information (Mon.-Fri. 8 a.m. - 4 p.m.; recording after hours) (619) 786-2331
 TTY for hearing impaired (daily 8 a.m. - 5 p.m.)..... (619) 786-2471
 EMERGENCIES ONLY (24 hours) (619) 786-2330 or 911
 Beatty Ranger Station..... (702) 553-2200



ACCOMMODATIONS

Furnace Creek Ranch..... (619) 786-2345
 Furnace Creek Inn..... (619) 786-2361
 Reservations, Inn & Ranch..... (619) 786-2345
 Stovepipe Wells Village..... (619) 786-2387
 Registration (SPW only) 7 a.m. - 10 p.m.



SERVICE STATIONS

Furnace Creek Chevron..... 7:00 a.m. - 7:00 p.m.
 Stovepipe Wells Chevron..... 7:00 a.m. - 8:00 p.m.
 Scotty's Castle..... 9:00 a.m. - 5:30 p.m.
 Diesel Fuel available at Furnace Creek, Beatty, Stateline, Lone Pine, Panamint Springs, Olancho and Trona.



AUTO REPAIR AND TOWING

Furnace Creek Garage (AAA)..... (619) 786-2232
 8:00 a.m. - 4:00 p.m.



CAMPER & TRAILER SERVICES

PROPANE

AVIATION FUEL

Furnace Creek Chevron..... available between 8 am. & 4 p.m.



GENERAL STORES & GROCERIES

Furnace Creek Ranch..... 7:00 a.m. - 9:00 p.m.
 Stovepipe Wells..... 7:00 a.m. - 8:00 p.m.



GIFT, BOOKS & APPAREL

Furnace Creek Ranch..... 7:00 a.m. - 9:00 p.m.
 Furnace Creek Inn..... 7:30 a.m. - 9:00 p.m.
 (closed May 11-mid-October)
 Stovepipe Wells..... 7:00 a.m. - 9:00 p.m.
 Scotty's Castle..... 8:30 a.m. - 5:30 p.m.



MISCELLANEOUS

ICE

Available at Furnace Creek Chevron, Stovepipe Wells General Store and Scotty's Castle Snack Bar

LAUNDROMAT

Open 24 hours.
 Furnace Creek Ranch - located on Roadrunner Ave.



POST OFFICE

Furnace Creek Ranch
 Monday through Friday..... 8:30 a.m. - 5:00 p.m.
 Closed Saturdays



SHOWERS

Furnace Creek Ranch - check at registration desk
 Stovepipe Wells - check at registration desk

SERVICES OF WORSHIP

INTER-DENOMINATIONAL (Sponsored by A Christian Ministry in the National Parks)

Furnace Creek Visitor Center..... Sunday 9:00 a.m. & 6:00 p.m.
 Stovepipe Wells..... Sunday 10:00 a.m.

Check bulletin boards for time changes during holiday periods.

Furnace Creek Inn and Ranch Resort
Fred Harvey, Inc.

Scotty's Castle Services
Concessioner, TW Services, Inc.

Stovepipe Wells Village
Concessioner, Fred Harvey, Inc.



RESTAURANTS & SNACK BARS

Furnace Creek Ranch

Coffee Shop..... 7:00 a.m. - 9:00 p.m.
 Cafeteria
 breakfast..... 5:30 a.m. - 9:00 a.m.
 lunch..... 11:00 a.m. - 2:00 p.m.
 Steak House..... 6:30 p.m. - 10:00 p.m.
 Corkscrew Saloon..... 12:00 a.m. - 1:00 a.m.
 19th Hole Bar and Grill..... Dawn to Dusk
 Senor Coyote's Mexican Restaurant..... 6 p.m. - 9 p.m.
 Panamint Pizza..... 6 p.m. - 9 p.m.
 Ranch Pool Grill..... 10 a.m. - 4 p.m.
 (Hours are flexible; check at Ranch Registration Desk)

Furnace Creek Inn (Closed May 15 - Oct. 15)

Dining Room
 lunch..... Noon - 1:30 p.m.
 Sunday Brunch..... 11:00 a.m. - 2:00 p.m.
 L'Ottimos Italian Cuisine..... 5:00 p.m. - 11:00 p.m. (dinner)
 Oasis Lounge..... 11 a.m. - 1 a.m.
 Live Entertainment
 Dinner..... 6:00 p.m. - 8:00 p.m.

Stovepipe Wells

Dining Room
 breakfast..... 6:00 a.m. - 9:30 a.m.
 dinner..... 6:00 - 9:30 p.m.
 Saloon..... 4:00 p.m. - 10:00 p.m.
 Scotty's Castle Snack Bar..... 8:30 a.m. - 5:30 p.m.

