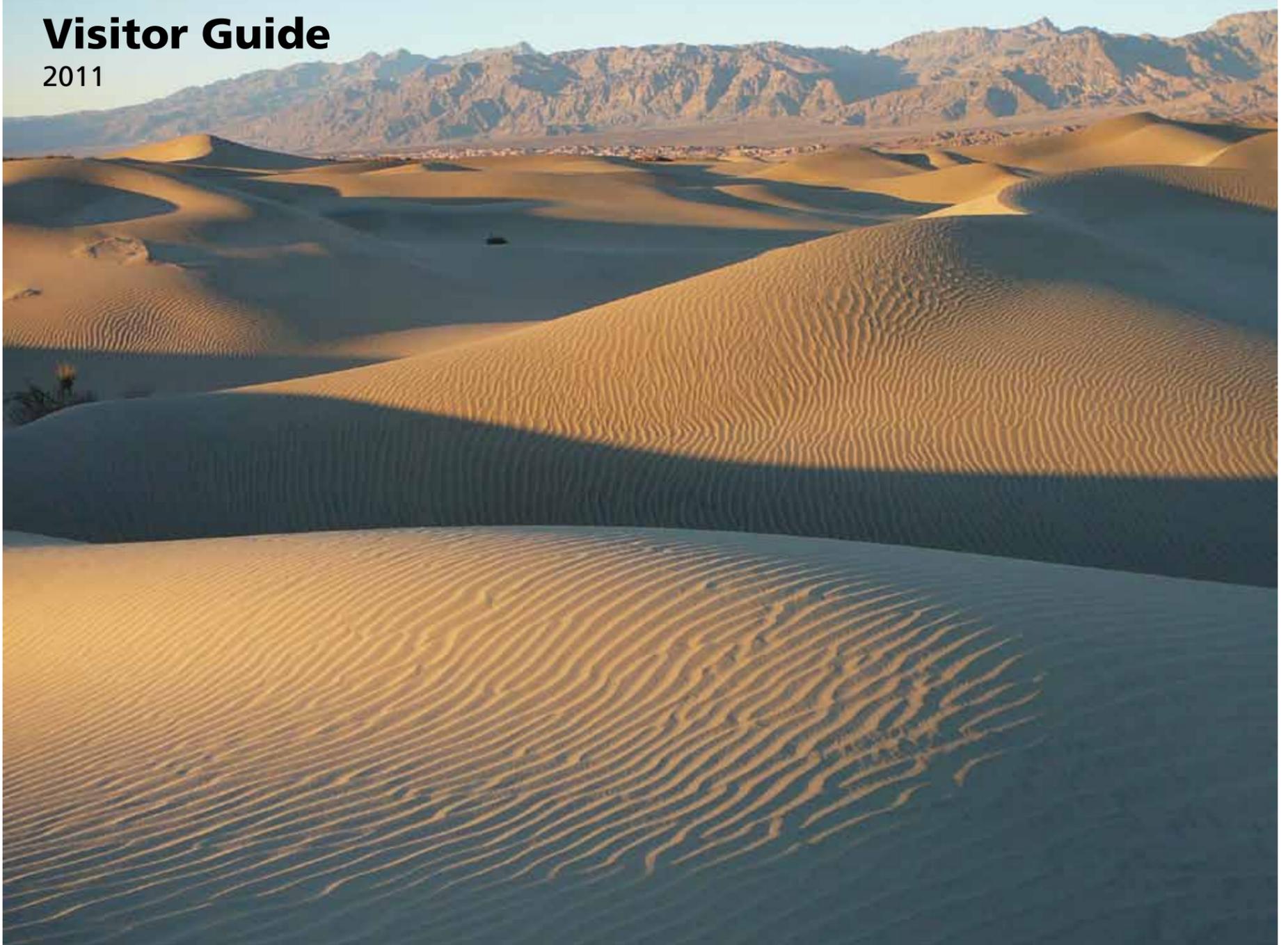




Visitor Guide

2011



Mesquite Flat Sand Dunes

Superintendent's Message

Welcome to Death Valley National Park! The staff are gearing up for another season of blue sky days, evening walks on the Mesquite Flat Sand Dunes, colorful characters as part of the living history program at Scotty's Castle, and sharing the information you need to make your visit as enjoyable as possible. We have experienced rain in October, so we are all keeping our fingers crossed for a hearty spring bloom!

As you will read in the following articles, the park has completed some significant accomplishments in the past year, and we are continuing to work on several exciting projects for the future. Death Valley has been for-

tunate to garner significant resources from the American Recovery and Reinvestment Act (ARRA) to complete some long-awaited projects that will improve visitors' experiences. We are grateful for the opportunity to have these funds to make the park safer for all and to provide important upgrades.

The Visitor's Center and Museum is undergoing an 18-month rehabilitation project, thanks to the Recreation Fee program—we are putting your entrance fees directly back into the park. Our rangers at the new temporary Visitor Center (located near the Furnace Creek Ranch) will still be available to assist with planning your Death Valley experience, as well

as conducting programs in alternative locations outside the auditorium. This year we have included special programs highlighting the Dark Night Skies program in Death Valley. We are pleased that the park has been chosen for annual monitoring for night sky conditions by a team of travelling scientists, and we will all benefit from the knowledge gained. We encourage you to take advantage of these new programs to experience a part of the park you may not have had the opportunity to enjoy before. We apologize for any inconvenience this may cause, but we are confident that the outcome will be worth the wait!

Sarah Craighead
Park Superintendent



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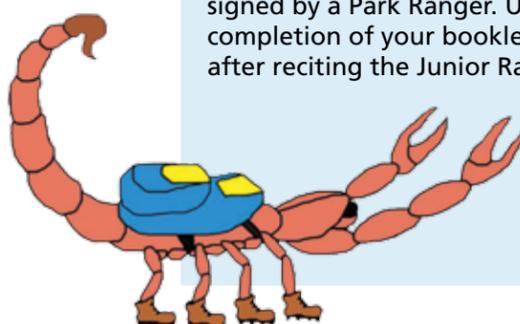
Junior Rangers

Want to have fun while exploring Death Valley? You can become a Junior Ranger with the **Junior Ranger booklet** that can be picked up at any Death Valley National Park Visitor Center. Just complete the right number of activities for your age and get your booklet signed by a Park Ranger. Upon completion of your booklet and after reciting the Junior Ranger

pledge, you will receive your **Junior Ranger Badge**.

Why not join a Park Ranger for a **Junior Ranger Program** and receive a certificate? During the fall, winter or spring, stop by a Visitor Center at Furnace Creek or Scotty's Castle to check on times and locations.

Present your Junior Ranger certificate or completed Junior Ranger booklet at any Visitor Center bookstore and you can purchase a special **Junior Ranger Patch** for a small fee. What a great way to explore Death Valley!



Park Information



Help Protect America's Treasures

While visiting the White House, would you take a piece of silverware home for a keepsake? How about tearing off a piece of the Declaration of Independence? Or spray painting your name on the Statue of Liberty?

Similar actions sometimes take place in our National Parks. Picking wildflowers, taking home stones or arrowheads as keepsakes, and defacing canyon walls with graffiti are all actions that degrade the parks for other visitors. In addition, it's against the law.



When you visit any of the sites run by the National Park Service, you are viewing America's treasures.

These parks were created because they have special meaning to all Americans. The laws that created these special places for us to own and



enjoy also mandate they be protected for the enjoyment of future generations of Americans as well.

Visiting any of our national parks is similar to visiting museums or art galleries. You certainly wouldn't think of taking an artifact or painting home from such places. Removing anything from our National Parks means that other visitors will not be able to enjoy it. If each of the 275 million visitors took away a flower or a stone or anything from the parks they visit, they would leave behind empty landscapes.

Help protect America's National Parks by leaving everything in its place and not defacing the natural resources. Other park visitors and future generations of Americans will thank you.

Icon of the Wild Desert

The coyote is the icon of wildness in most desert parks. When we see a coyote eating from peoples hands, roaming picnic areas and waiting along the roadside for handouts, we lose a lot of that wild experience we originally came to the park to enjoy.

Coyotes are both scavengers and predators and—like human beings—would rather take the easy way out. They will eat at any opportunity. When visitors offer food, coyotes will gladly take it. Death Valley National Park is their home; they belong here, but feeding wild animals does not. In fact, it is illegal.

