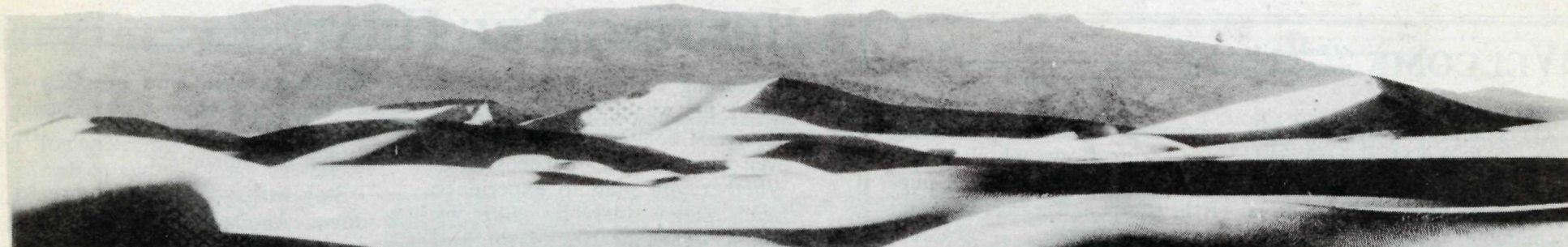


# DEATH VALLEY NATIONAL MONUMENT



Spring-Summer 1993

Visitor Guide

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## THOSE INCREDIBLE DEATH VALLEY WOMEN *by Kari Coughlin*

The first recorded mention of women in Death Valley was in the accounting of the lost party of 1849. A group of people left a wagon train they were on to follow a shortcut map. They were in a hurry to get to the California gold fields.

One of the women in that party was Mrs. Felts Brier, the wife of Reverend Brier. Mrs. Brier had three children with her, the oldest of whom was 9 years old. Once the party found themselves lost in uncharted territory, they split up. A group of young bachelors, calling themselves Jayhawkers didn't want women and children tagging along when they were finding their way out. Nevertheless Rev. Brier felt his family's best hope for survival was in following this group. So each morning he would leave camp with the Jayhawkers to see where they went. This move left Mrs. Brier to find her way with three young children, a wagon and oxen.

On Christmas eve, 1849, she talked of struggling through the salt marsh carrying one of her ill sons on her back. Her children asked for water but there was none. As night approached she got down on her knees to find the trail. Finally at midnight she saw a fire and found her husband. He informed her that camp was six miles further on—it was 3:00 before they could stop for the night. As their journey progressed they had to burn their wagons and kill the oxen. Reverend Brier became ill and for the last three weeks of the journey had to be lifted from the ground every morning and steadied by his petite wife.

Mrs. Brier was looked upon as a mother to all of the worn out and ill young men. Every member of the party spoke of her in glowing terms as the heroine of the ordeal. Mrs. Brier had two more children following their exit from Death Valley and lived to be 99 years old.



*Juliet Brier*

As deadly as Death Valley was for men in the early years of its recorded history, it was even worse for women. It was said the sun, heat and wind aged women much faster here and the constant struggle for water, food and an escape from the heat was just too much. As one old Death Valley prospector put it, "this here country is just naturally no place to take a woman. Couldn't keep her content...no woman would stick it out."

When towns sprang up from ore strikes, families would come into the area but most of the towns died out within six years of their boom. Once again Death Valley would be occupied by predominantly male prospectors with a few notable exceptions like Panamint Annie who prospected here from the 1930s to the 1960s.

In the 1920s the tourism chapter of Death Valley history began. It started with the building of Bungalow City (now called Stovepipe Wells) by Bob and Helen

Eichbaum in 1926. Mrs. Eichbaum was a society woman who left a mansion and an active social life in the San Francisco area to help her husband realize a dream in Death Valley. She lived in a tent until her home could be built. She entertained the local prospectors and Indians and helped institute traditions like the Easter sunrise service on the sand dunes. After her husband passed away Mrs. Eichbaum continued to run Stovepipe Wells and in that capacity she towed cars out of the sand dunes, kept water barrels handy and made sure the road was kept free of snow, dust and ice. Mrs. Eichbaum remarried in the 1930s and Mr. and Mrs. Bennette bought Stovepipe Wells from her. Mr. Bennette died and once again a woman ran Stovepipe Wells. Mrs. Bennette died in 1944 and 3 years later Mr. and Mrs. Putnam bought the resort. Mr. Putnam died leaving Mrs. Putnam to run the place. She had no experience in running a hotel nor did she

know anything about equipment like generators, water pumps and ice plants. Like her predecessors, she rose to the occasion. Laundry was flown out to Lone Pine by private air service. Cooking and heating was done by butane which was delivered 10,000 gallons at a time. The hotel stayed open from October to June and accommodated 155 guests. On one occasion a pantryman went berserk and threw everyone out of the kitchen by brandishing a boning knife. Mrs. Putnam was able to talk him into taking a rest in Beatty.

In the Furnace Creek area women also had a major role in running Furnace Creek Inn. Miss Kathryn Ronan had been a teacher, a lawyer and for a time acting Judge of the juvenile Court in Los Angeles before accepting the position as manager of Furnace Creek Inn in 1940s. In that capacity she made the task of providing an oasis in a desert look effortless.

Pioneers, prospectors and resort owners were just some of the roles women have played in Death Valley history. Lacking telephones, air conditioning, paved roads and a host of other amenities we take for granted, they helped carve out a niche of gentility and culture in this remote area we call Death Valley.

### INSIDE

- Guided Activities
- Camping Information
- Hiking
- Visitor Services
- Area Map
- Quiz
- Hot Weather Advice
- En Francais
- In Deutsch

## WELCOME Ed Rothjuss Park Superintendent

On behalf of the staff of Death Valley National Monument, welcome! We hope that your stay will be as enjoyable as it is memorable.