OTHER SERVICES

DEATH VALLEY SIGHTSEEING TOURS

Furnace Creek Ranch
 Registration Office..... (619) 786-2345, Ext. 222



HORSEBACK RIDES (Fall, Winter and Spring only)

Furnace Creek Ranch - 1 and 2 hour rides, carriage rides (619) 786-2345
 (by reservation)

GOLF COURSE

Furnace Creek Ranch Pro Shop..... (619) 786-2345



SWIMMING POOLS

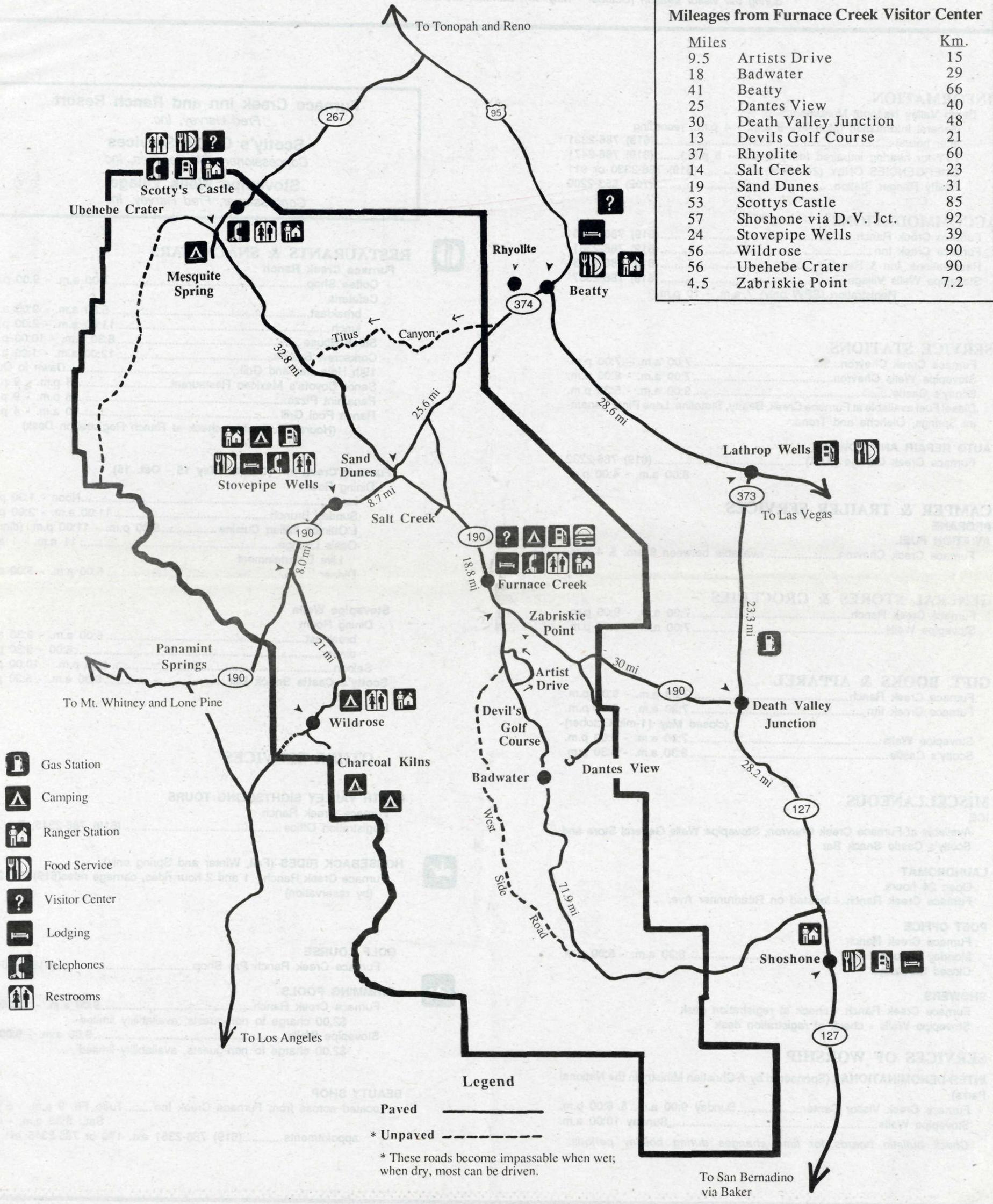
Furnace Creek Ranch..... 9:00 a.m. - 10:00 p.m.
 \$2.00 charge to non-guests, availability limited
 Stovepipe Wells..... 9:00 a.m. - 9:00 p.m.
 \$2.00 charge to non-guests, availability limited

BEAUTY SHOP

Located across from Furnace Creek Inn..... Tues.-Fri. 9 a.m. - 5 p.m.
 Sat.: 8:30 a.m. - noon
 appointments..... (619) 786-2361 ext. 170 or 786-2345 ext. 170

DEATH VALLEY NATIONAL MONUMENT MAP

Miles		Km.
9.5	Artists Drive	15
18	Badwater	29
41	Beatty	66
25	Dantes View	40
30	Death Valley Junction	48
13	Devils Golf Course	21
37	Rhyolite	60
14	Salt Creek	23
19	Sand Dunes	31
53	Scottys Castle	85
57	Shoshone via D.V. Jct.	92
24	Stovepipe Wells	39
56	Wildrose	90
56	Ubehebe Crater	90
4.5	Zabriskie Point	7.2



- Gas Station
- Camping
- Ranger Station
- Food Service
- Visitor Center
- Lodging
- Telephones
- Restrooms

Legend

Paved

* Unpaved

* These roads become impassable when wet; when dry, most can be driven.

To San Bernadino via Baker