The law is intended to protect park resources and people. Feeding wild animals habituates them to humans and our food. Coyotes lose

their natural fear of humans and can become aggressive when food is not forthcoming or if they feel cornered or threatened. This poses a hazard to the visitor. Coyotes can inflict serious bite wounds and have the potential to carry rabies. Small children and pets could become targets of hungry or angry coyotes. In addition, when a visitor stops in the road to feed or photograph a coyote, both become traffic hazards.

By feeding one coyote you are possibly injuring many. Once a female coyote is habituated to human food she will teach her pups the same habits. These pups will not learn the skills necessary to forage naturally, becoming dependant upon humans for their survival. If the coyotes are feeding on

Do not feed wildlife, no matter how friendly.



How to Help

Please remember and heed the following regulations during your stay:

- **Collecting or disturbing** any animal, plant, rock or any other natural, historical or archeological feature is prohibited.
- **All vehicles must remain on established roads.** This includes motorcycles, bicycles, and four-wheel drive vehicles. All motorized vehicles and their drivers must be properly licensed. Vehicles with off-road registration "green stickers" may not be operated in the park.
- **Hunting and use of firearms** in the park is illegal. Firearms are prohibited in certain facilities in this park; those places are marked with signs at all public entrances. Firearms may be transported and carried in accordance to state law.
- **Keep pets confined or leashed.**



human food, the pups and parents are not getting the nutrients they need. This propagates a very unhealthy cycle.

An oft posed question to rangers is, "why don't you just trap and relocate the animal?" When a coyote is relocated, it is being placed in the territory of another coyote. One of the them will end up in a marginal habitat and could starve. As long as visitors are feeding coyotes, the animal's "preferred" habitat is where the visitors are. If relocated, the coyote will attempt to return and may starve or be hit by an automobile during the journey. For these reasons the National Park Service does not relocate animals at Death Valley.

However, the problem still exists and more drastic measures are being taken. Current policy in Death Valley National Park is to harass the habituated animal to deter the coyote from returning to the site and break it of its begging behavior. Only a few well-trained National Park Service employees are allowed to conduct these activities. Under no circumstances should you, the visitor, harass wildlife. Although unpleasant, harassment is better than the final alternative, euthanasia. In order to protect the visitors and end the cycle of habituated animals many parks have had to euthanize aggressive animals. It is not an activity that any park employee wants to undertake.

A begging coyote's behavior is not the animals' fault. It is doing what comes easiest, but that is not always the most healthy. Even with the Park Service taking the above measures, YOU are the most important link in solving this problem. Please help us keep our wildlife wild and alive by not feeding any of the wild animals in Death Valley.

Pets are allowed only in developed areas and along paved or dirt roads.

- **Do not feed or disturb wildlife**, including coyotes, roadrunners & ravens. When wild animals are fed by humans they tend to depend upon this unhealthy food source rather than forage for their natural diet.
- **Camping is limited to developed campgrounds** and some backcountry areas. For details on backcountry camping and to obtain a free permit, stop at the Furnace Creek Visitor Center or any ranger station.
- **Campfires are allowed** in firepits provided in developed campgrounds. They are prohibited elsewhere in the park. Gathering wood is unlawful.
- **Please do not litter.**



Rock nettle in Titus Canyon

Recycling in your National Park

As a participant in the Climate Friendly Parks program, Death Valley belongs to a network of parks nationwide that are putting climate friendly action at the forefront of sustainability planning. Here at Death Valley, we are asking you to help!

The park has partnered with Pahrump Valley Disposal Inc. and Republic Services of Southern Nevada in Las Vegas to provide easy commingled recycling to our visitors at the Sunset, Texas Springs, and Furnace Creek Campgrounds, as well as other locations in the park. Just look for the bright green bins painted with eco-friendly water based paint in a location near you. Do your part and recycle plastic water and juice bottles, glass bottles and jars, aluminum and tin cans, paper and cardboard.

For more information on what you can do to reduce your carbon footprint and protect our parks from global warming, please visit <http://doyourpartparks.org/>

Desert Survival



Staying Safe & Sound

- **Water:** Drink at least one gallon (4 liters) of water per day to replace loss from perspiration. Carry plenty of extra drinking water in your car.
- **Heat & Dehydration:** If you feel dizzy, nauseous or a headache, get out of the sun immediately and drink plenty of water. Dampen clothing to lower your body temperature. Heat and dehydration can kill.
- **Hiking:** Do not hike in the low elevations when temperatures are hot. The mountains are cooler in summer, but can have snow and ice in winter.
- **Summer Driving:** Stay on paved roads in summer. If your car breaks down, stay with it until help comes. Be prepared; carry plenty of extra water.

- **Flash Floods:** Avoid canyons during rain storms and be prepared to move to higher ground. While driving, be alert for water running in washes and across road dips.
- **Dangerous Animals:** Never place your hands or feet where you cannot see first. Rattlesnakes, scorpions or black widow spiders may be sheltered there.



Prepared four-wheelers can have a safe and inspiring adventure.

Backcountry Travel: Read This Before You Go

You've got two flat tires. Your cell phone doesn't work. Nobody knows where you are. You're not sure where you are. You haven't seen another car since you turned off the highway 12 hours ago. The only thing you can hear is the ringing in your ears. Is this how you thought it would end?

The most frequent backcountry emergencies seem fairly commonplace in the beginning: Your car gets a flat tire, you run out of gas, you sprain your ankle while on a hike, or you get disoriented and turned around in the desert landscape. Things that are easy to address in most places quickly become life threatening emergencies in the backcountry as heat, cold, exhaustion, dehydration, isolation, and panic set in.

Large eyes help kangaroo rats avoid predators in the dark



Have a safe and inspiring visit to Death Valley by following these tips from the rangers:

- **Plan your visit:** Do you have the appropriate vehicle, tires, tools, fuel, camping gear, maps, and skills for your intended route? If you aren't sure, ask a ranger or call ahead to the visitor center.
- **Be prepared:** If you're headed into the backcountry on dirt roads, plan on changing a flat tire at least once. Have the necessary tools and know how to use them. Bring food, water and other essentials for several days, even if you're planning a much shorter visit.
- **Tell someone specifically where you are going:** It takes a long time to search 3.4 million acres of wilderness. We can find you faster if we know where to look and what we're looking for. Complete a backcountry hiker form at any visitor center to ensure that we have all the information they need to find you quickly.

- **Mine Hazards:** Do not enter mine tunnels or shafts. Mines may be unstable, have hidden shafts, pockets of bad air and poisonous gas.
- **In Case of Emergency:** Dial 911 from any telephone or cell phone. Cell phones may not work in many parts of the park, do not depend on them.

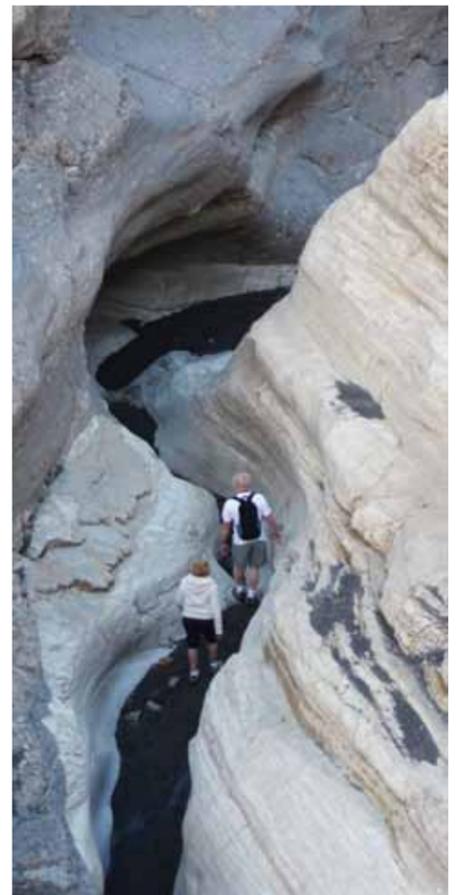
- **Don't rely on technology!** Your cell phone won't work in most of the park. Emergency locator beacons have a high failure rate. GPS devices frequently tell Death Valley visitors to turn off well-traveled roads, and take "shortcuts" over the desert and into canyons. Common sense and good judgment are far more reliable.
- **Stay alert and slow down:** The most common cause of death in the park is single car vehicle accidents. It's easy to let one of your tires drift to the gravel shoulder of the road, or to take a sudden sharp turn too quickly. A moment of inattention can send you, your car, and your loved ones flipping into the rocky desert.