Parks not only are beautiful and interesting places to explore, to enjoy, and to learn of the great outdoors, and of our cultural past, but they are our hope for the future. Parks preserve vestiges of our past, and of our environment, providing gene pools of wild species, and thus safeguarding our future.

There has come issues that concern us however: deteriorating facilities - roads, buildings, exhibits, and campgrounds, deteriorating because of age, of use, of the elements. We need to put more effort into maintaining them. Deteriorating resources are noted; take for example, at Badwater heavy foot use is destroying the very features that make it interesting. A boardwalk, or some control is needed to allow for use and enjoyment, yet to protect the area.

We are concerned too about issues beyond the park boundaries; rapid growth in southern California and Nevada is affecting our air quality, our night skies, and vistas. There is the

potential of eventually reducing our spring flows which would effect some endemic plants, pupfish, snails and a host of other living creatures.

The other way is to encourage and support legislation, laws, and regulations that protect our parks and our environment.

Support sound management, gentle use, and preservation of our nation's park lands, both as good park users and as good voters

These are issues facing all parks, but our California deserts, of which Death Valley is a part, are especially vulnerable. Water is scarce, tracks and scars on the desert floors do not heal quickly, vegetation is sparse and grows slowly. Wildlife habitats can easily be altered and destroyed.

How can you help? Two ways easily come to mind. When visiting a park, use it wisely, use it gently. Place as little impact upon the land as possible: stay on roadways and trails, use only what you need (think of this when you use water at your motel or campsite), and recycle what you can.

Enjoy your visit and have a safe one!

## BEATING THE HEAT

Keeping cool in Death Valley during hot weather is more than a matter of comfort. Your safety - even your survival - depends on it. Whether you plan to experience Death Valley solely by car or by hiking, know the dangers of heat and dehydration and avoid them.

Take care of yourself:

- **Drink plenty of water.** High evaporation rates as well as temperatures make it very important to drink fluids. Drink before you are thirsty. Carry water with you in your car and when hiking; at least one gallon per person per day is recommended.

- **Wear protective clothing.** A hat and sunglasses are indispensable. Clothing will help you keep cool by protecting against solar radiation and retaining perspiration. Wear thick-soled shoes to protect your feet from high ground temperatures.

Take care of your car:

- **Watch the temperature of your car motor.** If your car begins to overheat, turn off the air conditioner. Radiator water is available at many points in Death Valley. To cool an overheated engine: turn your car into the breeze; do not turn off the motor; cool the radiator core by pouring water over it while running the engine on high idle; when radiator is cool enough to take cap off, refill to proper level if necessary and proceed.

**Check gasoline and oil.** Gas is available at Furnace Creek, Stovepipe Wells and Scotty's Castle within the monument.

- **Stay with your car if it breaks down.** Another traveler can let a ranger know that you are in trouble. Do not try to walk for help.

If you choose to hike:

- **Hike with a companion and let someone know where you are going.** Backcountry permits can be filled out at the visitor center and help rangers know when you are in trouble.

- **Know the weather forecast.** Flash floods are always a possibility. Avoid canyons and other confined drainages if it looks stormy.

- **Consider hiking during the cooler parts of the day.** Early morning and evening are more comfortable for hiking. The higher elevations offer many hiking opportunities that will be cooler than those on the valley floor.

- **Be careful of hazards.** Beware of spiny plants, dangerous mine shafts and tunnels, and poisonous animals. Don't put your feet and hands where you cannot see.

Hopefully these suggestions will not only make your visit to Death Valley in summer a safe one, but also more enjoyable.

## 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.



## RETURN OF THE BLAZING INFERNO by Kevin Emmerich

Let's say you're a morning person. You wake up from a refreshing night's sleep and you greet the day with above average enthusiasm. You open the door, and a breeze blows across your face. It's not unbearable, but it's a little bit warmer than "just right." Sure enough, you look up at the thermometer and it's 92 degrees. It's 5:35 for cryin' out loud! The very thought of 3 p.m. makes you light headed. Just pray that your cooler is in good working condition. That's right gang, the summer is back! And nowhere in the Western Hemisphere is it more spectacular than in Death Valley. Are we complaining? Not really. In fact, this is a major part of what makes Death Valley such an interesting place.

What makes it so hot here? A few variables work together to create these extremes:

1. Elevation. The extensional geologic activity continues to lower the elevation of the basin.

2. The four forbidding mountain ranges between Death Valley and the Pacific Ocean absorb all the moisture heading east, leaving Death Valley in a **quadruple rain-shadow**. This makes Death Valley one of the driest places in the world.

3. The heat from the low valley floor rises up the surrounding mountain slopes and meets the cool air, causing the hot air to circulate back down, picking up more heat, circulating again and again and...

4. And that summer wind, does it cool you off? NNNoooooo, it blows the heat around and makes it **HOTTER**. All of these factors combined cause summer daytime highs to top 120 for weeks at a time. On July 10, 1913, 134 degrees mesmerized Death Valley residents (before the age of air conditioning).

Even in the summer, *Death Valley* is a deceiving name. The life here has taken the bull by the horns. Plant and animal survival strategies are nothing short of remarkable. While some plants are driven to their limits, others have found ways to escape the deficit of water. Appropriately, these are called **drought escapers**. These plants grow where dependable water is available. A great example is the **western honey mesquite tree**, *prosopis glandulosa tor-*



Photo by Kim Kassebaum

*reyana*. The mesquite sends its roots sometimes 60 feet below the ground to tap reliable sources of ground water. **Drought resistors** are capable of storing water, and desert cacti are perfect examples. The **cottontop cactus**, *Echinocactus polycephalus*, has a soft cortex around a hollow woody skeleton which surround storage cells, called **pith**, that are adapted to retaining water. The roots grow just under the surface of the soil to catch rain water immediately when it touches the ground. Because the desert is one of nature's roughest neighborhoods, cactus defend their water with painful spines. These spines also provide protection from hot wind and direct sun. **Drought tolerators** just put up with it. The **creosote bush**, *Larrea tridentata*, is among the toughest. Even in years of no rain, the creosote is still photosynthesizing. Water is lost through leaves, so the creosote has very small leaves. The largest ones are dropped during the hottest times. The leaves are coated with a natural varnish that holds water in and is also a natural sunscreen, protecting the tissue from damaging ultra violet rays. The creosote

is the most common shrub in the low, hot deserts of North America.

The wildlife in Death Valley uses equally amazing strategies to cope with the inferno. Most animals simply "stay indoors" during the day time, in burrows, under plants or other types of ground cover. The **kangaroo rat**, *Dipodomys merriami*, is one of the best adapted mammals to the heat. It cannot survive ground temperatures over 100 degrees so it only leaves its burrow during the night. Kangaroo rats live their entire life without drinking water. They obtain water from dry seeds and plant material that they eat. The sugar in the food is broken down, releasing carbon dioxide, hydrogen and oxygen. This produces, almost like magic, **metabolic water**. During the day, the rat plugs its burrow, trapping humidity from its own body moisture and from the food it stores. It also secretes a highly concentrated urine which conserves a great deal of water.

Reptiles are even more restricted to the night than the kangaroo rat. With no internal way to regulate body temperatures, there is no

choice but to be nocturnal. With daytime ground temperatures soaring above 150 degrees, exposure to the heat would kill a snake or lizard in minutes. The **Mojave sidewinder**, *Crotalus cerastes*, (a species of rattlesnake) has developed a way to avoid at least some of the heat. Not all of its body touches the ground as it moves. It moves forward diagonally in a series of loops and seems to be crawling sideways in an S-shaped, moving curve. Most of this travel is vertical rather than horizontal which greatly reduces contact with the heat of the ground. If you ever walked (ran) across a hot parking lot in your bare feet, you can relate to the sidewinder. This type of locomotion is also beneficial for mobility on sandy environments. The sand dunes are a great place to see their strange, J-shaped tracks.

How do people deal with the summer in Death Valley? Most of them **leave!** But for those of us who stay or just visit for 1 or 2 days, we do need to take necessary precautions.

**DRIVING:** Don't push it. If your car overheats, let it rest a while. While driving up the steep grades, turn off the air conditioner. If you break down, **DO NOT** leave your car and try to walk for help. It could be the last walk you ever take. Someone will come along eventually. **ALWAYS CARRY AT LEAST 2 GALLONS OF WATER IN YOUR CAR.**

**HIKING:** Summer hiking is discouraged at the low elevations. High elevations in the Panamint and Grapevine Mountains provide many beautiful summer hiking opportunities. Even high up, always carry and **drink** water. By taking the proper precautions, your summer visit to Death Valley can be both an interesting and memorable experience.

August 17, 1993, 5:30 a.m. Temperature - 91 degrees.

You know it's going to be very hot this afternoon, but you've accepted that. You may be planning a trip to the high Panamints today or a moonlight hike on the sand dunes this evening. You know now that when you face the extremes of Death Valley on its terms, as the indigenous plants and animals have, you will see the beauty of the blazing inferno.

## ▲ 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-

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.

### MESQUITE SPRING

Elevation: 1,800'. No. Sites: 35. 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.

## REGULATIONS

YOU share responsibility for protection of Death Valley National Monument. Because this land and its resources belong to everyone, no one may collect or disturb any animal, plant, rock, fossil or any other natural, historical or archeological feature.

VEHICLES OF ALL KINDS, including four-wheel drives, motorcycles and bicycles, must stay on designated roads. Off-road tire tracks last for years in this fragile desert. All motorized vehicles and their drivers must be properly licensed.

DEVELOPED CAMPGROUNDS provide sites for tents, trailers and motorhomes. Camping is limited to no more than 30 days per year (October 1 through September 30) throughout the monument. Camping limits are 14 days at Furnace Creek Campground and 30 days at all others. Quiet hours are from 10 p.m. to 7 a.m. Generators may be operated, except at Texas



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.

## 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.

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**  
1½ 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.*