No matter what kind of adventure or experience you pursue in Death Valley, a little planning and caution will send you home with happy and fun-filled memories of your desert trip.

Survive the Drive

The main cause of death in Death Valley is single-car accidents.

- **Follow the speed limit** to help negotiate the narrow roads, sharp curves and unexpected dips.
- **Avoid speeding out of control** on steep downhill grades by shifting to a lower gear and gently pressing on the brakes.
- **Don't block traffic.** Pull off the pavement if you want to stop to enjoy the scenery.
- **Wear a seatbelt** and make sure it is adjusted to fit snugly.
- **Unpaved roads** are subject to washouts. Check for conditions before traveling these routes.



Mosaic Canyon

Desert Wildlife: Masters of Survival

The extremes of summer in Death Valley pose the ultimate test of survival for wildlife. Animals must have special adaptations of bodies and habits to survive the severe climate.

Kangaroo rats can live their entire lives without drinking a drop of liquid, a very handy ability when living in a place famous for its aridity. All of the water they need to survive can be metabolized within their bodies from the dry seeds they eat. They also conserve moisture; their kidneys can concentrate urine to five times that of humans.

Kangaroo rats avoid the intense heat of the day in underground burrows that are both cooler and higher in humidity than outside. Water vapor in the humid air is reclaimed by special membranes in their nasal passages, and is also absorbed by the food stored within the den. They may even

plug the burrow's entrance with dirt to keep out heat and intruders.

Sidewinders are the type of unwelcome guests the kangaroo rat is trying to keep out. These small rattlesnakes also spends the hot days in underground dens. Rather than digging their own burrows, they simply move into one previously occupied by the unlucky rodent eaten for dinner.

Although best known for their odd looping motion of travel, sidewinders are well adapted to the extremes of Death Valley. Like kangaroo rats, sidewinders do not need to drink water. All the moisture they need comes from the juicy animals they eat.

Endothermic (warm-blooded) animals such as kangaroo rats and humans use food as fuel to produce body heat internally, but ectothermic (cold-blooded) reptiles like sidewinders must absorb heat from their envi-

ronment. Deserts have a lot of heat, but little food, so reptiles are excellent desert dwellers.

The tiny **pupfish** of Salt Creek are also ectothermic, yet they cannot escape the high temperatures of solar-heated pools. Pupfish are among the most heat tolerant of all fishes. Some species even live in warm springs. They have been known to survive in water temperatures of 112° F.

Another challenge these fish face is high salinity. Pupfish can survive in water three times saltier than sea water. Excess salts are excreted through their kidneys and gills.

During your visit, keep in mind that only the ability to carry water and to create artificial shelter allows you to be here in relative comfort. You are not as physically adapted to survive in Death Valley's heat as its wildlife residents.

What to See



Furnace Creek Area

- **Golden Canyon:** Hikers entering the narrows of this canyon are greeted by golden badlands within. An interpretive pamphlet is available. Two-mile round-trip walk.
- **Artist's Drive:** Scenic loop drive through multi-hued volcanic and sedimentary hills. Artist's Palette is especially photogenic in late afternoon light. The 9-mile paved road is one-way and is only drivable with vehicles less than 25 feet in length.
- **Devil's Golf Course:** Immense area of rock salt eroded by wind and rain into jagged spires. So incredibly serrated that "only the devil could play golf on such rough links." The unpaved road leading to it is often closed after rain.
- **Natural Bridge:** Massive rock span across interesting desert canyon. The spur road is gravel and often rough. From the trailhead, the natural bridge is a ½ mile walk.
- **Badwater:** Lowest point in North America, Badwater Basin is a surreal landscape of vast salt flats. A temporary lake may form here after heavy rainstorms. Do not walk on the salt flats in hot weather.
- **Zabriskie Point:** Surrounded by a maze of wildly eroded and vibrantly colored badlands, this spectacular view is one of the park's most famous. Zabriskie Point is a popular sunrise and sunset viewing location. The viewpoint is a short walk uphill from the parking area.



Natural Bridge

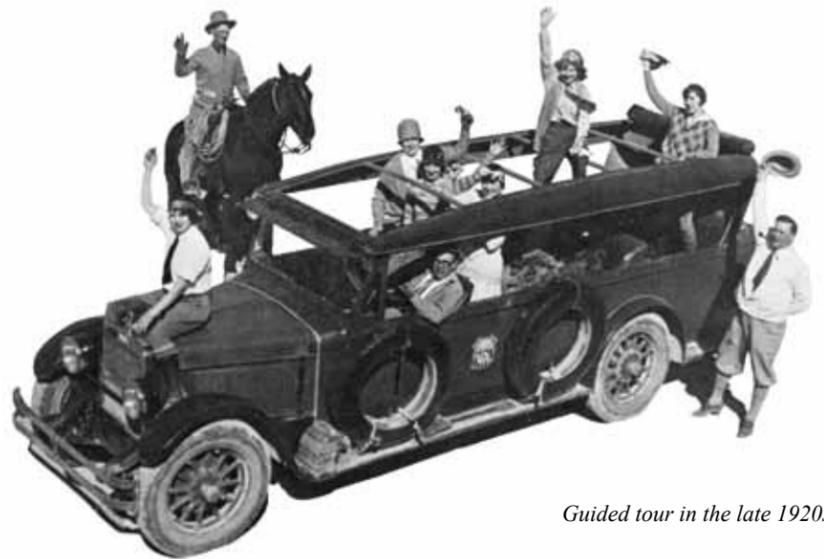
Scotty's Castle Area

- **Scotty's Castle:** Prospector "Death Valley Scotty" claimed this elaborate Spanish-style mansion was built by gold from his fictitious mine. In reality, it was the 1920s vacation home of his wealthy friends. Today, living history tours of the castle's richly furnished interior are given by costumed park rangers.
- **Ubehebe Crater:** More than 300 years ago the desert silence was shattered by a massive volcanic explosion caused by the violent release of underground steam pressure. When the cinders and dust settled, this 600 feet deep crater remained. Although easily visible from the paved road, hikers may want to circle the crater rim to see smaller craters.
- **Eureka Dunes:** Rising majestically nearly 700 feet, these are the highest dunes in California. Isolated from other dunes, they are an evolutionary island, home to rare and endangered species of plants and animals. To give them extra protection, the dunes are off limits to sandboarding and horseback riding.
- **The Racetrack:** Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle is needed to traverse the 27 miles of rough dirt road, but ask at a ranger station for current road conditions.

Panamint Springs Area

- **Father Crowley Vista:** A landscape of dark lava flows and volcanic cinders abruptly gives way to the gash of Rainbow Canyon below this viewpoint. Walk the dirt track east of the parking lot for a grand overlook of northern Panamint Valley.
- **Wildrose Charcoal Kilns:** These ten beehive-shaped structures are among the best preserved in the west. Built in 1876 to provide fuel to process silver/lead ore, they still smell of smoke today. The last 2 miles of gravel road to the kilns are passable to most vehicles.
- **Lee Flat Joshua Trees:** The finest stands of tree-sized yuccas in the park grow in this mountain-rimmed valley. Take the paved but rough Saline Valley Road to a junction in Lee Flat. The gravel roads in either direction will provide good views of Joshua trees.
- **Aguereberry Point:** 1000 feet higher than Dante's View, this viewpoint gives a perspective over Death Valley from the west. Along the gravel road is the remains of Pete Aguereberry's camp and his Eureka Mine. The last climb to the point may require a high-clearance vehicle

- **Twenty Mule Team Canyon:** Winding through otherworldly badlands, this 2.7 mile, one-way loop drive is unpaved, but accessible to all standard vehicles other than buses, Rvs, and trailers.
- **Dante's View:** The most breathtaking viewpoint in the park, this mountain-top overlook is more than 5000 feet above the inferno of Death Valley. The paved access road is open to all vehicles less than 25 feet in length.