## WILY COYOTE by Lynne Mager

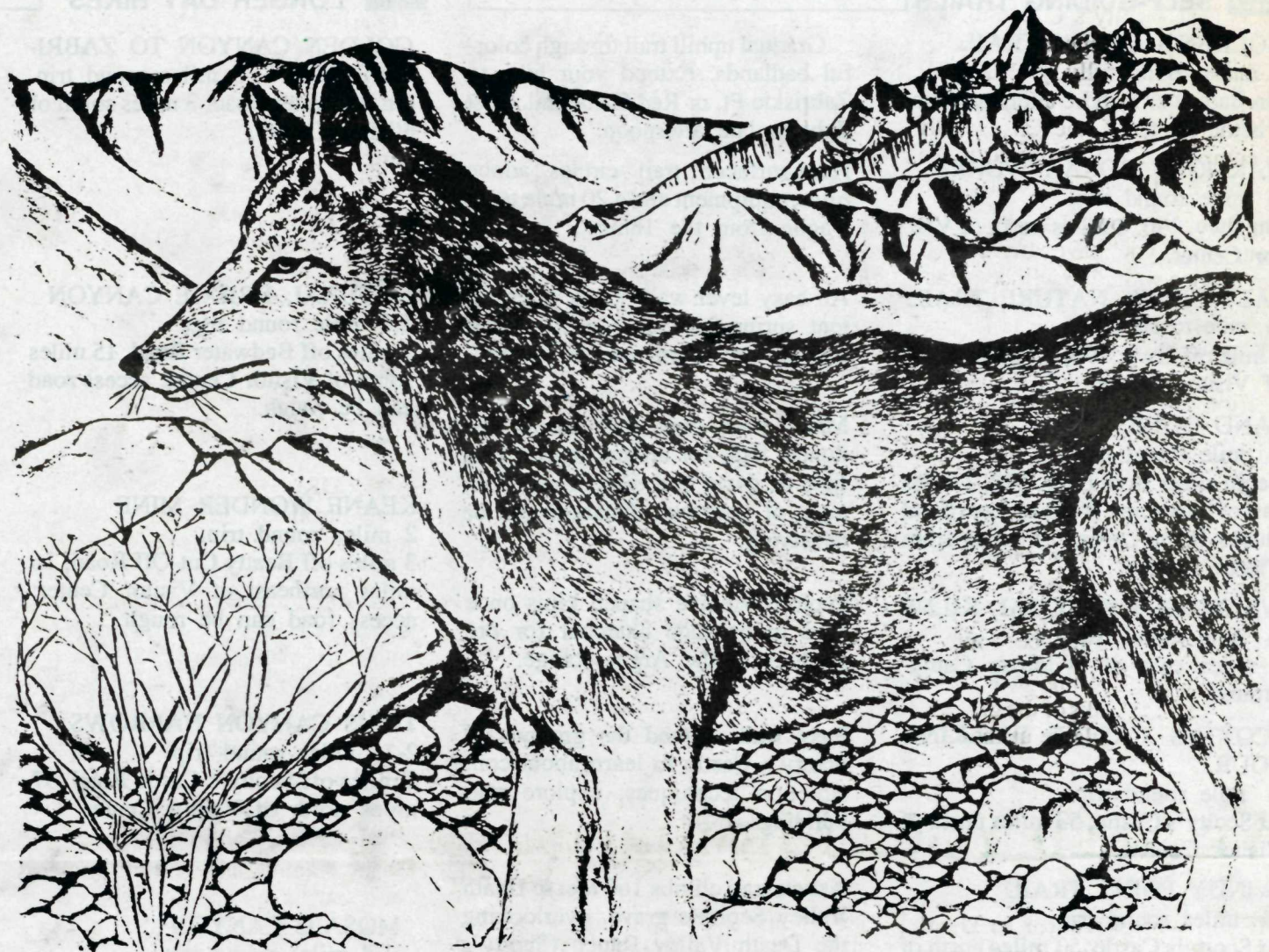
The wily coyote has been around a long time. Native American tribes not only depict the coyote as trickster, but a sorcerer, creator, fool or charlatan. Today, coyote descriptions include opportunist, scavenger, predator, adapter, and again trickster. Through all these traits the coyote has learned to survive, where the cougar and wolf could not, and extend its range into forty nine states.

*Canis Latrans*, also called barking dog or brush wolf, is best known as coyote. Golden, gray, or brown in color, coyotes are often confused with domestic dogs, though their tails are bushier and their snouts more pointed. Compared to the wolf, the coyote is smaller in weight and stature. The coyote stands about two feet at the shoulder and weighs approximately thirty five pounds. The wolf can reach up to 100 pounds. All three animals belong to the Canidae family along with the fox and jackal, but the coyote is the most clever and the fastest runner, reaching speeds up to forty miles an hour.

Rodents comprise sixty percent of the coyote's diet. Still, he is an omnivore who scavenges and feeds on insects, fruits, fish, lizards, and birds. His keenest sense is sight which allows him to spy a mouse across open spaces. In the Furnace Creek area food supplies range from the round tail ground squirrel to mesquite beans and date figs. According to one researcher, he will take what he can get. As an opportunist, the coyote will take advantage of a small dog or cat. Always keep your pet on a leash and attended. National Park Service regulations state that pets must be on a leash no longer than six feet.

The coyote is found throughout Death Valley National Monument. At the sand dunes, a midnight snack might be the kangaroo rat or the zebra-tailed lizard. At Salt Creek, pupfish are fair prey. In the higher elevations, the antelope ground squirrel lives, or you could see a coyote tugging at a rock crevice! Puffed up between the walls of those rocks, a chuckwalla may well be hiding.

While rodents are coyotes' primary diet in summer, the winter months find them relying more on carrion. In the mountains of Death Valley, the coyote might lunch on



Graphic by Kevin Emmerich

the remains of a mule deer or a big horn sheep. Trickster will also use a live deer as a fine opportunity for a meal. When the deer lowers its head to brush away snow from the grass it wants to eat, mice might dart forth and into the jaws of the waiting coyote. They chase deer and antelope herds for this very reason – to scare rodents out into the open.

As a hunter in desert communities such as this, the coyote could be considered the veterinarian of the sagebrush! Like other predators, the coyote cleans out the lame, the sick, and the genetically unfit, leaving the rest of the population healthy.

As the cycle of nature goes today, the coyote has few predators. Roadways cause fatalities, and the mountain lion has been known to hunt a coyote. However, natural predators, such as the

wolf, have been nearly destroyed by people.

Humans tried their best to seal the same fate for the coyote. Since 1825, people have used traps, poison, helicopters, twisted barbed wire, and voodoo to combat this natural predator. Subsequently, hundreds of thousands of coyotes have died. Yet, in the face of destruction, the coyote has countered with a behavior change. As more coyotes die, some biological trigger is tripped and more females breed and they produce larger litters.

Once the female selects her partner, coyotes mate for life. An average of five pups are born within burrows in April. The young drink mother's milk and eat foods regurgitated by their parents. After the pups emerge from the den in mid-summer, they may stay with the family group or pack for the

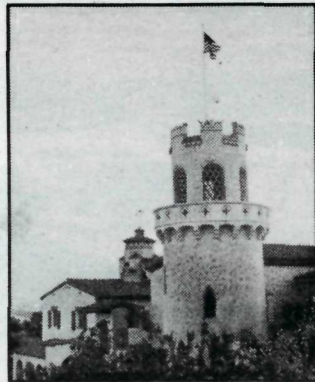
first year. Eighty percent of coyotes live in a pack structure. You do not see them in packs because it only takes one animal to stalk a vole. When packs do hunt together, they will go after larger prey, such as a fawn. However, overall, coyotes do not have a big impact on the deer or antelope population.