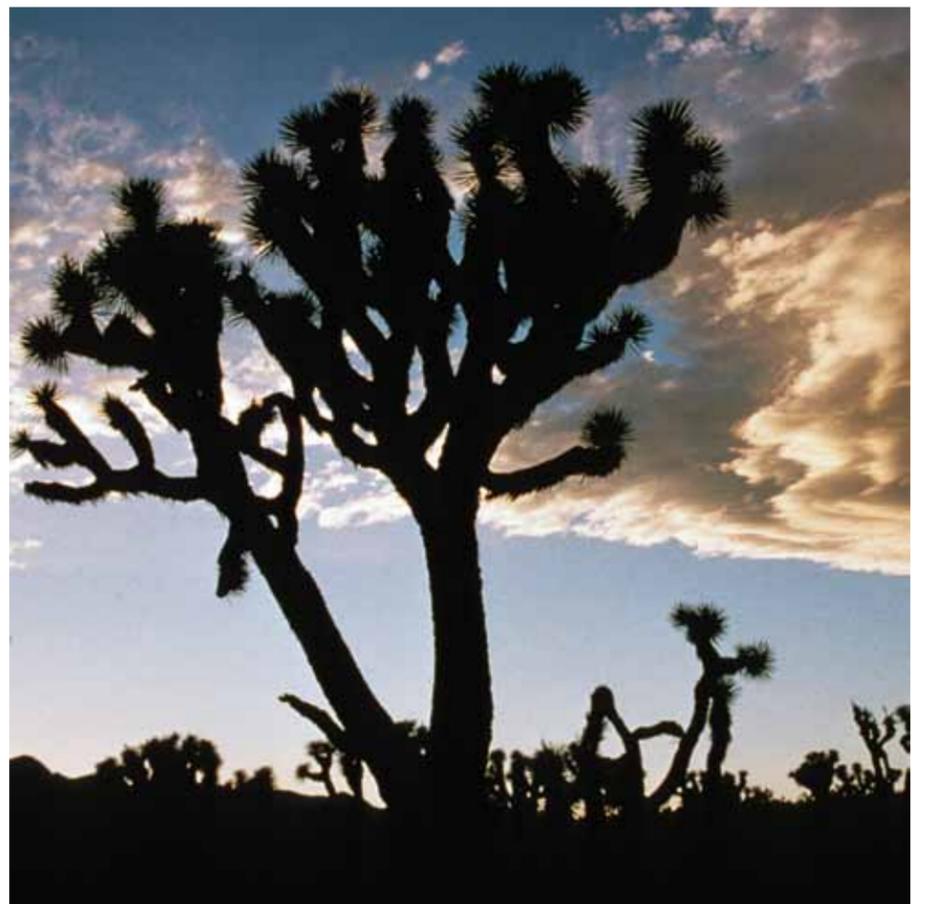


Guided tour in the late 1920s.

Stovepipe Wells Area

- **Sand Dunes:** Tawny dunes smoothly rising nearly 100 feet from Mesquite Flat. Late afternoon light accentuates the ripples and patterns while morning is a good time to view tracks of nocturnal wildlife. Moonlight on the dunes can be magical, yet night explorers should be alert for sidewinder rattlesnakes during the warm season.
- **Mosaic Canyon:** Polished marble walls and odd mosaic patterns of breccia make this small canyon a favorite. The twisting lower canyon is so narrow hikers must walk through it single-file. Some rock scrambling is required. The canyon opens up after ½ mile to reveal the heights of Tucki Mountain, but hikers can continue another 1½ miles.
- **Salt Creek:** This stream of salty water is the only home to a rare pupfish, *Cyprinodon salinus*. Springtime is best for viewing pupfish; in summer the lower stream dries up and in winter the fish are dormant. The wooden boardwalk loops ½ mile through stands of pickleweed and past pools reflecting badland hills. Wheelchair accessible.
- **Titus Canyon:** One of the largest and most scenically diverse canyons in the park. Within its lofty walls visitors can find multi-colored volcanic deposits, a ghost town, Indian petroglyphs, bighorn sheep, and deep, winding narrows. Titus Canyon is accessible to high-clearance vehicles via a 26-mile, one-way dirt road beginning outside the park. Standard vehicles may reach the canyon's mouth from the west via a two-way section of road.

Joshua trees at Lee Flat



Walks and Hikes



Things to Know Before You Go

- **Before starting a hike**, learn the current conditions, water availability, and weather forecasts. Backpackers should obtain a free permit.
- **Always carry water.** Two liters for a short winter dayhike; 4 liters or more in the summer or for long hikes.

- **Constructed trails are rare** in this park. Trails are provided in places that are heavily used and sensitive to damage. If a trail is there, please use it. Most hiking routes in the park are cross-country, up canyons, or along ridges. Footing can be rough and rocky.

- **Hiking in low elevations** can be dangerous when it is hot. The high peaks can be covered with snow in winter and spring. The best time to hike in the park is October to April.
- **Dogs and bicycles** are not allowed on trails or in the wilderness.

Trails & Routes

Golden Canyon

Length: 1 mile, one-way.

Difficulty: easy

Start: Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Road.

Description: Easy trail through colorful canyon. Red Cathedral located ¼ mile up canyon from last numbered marker. Interpretive trail guides are available.

Gower Gulch Loop

Length: 4 miles round-trip.

Difficulty: moderate

Start: Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Road.

Description: Colorful badlands, canyon narrows, old borax mines. Hike up Golden Canyon to marker #10, then follow trail over badlands and down Gower Gulch to finish loop. Two easy dryfalls must be scrambled down. Ask for Gower Gulch hand-out at Visitor Center.

Badwater Salt Flats

Length: as long or short as you like (the salt flats are 5 miles across).

Difficulty: easy to moderate; sections may be muddy or rough.

Start: Badwater parking area

Description: Follow the path out from Badwater Pool into the purity of white salt and the nation's lowest elevation at 282 feet below sea level. Avoid hiking here in the hot months due to the lack of shade and extreme temperatures.

Natural Bridge Canyon

Length: ½ mile to natural bridge, 1 mile to end of canyon.

Difficulty: easy

Start: Natural Bridge parking area, 1.5 miles off Badwater Rd. on gravel road, 13 miles south of Hwy 190.

Description: Uphill walk through the narrow canyon. Large natural bridge at ½ mile. Trail ends at dry waterfall.

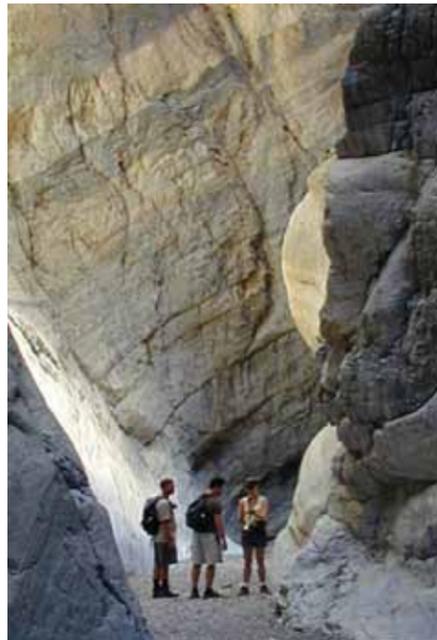
Salt Creek

Length: ½ mile round-trip.

Difficulty: easy

Start: Salt Creek parking area, 1 mile off Hwy 190 on graded gravel road, 13.5 miles north of Furnace Creek.

Description: Boardwalk along small stream. Good for viewing rare pupfish and other wildlife. Best in late winter/early spring.



The narrows of Fall Canyon

Mesquite Flat Sand Dunes

Length: 2 miles to highest dune.

Difficulty: easy to moderate

Start: 2.2 miles east of Stovepipe Wells on Hwy 190.

Description: Graceful desert dunes, numerous animal tracks. Walk cross-country to 100 ft. high dunes. Best in morning or afternoon for dramatic light. Also good for moon-lit hikes. *No trail.*

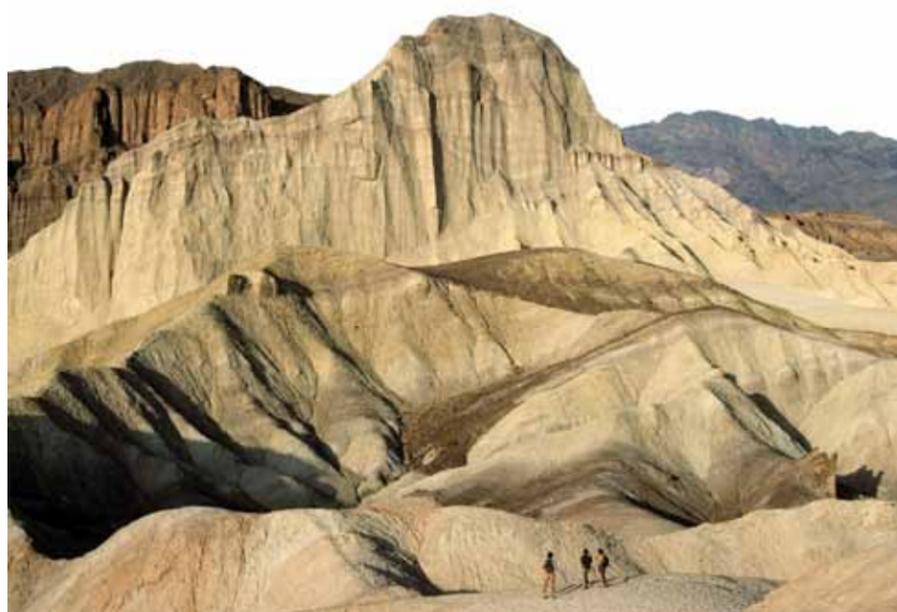
Mosaic Canyon

Length: ½ to 2 miles, one-way.

Difficulty: moderate

Start: Mosaic Canyon parking area, 2 miles from Stovepipe Wells Village on graded gravel road.

Description: Popular walk up a narrow, polished marble-walled canyon. First ½ mile is narrowest section. Some slickrock scrambling necessary. "Mosaics" of fragments of rocks cemented together can be seen in canyon walls. Bighorn sheep sighted occasionally.



Manly Beacon from Gower Gulch

Darwin Falls

Length: 1 mile, one-way.

Difficulty: moderate

Start: Darwin Falls parking area, 2.4 miles up gravel road toward Darwin, turn one mile west of Panamint Springs Resort on Hwy 190.

Description: Year-round waterfalls and lush vegetation tucked into a rugged canyon. Can be overgrown and has some rough spots. There is a trail to first waterfall but dangerous cliffs beyond.

Titus Canyon Narrows

Length: 1.5 miles, one-way.

Difficulty: easy

Start: Titus Canyon Mouth parking area, 3 miles off Scotty's Castle Road on graded gravel road.

Description: Easy access to lower Titus Canyon. Follow gravel road up wash 1.5 miles through narrows or continue to Klare Springs and petroglyphs at 6.5 miles.

Fall Canyon

Length: 3 miles, one-way.

Difficulty: moderately strenuous

Start: Titus Canyon Mouth parking area, 3 miles off Scotty's Castle Road on graded gravel road.

Description: Spectacular wilderness canyon near Titus Canyon. Follow informal path ½ mile north along base of mountains, drop into large wash at canyon's mouth, then hike 2½ miles up canyon to 20' dryfall. You can climb around the dryfall 300' back down canyon on south side for access to best narrows. Canyon continues another 3 miles before second dryfall blocks passage. *No trail in canyon.*



Darwin Falls

Summer Hikes

Dante's Ridge

Length: ½ mile to first summit, 4 miles one-way to Mt. Perry.

Difficulty: moderate

Start: Dantes View parking area

Description: Follow ridge north of Dantes View for spectacular vistas and a cool place to escape summer heat. *No trail for last 3.5 miles*

Wildrose Peak

Length: 4.2 miles, one-way.

Difficulty: moderately strenuous

Start: Charcoal Kilns parking area on upper Wildrose Canyon Road.

Description: A good high peak to climb (9,064 ft.). Trail begins at north end of kilns with an elevation gain of 2,200 ft. Spectacular views beyond 2 mile point. Steep grade for last mile.

Telescope Peak

Length: 7 miles, one-way.

Difficulty: strenuous

Start: Mahogany Flat Campground at end of upper Wildrose Canyon Road. Rough, steep road after the Charcoal Kilns.

Description: Trail to highest peak in the park (11,049 ft.) with a 3,000 ft. elevation gain. Climbing this peak in the winter requires ice axe and crampons, and only advised for experienced winter climbers. Trail is usually snow-free by June.

Death Valley National Park

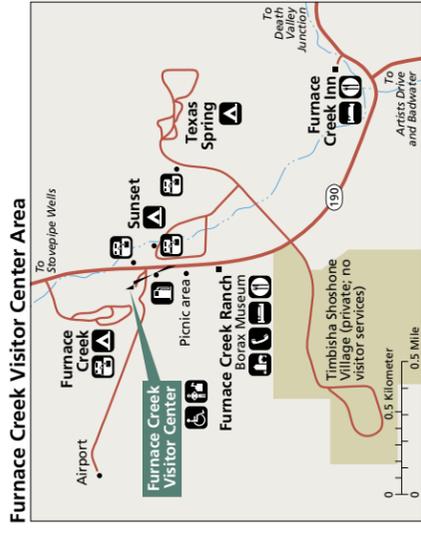


Entrance Fee
 Death Valley National Park is a U.S. Fee Area. Please stop at the Furnace Creek Visitor Center, Scotty's Castle Visitor Center, Stovepipe Wells Ranger Station or at one of the automated fee machines placed throughout the park to pay the park entrance fee.

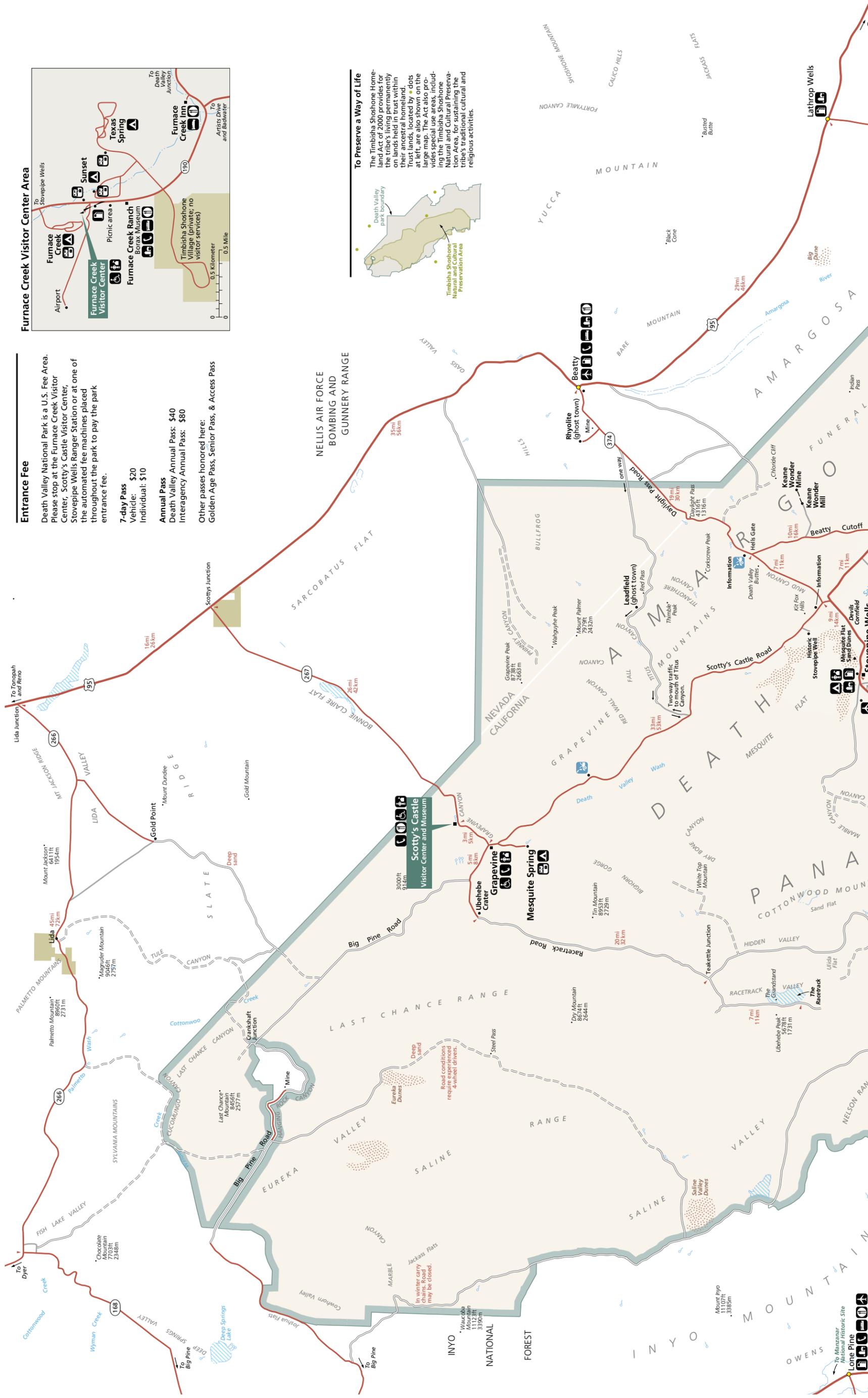
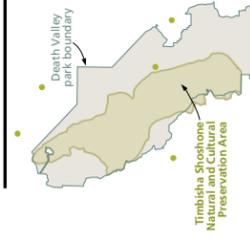
7-day Pass
 Vehicle: \$20
 Individual: \$10