Coyotes have people all figured out! They have learned to avoid traps and poisoned meat, and to come to visitors for a handout. Park regulations forbid the feeding of wild animals. Cheetos, watermelon, and beer will disrupt the digestive system of this hunter! Left to their natural diet, the coyote plays an important role in nature.

What you can do is marvel at the antics, the howling and the amazingly adaptive ways of one of nature's most inventive creatures, the wily coyote.

## 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 trail-

heads. 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.

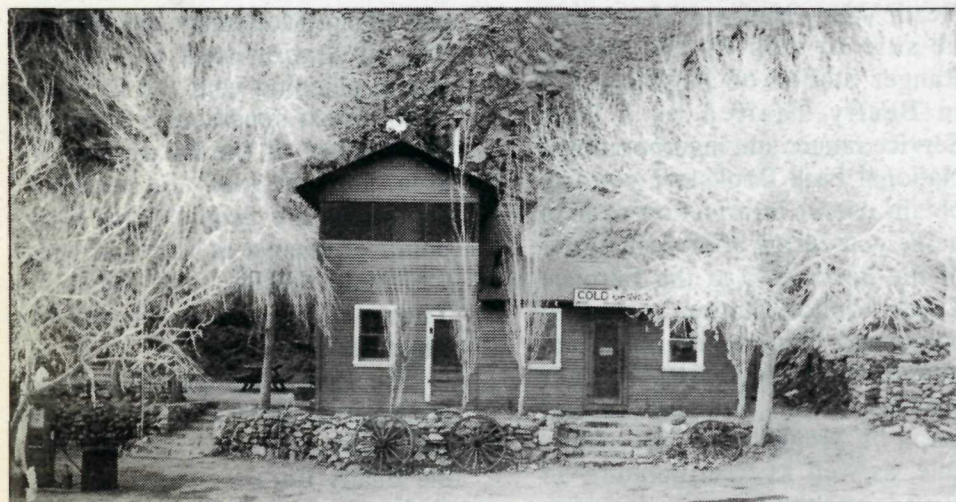
## WE NEED YOUR MEMORIES

If you were a visitor to Death Valley and/or Scotty's Castle prior to 1965, we want to hear from you! We have started an historical resource directory to aid us in our continuing research of the cultural resources within the Death Valley area. We want to know what you saw, who you met, and what made an impression upon you during your visit or living experience here.

As for Scotty's Castle, we are attempting to fill in some "gaps" in regards to the following: We would like to share your information and photos or slides of the Cookhouse interior, the Castle grounds and its

landscaping (outbuildings, vegetation, decorative arts, etc.), and general Castle scenes from the 1940s and 1950s. Any information that you may have would be greatly appreciated.

If you can help us, please pick up the **HISTORICAL RESOURCE QUESTIONNAIRE** from the Furnace Creek Visitors Center front desk or from the ticket office at Scotty's Castle. Drop it off at either location or return it at your leisure to: Interpretation Division, Attn: Kari Coughlin, Death Valley National Monument, Death Valley, CA 92328. Thank you!



Old Wildrose Station

## 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.

## 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

- miles OR
- 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.

## DEATH VALLEY TRIVIA QUIZ

1. The highest recorded temperature in Death Valley is? A) 134 F; B) 129 F; C) too hot to measure; D) 143 F

2. What Native American people call Death Valley home? A) Paiute; B) Shoshone; C) Chumash; D) Navaho?

3. Devil's hole is? A) a water filled cave; B) volcanic crater; C) ghost town; D) weird natural bridge.

4. What is Death Valley's most salt tolerant plant? A) saltbush; B) arrowweed; C) pickleweed; D) creosote bush.

5. The most rain received at Furnace Creek in one year is? A) 4.6 inches; B) 8.02 inches; C) 1.91 inches; D) 3.2 inches.

6. Who is the tarantula's mortal enemy? A) humans; B) Pepsis wasp; C) scorpion; D) rattlesnakes.

7. What is Death Valley's largest lizard? A) chuckwalla; B) gila monster; C) desert iguana; D) colored lizard.

8. Why are rattlesnakes called pit vipers? A) they live in pits; B) it's the pits to be bitten by one; C) named after herpetologist Dr. George Pit; D) pits on the face contain heat sensing organs.

9. What two trees were major sources of food for Death Valley's Native Americans? A) date and mesquite; B) cottonwood and juniper; C) mesquite and pinyon; D) wild cherry and desert walnut.

10. How many valid mining claims are left in Death Valley? A) over 10,000; B) none; C) less than 150; D) 3,412.

11. What year was Scotty's Castle finished? A) 1927; B) it wasn't; C) 1954; D) 1933.

12. What is California's largest National Park Service area? A) Yosemite National Park; B) Death Valley National Monument; C) Golden Gate National Recreation Area; D) Sierra National Forest.

13. Stove Pipe Wells was built at its present location because? a) that is where the lumber truck broke down; B) it's the best view of the dunes; C) of a dependable water supply; D) it's halfway between Furnace Creek and Scotty's Castle.

### Answers

1. **A:** The 134 F recorded at Furnace Creek in 1913 is the second highest temperature reading in the world.

2. **B:** The Timbisha Shoshone and their ancestors have lived in Death Valley area for thousands of years.

3. **A:** The warm water (85 F) filled cavern at Devil's Hole supports an endangered population of desert pupfish.

4. **C:** The pickleweed

5. **A:** The 4.6 inches received in 1941 is the most ever recorded at Furnace Creek though the average yearly rainfall is 1.91 inches.

6. **B:** The Pepsis Wasp or Tarantula Hawk will sting the chosen victim, then pulls the paralyzed spider down its hole to be used as food for its young when they hatch.

7. **C:** The chuckwalla is Death Valley's largest lizard as its larger cousin the gila monster is found further south in the Sonoran Desert but not in Death Valley.

8. **D:** The rattlesnake or pit viper uses the heat sensing organs on its face to help detect the presence of prey.

9. **C:** The mesquite bean was ground up into flour while pinyon nuts were gathered and eaten raw or baked.