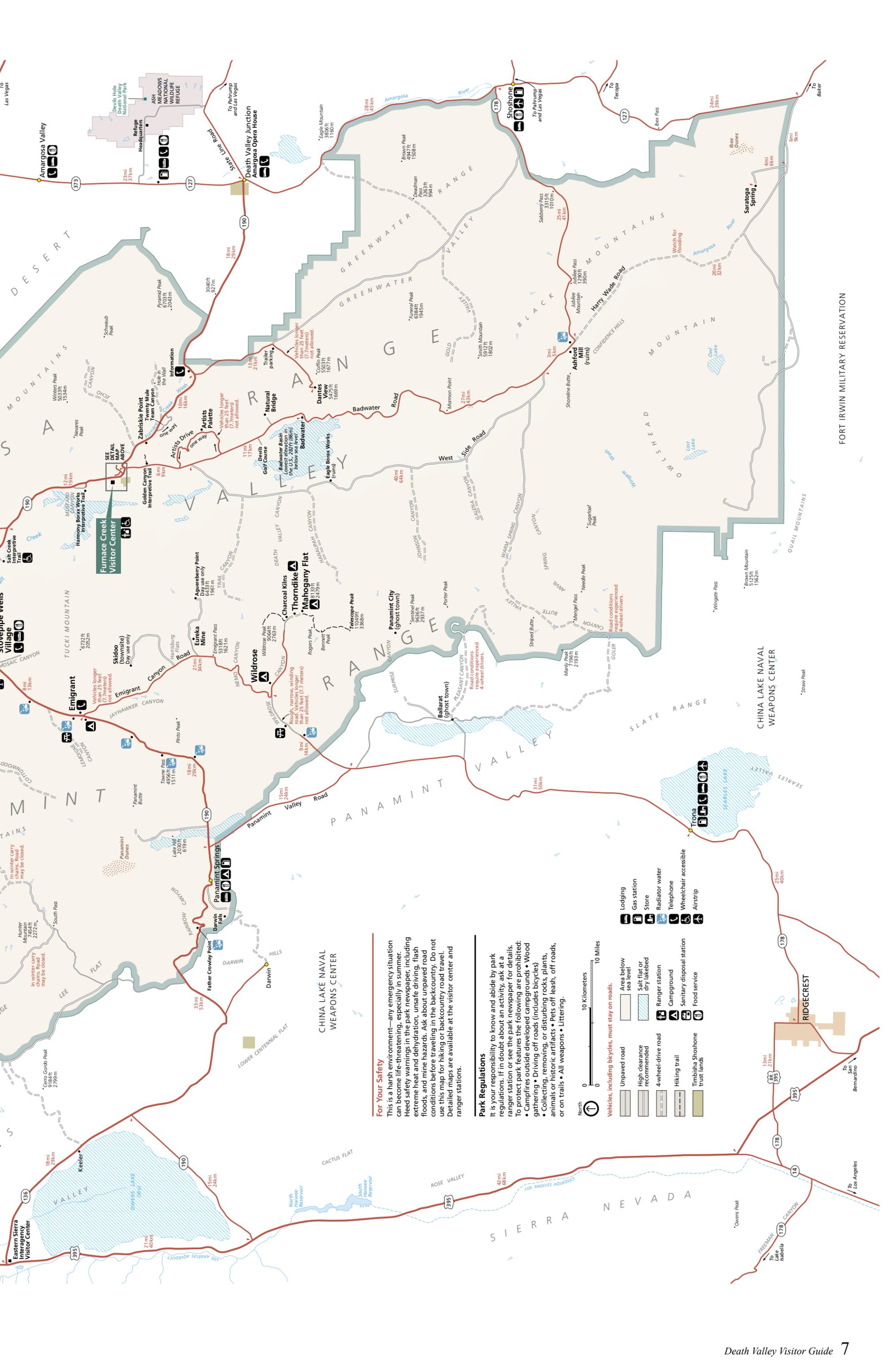
Annual Pass
 Death Valley Annual Pass: \$40
 Interagency Annual Pass: \$80

Other passes honored here:
 Golden Age Pass, Senior Pass, & Access Pass



To Preserve a Way of Life
 The Timbisha Shoshone Homeland Act of 2000 provides for the tribe's living permanently on lands held in trust within their ancestral homeland. Trust lands, located by dots at left, are also shown on the large map. The Act also provides special use areas, including the Timbisha Shoshone Natural and Cultural Preservation Area, expanding the tribe's traditional cultural and religious activities.





Furnace Creek Visitor Center

Eastern Sierra Interagency Visitor Center

For Your Safety
 This is a harsh environment—any emergency situation can become life-threatening, especially in summer. Heed safety warnings in the park newspaper, including extreme heat and dehydration, unsafe driving, flash floods, and mine hazards. Ask about unpaved road conditions before traveling in the backcountry. Do not use this map for hiking or backcountry road travel. Detailed maps are available at the visitor center and ranger stations.

Park Regulations
 It is your responsibility to know and abide by park regulations. If in doubt about an activity, ask at a ranger station or see the park newspaper for details. To protect park features the following are prohibited:
 • Campfires outside developed campgrounds • Wood gathering • Driving off roads (includes bicycles)
 • Collecting, removing, or disturbing rocks, plants, animals or historic artifacts • Pets off leash, off roads, or on trails • All weapons • Littering

North

0 10 Kilometers 10 Miles

Vehicles, including bicycles, must stay on roads.

	Unpaved road		Area below sea level
	High clearance recommended		Salt flat or dry lakebed
	4-wheel-drive road		Ranger station
	Hiking trail		Campground
	Timbisha-Shoshone trust lands		Sanitary disposal station
	Lodging		Food service
	Gas station		Store
	Radiator water		Telephone
	Wheelchair accessible		Airstrip

FORT IRWIN MILITARY RESERVATION

CHINA LAKE NAVAL WEAPONS CENTER

RIDGECREST

Park Projects



The rehabilitation of the Furnace Creek Visitor Center will make it more energy efficient.

Your Dollars At Work

"So where does all this money go that you collect from visitors like me?" "Does it go to Washington?" "Do you keep it? And what do you spend it on?"

Recreation Fee Dollars

From every dollar collected as Entrance and User Fees, this park gets to keep 80% to pay for projects or products that directly benefit the visiting public.

- **Furnace Creek Visitor Center:** a major remodeling that will make it more visitor friendly and energy sustainable. To be completed in 2012.
- **Museum Exhibits:** will replace 50+ year old exhibits (to be completed in 2012).
- **Park Film:** a new film to be completed in 2011. The last park film was produced in the 1970s!

- **Wayside Exhibits:** Design and fabrication of 50 new wayside (roadside) exhibits to be completed in 2011/2012.

- **Cook House at Scotty's Castle:** Destroyed by fire in 1991 and finally rebuilt in 2010.

- **Mesquite Flat Sand Dunes:** New parking area, restrooms and exhibits were completed in 2010 in partnership with California Dept. of Transportation (Caltrans)

- **Father Crowley Vista Point:** New Parking area, restrooms, and exhibits to be completed in 2011 in partnership with Caltrans.

- **Texas Springs Campground:** Stabilization and repair was completed in 2010

Stimulus Dollars

Death Valley has also been fortunate to receive funds from the American Recovery and Reinvestment Act. The "stimulus" money has allowed the park to get some major projects completed that would not have been considered for many years. Contractors are hired to help stimulate the nation's economy.

- **Road Improvement Projects:** In 2009 approximately 37 miles of roads leading to Scotty's Castle and Ubehebe Crater was rebuilt and paved. Over 100 miles of additional park roads will be resurfaced to help extend the life of the roadway for many more years.

- **Solar Energy:** An 118kW grid-tied photovoltaic system at the Cow Creek Administrative Complex was completed in 2010. This will literally pay for the electrical usage of these buildings, and in an environment as

hostile as Death Valley, the savings will be substantial.

- **Employee Housing:** New units will be built in 2011 and older units will be retrofitted for safety and energy efficiency.

- **Abandoned Mine Safety:** Over ten thousand abandoned mines in the park have become dangerously unstable over the past 80-100 years. The park will be working with contractors to make the mine sites at Skidoo, Keane Wonder and Greenwater Valley safer for visitors to enjoy while also protecting and preserving the rich mining history of these areas.

The park will continue to collect park fees, and as long as parks are allowed to keep a portion of those fees, we will continue to repair, build, and complete projects that will benefit visitors now and far into the future.



The reconstructed Cookhouse can be seen along the trail to Windy Point.

Return of the Cook House

The Cook House was one of the first three structures built by Albert Johnson at Scotty's Castle in the 1920s. Mr. Johnson remodeled the structure several times, creating a modest-sized structure with a surprisingly complex outline and roof shape. Originally built as a kitchen, dining area, and employee housing by Mr. Johnson, the National Park Service later used the structure as office space.

Unfortunately, a fire badly damaged the Cook House in 1991. For years the remaining walls were propped up behind a chain link fence while the NPS pursued funding first to put fire sprinklers in the undamaged historic

structures at Scotty's Castle and later to restore the Cook House. Two-thirds of the structure was too badly damaged to restore and those parts were replaced with new construction with a similar appearance as the original structure. The original dining room section of the Cookhouse has been restored, and is now open to the visiting public with exhibits. This project was funded with money collected from Death Valley National Park entrance fees. So, thank you for your part in restoring this structure to the Death Valley Scotty National Historic District!

Visitor Center Rehabilitation

The Furnace Creek Visitor Center and Administrative Headquarters has been the main visitor center for the park since it was constructed in 1958 during a recession based activity called Mission 66. Since its construction, no major work has occurred to the structure. In fact, the park is still using the original heating and cooling system. The visitor center has become outdated in servicing the needs of our current visitors. The auditorium is too large and the lobby is too small. The building has no insulation in both the walls and ceiling, and even had large storefront single-pane glass windows. The whole complex is a huge energy waster, costing the park \$47,000 annually in electric bills.



The exhibits providing the story of Death Valley which were as outdated as the building based on new scientific data are also being replaced as part of this project.

The park began planning efforts to both improve the space and improve sustainability several years ago and finally received funding in 2010 to move forward with the remodeling efforts.

The project will include remodeling the large auditorium to make the space more usable, the lobby will be expanded by 1500 square feet, a new roof, interior insulated walls, and new insulated windows will be installed. We are also upgrading for modern convenience such as seating areas to use wireless internet and charge electronic devices. The project also includes a 60kW grid-tied photovoltaic system.

Funded by visitor-paid entrance fees to the park, the project will start shortly after the annual '49er Encampment in early November 2010 and will continue through the spring of 2012.

Wilderness



Death Valley Wilderness

Death Valley National Park has the largest area of designated national park wilderness in the contiguous United States at 3,099,770 acres. That's 91% of the entire National Park! Despite that figure, nearly a thousand miles of paved and dirt roads intersect the wilderness, providing ready access to all but the most remote locations. In other words, most of the land between the roads in Death Valley National Park has been given an additional layer of protection from further development by being designated wilderness.

Everyone is free to hike or ride horses throughout the wilderness. Although there are few trails and little water, the well prepared traveler will find a lifetime's worth of exploring. Multi-day camping trips are possible, but even a short walk away from the road will immerse you in the solitude and silence that defines the wilderness experience of Death Valley.

Wilderness means many things to many people. For some it involves a trip into the park's undeveloped and remote backcountry. Others may see wilderness in a picnic near the Mesquite sand dunes. Yet both would understand that it involves basic contact with nature.

Wilderness, as defined in the Wilderness Act of 1964, is land "protected and managed so as to preserve its natural conditions and which generally appears to have been affected primar-



Spring wildflowers in the wilderness.

ily by the forces of nature, with the imprint of man's work substantially unnoticeable."

Americans became concerned with the rapid depletion of natural resources during the 19th century leading to government protection of early national parks such as Yosemite and Yellowstone. These parks, however, were primarily set aside for their scenic qualities. By the 1930s, however, the complexity and importance of entire ecosystems supporting plant and animal species were being studied. Parks such as Everglades in Florida were set aside to preserve wildlife habitat and the natural processes which supported them. As technologies of the 1950s made it easier for more people to access backcountry locations, the federal government, working with conservation groups, sought ways to expand protection of the nation's ever-

decreasing wilderness lands. These efforts culminated in the passing of The Wilderness Act of 1964. The language of this bill makes plain the goals inherent in the law:

"In order to assure that an increasing population, accompanied by expanding settlement and growing mechanization, does not occupy and modify all areas within the United States and its possessions, leaving no lands designated for preservation and protection in their natural condition, it is hereby declared to be the policy of the Congress to secure for the American people of present and future generations the benefits of an enduring resource of wilderness."

Today there are more than 109 million acres of federally protected Wilderness in 44 states. Yet, their area encompasses only 5.1 percent of the nation's land.

The benefits of Wilderness have been cited for centuries. William Shakespeare noted that "one touch of nature makes all the world kin." Nineteenth century American philosopher Henry David Thoreau intoned, "in wilderness is the preservation of the world.", while naturalist John Muir wrote, "brought into right relationships with the wilderness, man would see that his appropriation of Earth's resources beyond his personal needs would only bring imbalance and begat ultimate loss and poverty by all."

Wilderness has been associated with spirituality, beauty, freedom, health and American virtues. Unhindered by humans, natural processes provide us all with clean air, soil and water. Large expanses of undisturbed habitat are important to the survival of numerous plant and animal species and provide an ecological baseline with which to understand the impact of humans on nature. Wilderness areas provide beauty, solitude and inspiration as well as opportunities for hiking, camping, and wildlife viewing. Many important historic and cultural sites and artifacts are protected from disturbance in wilderness locations. Heath and economic benefits are also inherent in wilderness as it enhances surrounding private land values and provides clean air and water.

Abandoned Mines in the Wilderness

Death Valley National Park's wilderness is unique due to the remains of a rich mining history. Rather than being completely untouched by the hand of man, remnants of the area's mining era are scattered throughout the park. These mining structures and related buildings occupy only a small percentage of the total wilderness acreage, but they tend to attract the attention of wilderness users and present a great risk to human health and safety. These features are up to 140 years old and once abandoned were no longer maintained. They include deep open shafts with unstable edges, open adits with unmarked interior shafts, unstable and unreinforced ceilings, loose timbers, and toxic gases

If not closed according to public safety standards, these features will continue to deteriorate and present



Decaying mine structures are hazardous.

even greater risks to human health and safety and present a danger to wildlife.

The park has completed a planning effort this year to increase safety measures at the most heavily visited sites. These hazards will be mitigated by the installation of safety closures and historic structure stabilization that still allow the public to access and enjoy these sites. This will require the use of heavy steel beams, compressors, generators, concrete mixers, power tools, and exhaust fans.

Here's the catch: the 1964 Wilderness Act mandates "*Motor vehicles and motorized equipment are allowed only if they are the minimum tool necessary for administration of the area as*

wilderness and if they meet the test of practical necessity and reasonableness."

So, how do we make the mine features safe while keeping the wilderness wild? Can we do the work by hand, avoiding the need for motorized tools? Should we use only pack animals or allow helicopters and all-terrain vehicles to transport the necessary equipment?

At first glance, the use of hand tools and pack animals seems to be the best option, but this would require more man-power and time on location adding to overall impact. Safety treatments installed by hand methods are not as strong or secure. Mules can carry only limited weight and multiple

trips can create new trails and kill vegetation.

Helicopters, mechanized equipment and vehicles are noisy, which can affect the solitude and primitive character of wilderness during installation. But a helicopter only has to make about three trips per feature and does not have to land. Other motorized vehicles can transport supplies for short distances in areas where their tracks can be readily raked out. When mining features are close to existing roads the generator and compressor could remain on the road utilizing extension cords and long hoses to reach the feature. Other tools and supplies can be carried or carted in.