10. **C:** Less than 150 valid mining claims remain of more than 50,000 claims that have been filed in Death Valley. The Mining in the Parks Act closed Death Valley to the filing of new mining claims in 1976.

11. **B:** Because of Albert Johnson's losses during the stock market crash of 1929 the Castle was never finished.

12. **B:** Death Valley National Monument at 2,067,000 acres is three times larger than Yosemite National park.

13. **A:** When the lumber truck broke down west of the dunes in 1926, Bob Eichbaum decided to build his resort right there.

## 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.



## EN FRANCAIS

### UN JOUR DANS LA VALLEE DE MORT

Si vous êtes en train d'arranger votre séjour dans la Vallée de Mort, nous vous proposons une visite au Furnace Creek Centre des Visiteurs et au Musée (Visitor Center) tout d'abord; cet édifice se trouve plus ou moins au centre géographique du monument nationale. La, vous recevez des cartes et renseignements généraux. Si vous ne restez qu'un jour dans la Vallée, nous vous recommandons de visiter les endroits décrits au-dessous. Les temps de voyages et les distances (aller-retour) sont aussi données. Vous avez accès à tous ces endroits en voiture.

En outre, il y a plusieurs endroits accessibles aux voitures à quatre

roues; demandez des renseignements supplémentaires à ce sujet au Visitor Center. Nous vous prions de conduire avec prudence et vous souhaitons un séjour agréable.

#### 1-2 Heures

- Badwater (altitude *au-dessous* du niveau de la mer: 86 m/282 ft.), Devil's Golf Course et Artist's Drive, 69 kilomètres/44 miles OU
- Le point de vue Zabriskie et Twenty Mule Team Canyon, 26 kilomètres/17 miles OU
- La promenade de Salt Creek (une distance de 0,8 km./0,5 mi.) et les Dunes de Sable, 62 kilomètres/42 miles OU
- Golden Canyon (promenade de

1-5 km. distance possible), 10 kilomètres/6 miles OU

- Harmony Borax (mines et ruines avec une promenade de 0,5 km./0,25 mi. distance), 6,4 kilomètres/3 miles.

#### 2-4 Heures

- Toute combinaison des choix données au-dessus OU
- La vue de Dante (rue très raide au fin), 80 kilomètres/50 miles. Altitude: 1669 mètres/5475 pieds OU
- Keane Wonder (mines et ruines avec une promenade de 3,2 km./2 mi. distance possible), 64 kilomètres/40 miles OU
- Mosaic Canyon (promenade de 1-4 mi./0,5-2 mi. distance), 84

kilomètres/55 miles OU

- Natural Bridge Canyon (promenade de 1-3 km./0,5-1,5 mi. distance possible), 52 kilomètres/32 miles.

#### Plus que 4 Heures

- Toute combinaison des choix données au-dessus OU
- Le château de Scotty et le Cratère de Ubehebe, 180 kilomètres/115 miles. Altitude: 914 mètres/3000 pieds. Promenade du cratère: 5 minutes pour descendre et 20 minutes pour remonter OU
- Les fours de charbon de Wildrose de l'an 1870, 200 kilomètres/140 miles. Altitude: 2122 mètres/6800 pieds.

### LE COMBAT CONTRE LA CHALEUR

Rester au frais dans la chaleur de Death Valley c'est plus qu'une question de confort. Votre sécurité - même votre survivance - dépend de cela. Soit en voiture ou à pied que vous décidez de visiter Death Valley, connaissez les dangers de la chaleur et de la déshydratation et évitez-les.

#### Soignez-vous bien:

- Boire beaucoup d'eau. À cause de l'évaporation plus rapide et une température plus élevée, c'est très important d'ingérer des liquides. Buvez même avant d'avoir soif. Apportez de l'eau avec vous en voiture ou à pied; pour une promenade à pied, nous recommandons 4 litres par personne par jour.
- S'habiller en vêtements protecteurs. Un chapeau et lunettes noires sont de première nécessité. Les vêtements vous gardent frais

en protégeant contre la radiation solaire et en conservant la sueur. Portez des souliers aux semelles épaisses pour garder contre la température élevée du sol.

#### Occupez-vous de votre voiture:

- Surveiller la température du moteur. Si votre voiture commence à surchauffer, coupez la climatisation. De l'eau pour le radiateur est disponible aux plusieurs endroits au Death Valley. Pour rafraîchir un moteur surchauffé, mettez la voiture avec la capote contre le vent et laissez le moteur tourner au ralenti vite. Versez de l'eau sur le radiateur jusqu'au point où vous pouvez enlever le capuchon sans danger. S'il est nécessaire, remplissez le radiateur au propre niveau avec de l'eau avant

de continuer.

- Surveiller le niveau d'essence et d'huile. Vous pouvez obtenir de l'essence à Furnace Creek, Stovepipe Wells et Scotty's Castle.
- Rester avec la voiture si vous êtes en panne. Des passants peuvent conseiller au service des parcs de vous aider. Ne cherchez jamais du secours à pied.

#### Si vous avez envie de vous promener à pied:

- Promener avec un copain et dire à quelqu'un où vous allez. Vous pouvez enregistrer votre itinéraire ("backcountry registration") au centre de visiteurs à Furnace Creek pour que le service des parcs puisse vous aider si vous vous faites mal.
- Connaître le bulletin météorologique. Il y a toujours la possibilité d'un déluge inattendu. Évitez les

canyons et des autres vallées enfermantes s'il fait un temps orageux.

- Considérer des promenades aux heures plus fraîches du jour. De bonne heure le matin ou sur le soir vous pouvez goûter des températures plus agréables. Les régions plus élevées du parc vous offrent des endroits plus frais qu'au fond de la vallée.
- Faire attention aux hasards. Prenez garde aux plantes épineuses, aux puits de mines cachés et aux animaux venimeux. Ne mettez jamais la main ou le pied là où vous ne pouvez pas voir.

Nous espérons que ces conseils vous aident à passer un séjour au Death Valley pas seulement hors de danger, mais aussi avec plus de confort.

### 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.

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ISSN 1054-8041

## IN DEUTSCH

### EIN TAG IM TODESTAL (DEATH VALLEY)

Wenn Sie einen Besuch in Death Valley planen, schlagen wir Ihnen vor, zuerst das Furnace Creek Besucherzentrum und Museum (Visitor Center) aufzusuchen, denn es liegt geografisch im Mittelpunkt des Nationalparks. Dort bekommen Sie wichtige Informationen und Landkarten. Wenn Sie nur einen Tag bleiben wollen, sind die folgenden Touren besonders zu empfehlen. Angegeben sind jeweils die Länge von Wanderwegen und die Entfernung vom Besucherzentrum (hin und zurück.) Alle Ziele sind mit dem PKW problemlos zu erreichen; andere Gebiete setzen Allradantrieb voraus. Informieren Sie sich bitte im Besucherzentrum. Wir bitten Sie vorsichtig zu fahren und wünschen Ihnen einen angenehmen Aufenthalt.

#### 1-2 Stunden

- Badwater (Höhe unter dem Meeresspiegel: 86 Meter/282 Fuss), Devil's Golf Course und Artist's Drive, 69 Kilometer/44 Meilen ODER
- Zabriskie Point (Aussichtspunkt) und Twenty Mule Team Canyon, 26 Kilometer/17 mi ODER
- Salt Creek (Wanderweg: 0,8 km./0,5 mi.) und die Dünen, 62 Km/42 Mi ODER

- Golden Canyon (Wanderweg den Canyon hinauf: 1-5 km.), 10 Km/6 Mi ODER
- Harmony Boraxwerke und Ruinen (Wanderweg: 0,5 km./0,25 mi.), 6,4 Km/3 Mi

#### 2-4 Stunden

- Jede Verbindung von zwei der oben stehenden Touren ODER
- Dante's Aussicht (steile Strasse am Ende, Höhe über dem Meeresspiegel: 1669 m/5475 ft), 80 km/50 mi ODER
- Keane Wonder Bergwerk und Ruinen (Wanderweg: 3,2 km/2 mi., 64 Km/40 Mi ODER
- Mosaik Canyon (Wanderweg: 1-4 km./0,5-2 mi.), 84 Km/55 Mi ODER
- Natural Bridge Canyon (Wanderweg: 1-3 km./0,5-1,5 mi.), 52 Km/32 Mi

#### Mehr als 4 Stunden

- Jede Verbindung von zwei der oben stehenden Touren ODER
- Scotty's Schloss (Höhe über dem Meeresspiegel: 814 m/3000 ft) und der Uebehe-Krater (Wanderweg: 5 Minuten hinunter, 20 Minuten herauf), 180 km/115 mi ODER
- Wildrose Holzkohlenmeiler aus dem Jahr 1870 (Höhe über dem Meeresspiegel: 2122 m/6800 ft), 200 km/140 mi

### HEISSE TIPS FÜR KÜHLE KÖPFE

Ein kuehler Kopf waehrend Ihres Aufenthaltes in Death Valley dient nicht nur Ihrem Wohlbefinden, Ihre Sicherheit und sogar Ihr Ueberleben koennen davon abhaengen. Sie sollten sich deshalb mit den Auswirkungen der Hitze und des Wassermangels vertraut machen und Touren mit dem Auto oder zu Fuss sorgfaeltig planen.

#### Denken Sie an sich!

- Trinken Sie regelmaessig und viel. Bei grosser Hitze verdunstet Ihr Koerper mehr Fluessigkeit als sonst. Trinken Sie daher nicht erst, wenn Sie durstig werden. Sorgen Sie fuer einen ausreichenden Fluessigkeitsvorrat - bei Wanderungen empfehlen wir mindestens 4 Liter pro Person am Tag.
- Tragen Sie eine Kopfbedeckung, die Gesicht und Nacken schuetzt, und eine Sonnenbrille. Langaermelige Kleidung und eine lange Hose schuetzen Sie vor Sonnenbrand und verringern die Verdunstung. Zum Schutz gegen hohe Bodentemperaturen, die ueber 80 Grad Celsius betragen koennen, schlagen wir dicksohlige Schuhe vor.

#### Denken Sie an Ihr Fahrzeug!

- Achten Sie auf die Motortemperatur: Stellen Sie bei Ueberhitzung sofort die Klimaanlage ab. Behaelter mit Kuehlerwasser sind an mehreren Stellen im Park aufgestellt, die Standorte sind auf der Landkarte des Faltblattes verzeichnet. Um einen ueberhitzten Motor abzukuehlen, stellen Sie das Fahrzeug zuerst mit der Motorhaube gegen den Wind. Bringen Sie den Motor dann in schnellen Leerlauf. Giessen Sie Wasser ueber den Kuehler, bis er so kuehl ist, dass Sie ihn ohne Gefahr aufschrauben und noetigenfalls Wasser nachfuellen

### PARKREGELN

Jeder Besucher ist mitverantwortlich fuer die Erhaltung des Death Valley National Monument. Dieser Park gehoert allen Menschen. Daher ist es verboten, irgendein Tier zu fangen oder zu stoeren, Pflanzen, Steine, Fossilien oder irgendwelche anderen natuerlichen, geschichtlichen oder arthaologischen Gegenstände mitzunehmen.

Alle Fahrzeuge, auch Geländewagen, Motor- und Fahrräder, dürfen nur auf den Strasse bewegt werden: Reifenspuren sind in dieser nur scheinbar unempfindlichen Landschaft auf Jahre hinaus sichtbar. Alle Motorfahrzeuge müssen ordnungsgemäss zugelassen und die Fahrer im Besitz eines gültigen Führerscheins sein.

Die Aufenthaltsdauer im Park ist auf 30 Tage pro Jahr (1. Oktober - 30. September) beschränkt. Campingplätze für Zelte, Wohnwagen und Wohnmobile stehen zu Ihrer Verfügung. Die maximale Aufenthaltsdauer auf den Campingplätzen beträgt 14 Tage auf Furnace Creek Campground und 30 Tage

koennen.

- Kontrollieren Sie regelmaessig Benzin und Oel, die Entfernungen in Death Valley sind gross. Tankstellen gibt es in Furnace Creek, Stovepipe Wells und Scotty's Castle.
- Wenn Sie eine Panne haben, bleiben Sie unbedingt beim Wagen. Vorbeifahrende Besucher werden einen Ranger benachrichtigen. Warten Sie im Schatten Ihres Wagens und versuchen Sie keinesfalls, zu Fuss Hilfe zu holen.

#### Falls Sie wandern moechten:

- Wandern Sie nie allein! Teilen Sie jemandem mit, wohin Sie gehen und wann Sie zurueckkehren. Bei mehrtägigen Wanderungen sollten Sie sich unbedingt im Besucherzentrum registrieren lassen. Falls Sie in eine Notlage geraten und nicht rechtzeitig zurueckkehren, koennen die Ranger Sie so leichter finden.

- Informieren Sie sich ueber das Wetter. Unwetter und dadurch entstehende Sturzbaeche sind jederzeit moeglich. Meiden Sie bei schlechtem Wetter Canyons und niedrig gelegene Gelaende.

- Wandern Sie nicht in der Mittagshitze. Morgens und abends ist es am kuehlsten und angenehmsten. Wenn es im Tal zu heiss ist, weichen Sie in die kuehleren Berge aus.

- Die Wueste ist interessant, aber nicht ungefaehrlich. Achten Sie auf stachelige Pflanzen, verborgene Minenschachte oder -unnel und giftige und bissige Tiere. Fassen Sie nicht in Hochlen und Loecher. Achten Sie auf Ihren Weg.

Beachten Sie diese Hinweise, bewahren Sie einen kuehlen Kopf.

### SICHERHEITSHINWEISE

Die Strass im Park sind keine Rennstrecken; sie sind stellenweise steil und eng. Fahren Sie bitte vorsichtig, verlassen Sie die Strasse nicht, beachten Sie alle Verkehrszeichen und vor allem die Geschwindigkeitsbeschränkungen. Wenn es in den umliegenden Bergen regnet, können Sturzfluten entstehen. Sie verwandeln trockene Rinnen in reissende Flüsse und überschwemmen Strasse mit Schlamm und Geröll.

Das Wetter unterliegt extremen Schwankungen. Unwetter und dadurch entstehende Sturzbäche kommen das ganze Jahr über vor. Wandern Sie bei schlechtem Wetter nicht in Canyons; suchen Sie hochliegendes Gelände auf, wenn Sie von Unwetter überrascht werden. Unbefestigte Strasse werden bei Regen oft unpassierbar, fragen Sie einen Ranger nach dem aktuellen Strassenzustand. Auch im Frühling und Herbst kann es hier sehr heiss sein, sorgen Sie für einen ausreichenden Flüssigkeitsvorrat - und trinken Sie rechtzeitig! Achten Sie beim Autofahren auf die Kuehlertemperatur.

Wandern bringt Sie in einen engen

Kontakt mit der einzigartigen Landschaft - aber planen Sie sofgaeltig: Informieren Sie sich ueber das Wetter, sorgen Sie für einen ausreichenden Flüssigkeitsvorrat, trinken Sie pro Tag mindestens 4 Liter, tragen Sie bequeme Wanderschuhe, lassen Sie sich bei mehrtägigen Wanderungen im Besucherzentrum registrieren.

Wilde Tiere sind genau das: wild. Füttern Sie sie nicht. Die Wüste ist der angestammte Lebensraum auch der Klapperschlange oder des Skorpions - Menschen sind hier nur Gäste. Fassen Sie nicht in Löcher oder Höhlen - auch nicht beim Klettern. Achten Sie auf Ihren Weg. Aufgegebene Minen können gefährlich sein. Senkrechte Schächte sind in dunklen Tunneln nicht zu sehen - und ein Sturz könnte tödlich sein. Holzstützen können jederzeit nachgeben. Wandern Sie nicht im Minengelände umher, bevor Sie sich nicht erkundigt haben, ob das Gebiet sicher ist. Wenn Sie gesicherte Minen besichtigen möchten, fragen Sie im Besucherzentrum nach Tourenvorschlägen.

# 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..... 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, Olancha, Trona, and Ridgecrest.



## 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.  
 Summer hours..... 8:30 a.m. - 3:00 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.

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 p.m. - 9 p.m.  
 Corkscrew Saloon..... 12:00 p.m. - 12 a.m.  
 19th Hole Bar and Grill..... Dawn to Dusk  
 Senor Coyote's Mexican Restaurant..... 5:30 p.m. - 9 p.m.  
 Ranch Pool Grill..... 12 p.m. - 8 p.m.  
 (Hours are flexible; check at Ranch Registration Desk)

### Furnace Creek Inn (Closed May 10 - Oct. 21)

Dining Room  
 breakfast..... 7 a.m. - 11 a.m.  
 Sunday Brunch..... 11:00 a.m. - 2:00 p.m.  
 L'Ottimos Italian Cuisine..... 5:00 p.m. - 10:00 p.m. (dinner)  
 Oasis Lounge..... 11 a.m. - 1 a.m.  
 Live Entertainment

### Stovepipe Wells

Dining Room  
 breakfast..... 7:00 a.m. - 10 a.m.  
 dinner..... 7:00 - 10 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, Fall, winter, spring only

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  
 After May 21, Wed. only: 9 a.m. - 5 p.m.  
 appointments..... (619) 786-2483 ext. 170 or 786-2345 ext. 170

# DEATH VALLEY NATIONAL MONUMENT MAP

## Mileages from Furnace Creek Visitor Center

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