After much debate, the National Park Service has decided the "minimum tool necessary" includes the use of helicopters and motorized equipment to transport supplies. Visitors and park staff may see equipment and materials that are unusual in the backcountry, and there will be a noise and visual disturbance for a short time. We have considered this in our planning but there is no other way to construct secure safety structures that will protect people, wildlife, and cultural features in Death Valley's wilderness.

ABANDONED MINES



**KEEP OUT
KEEP ALIVE**

Scotty's Castle

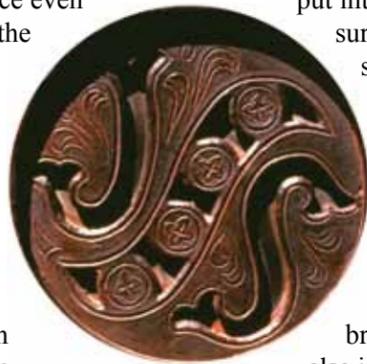


Fantasy in Death Valley

In the first decade of the 1900s, few Americans chose to visit Death Valley because of its harsh reputation. One of the first people to view Death Valley as a vacation destination was Chicago millionaire Albert Johnson. Mr. Johnson came to value his time in Death Valley for the enjoyment and relaxation, but he initially came here seeking something very different.

Mr. Johnson first traveled to Death Valley in 1906 to inspect the gold mine he co-owned with Walter Scott. Mr. Scott, already famous as “Death Valley Scotty”, had a problem: the mine was a lie! Scotty conned Mr. Johnson out of thousands of dollars in investments over the preceding two years.

Scotty figured that if Mr. Johnson knew bandits were trying to steal the gold, he would continue to believe in the gold mine’s existence even without having visited the mine. Scotty planned the Battle of Wingate Pass to scare away the refined Mr. Johnson. Scotty’s friends hid behind rocks to ambush Mr. Johnson and Scotty’s wagons. The plan for a bloodless gun battle went wrong when Scotty’s brother got shot in the hip. At this point the actors stopped the charade and helped the injured man. Imagine how you would have



felt in Mr. Johnson’s place at that time – he realized he had been lied to, stolen from, and nearly shot. Ironically, Scotty failed to scare Mr. Johnson away from Death Valley, and the adventure of that event may have been part of what attracted Mr. Johnson back to Death Valley again a few years later.

Over the next few years, Mr. Johnson was sometimes accompanied by his wife, Bessie, on his Death Valley camping trips with Scotty. The couple discovered that the scenic beauty of Death Valley was the perfect

place escape from their busy lives in Chicago. Mrs. Bessie Johnson wrote, “There are some things one cannot put into words, emotions, that surge through the heart; scenes that fill us, and thrill us, and woo us; such was the scene we looked upon last night. Something about the clear desert atmosphere seems to make the moonlight brighter than anywhere else in the world, and to glorify it. And the great mountains rise up in the splendor of it all. . . . For a thrill, an emotion, a sense of peace, and a confidence in a God who cares, give me moonlight in the Desert.”

Mr. and Mrs. Johnson started the construction in 1922 of a vacation home they named Death Valley Ranch. Workers first built three boxy

structures which were almost immediately substantially remodeled and expanded to create what most people referred to as Scotty’s Castle.

Although heavily influenced by the Spanish revival style of architecture then popular in southern California, Scotty’s Castle contains features such as towers, shot-gun ports, and fake wells that add a playful side. The Johnsons’ employees used to make noise in the basement so that guests would believe Scotty’s story that he build the Castle on top of his gold mine.

In many ways, a visit to Scotty’s Castle today is like stepping back to the time when Scotty still regaled the Johnsons’ guests with outlandish stories. It is easy to picture the Johnsons relaxing as they enter Death Valley and chuckling as they turn the corner to see their Castle in the desert.



Death Valley Scotty 1930



Scotty's Castle

Scotty's Castle Tours

Tour Fees

House or Underground Tour

Adult \$11
 Children 6-15 \$6
 Children under 5..... free
 Access/Senior Pass holders .. discount

Lower Vine Ranch Tour

Adults..... \$15
 Children 6-15 \$8
 Children under 5..... free
 Access/Senior Pass holders .. discount

Prices and schedule are subject to change. Call 760-786-2392.

Living History Tour

- 50-60 minutes
- Daily, year-round
- mid-April through October, tours are hourly 9:30-4:00
- November through mid-April, tours are offered more frequently. First tour at 9:00am and last tour at 5:00pm.
- Each tour is limited to 19 persons.
- Reservations are only accepted for groups of 15 or more.
- A wheelchair lift can be used to assist one person per tour

Park rangers dressed in 1930s living history costumes answer questions about Scotty and the Johnsons as they lead visitors through Scotty’s Castle. The tour visits opulently furnished rooms with intricate iron-work and carved wood features, colorful tiles, and custom-designed furniture. Nearly everything on display is original to the Castle, including the clothing hanging in the closets. Hear a song played automatically on the original 1,121-pipe theater organ.

Underground Tour

- 60 minutes
- Daily: November through mid-April
- 9:15, 10:45, 1:15, 2:45, 4:15
- Each tour is limited to 15 persons.
- Reservations only accepted for groups of 15 or more.
- Not ADA accessible, several sections of stairs.
- Ask about a combination price if also taking a house tour.

This tour travels through the basement, power generating facility, and the walking-sized tunnels that connect buildings underground. Stacks of tiles hint at the Johnsons’ unrealized plans for more construction at Scotty’s Castle. The tour focuses on topics such as the 1920s construction techniques and advanced technology. Many things at Scotty’s Castle were powered by hydroelectric power, even though Death Valley only receives an average of two inches of rain per year.

Lower Vine Ranch Tour

- 2½ hours
- 2-mile round-trip hike
- Mid-January through early April
- Wednesdays at 2:00, Saturdays at 10:00 and 2:00
- Each tour limited to 15 persons.
- Reservations strongly encouraged. Call 760-786-2392 ext. 0.
- Not ADA accessible, involves walking on uneven surfaces.

A visit to Lower Vine Ranch reveals the more private side of the famous Death Valley Scotty. Lower Vine was Scotty’s true home for over twenty years. Much simpler than Scotty’s Castle, the cabin at Lower Vine never had electricity and has only three rooms. Other features at the site include the garage, blacksmith shed, grain shed, mule corral, spring, and the outdoor bathtub. Lower Vine Ranch is closed to all public access except for these ranger-guided hikes.

Plan Your Trip



The Best Time to Visit

Death Valley National Park is usually considered a winter park, but it is possible to visit here all year. When is the best time to visit? It all depends on what you're looking for.

Autumn arrives in late October, with warm but pleasant temperatures and generally clear skies. The camping season begins in fall and so do the Ranger Programs, which continue through spring. Although it is relatively uncrowded at this time of year, the weeks leading up to Death Valley '49ers Encampment (second week in November) and the Thanksgiving holiday are busy.

Winter has cool days, chilly nights and rarely, rainstorms. With snow capping the high peaks and low angled winter light, this season is especially

beautiful for exploring the valley. The period after Thanksgiving and before Christmas is the least crowded time of the entire year. Peak winter visitation periods include Christmas to New Year's, Martin Luther King Day weekend in January, and Presidents' Day weekend in February. Reservations will be helpful.

Springtime is the most popular time to visit Death Valley. Besides warm and sunny days, the possibility of spring wildflowers is a big attraction. If the previous winter brought rain, the desert can put on an impressive floral display, usually peaking in late March to early April. Check our website for wildflower updates. Spring break for schools throughout the west brings families and students

to the park from the last week of March through the week after Easter. Campgrounds and lodging are usually packed at that time, so reservations are recommended.

Summer starts early in Death Valley. By May the valley is too hot for most visitors, yet throughout the hottest months, visitors from around the world still flock to the park. Lodging and camping are available, but only the most hardy will want to camp in the low elevations in the summer. Most summer visitors tour by car to the main points of interest along the paved roads but do little else due to the extreme heat. Those wanting to hike will find the trails to Telescope and Wildrose Peaks are at their best in summer, but it is best to wait until autumn for most other hikes.

Temperatures

	Average Max	Average Min
January	65°F / 18°C	39°F / 4°C
February	72°F / 22°C	46°F / 8°C
March	80°F / 27°C	53°F / 12°C
April	90°F / 32°C	62°F / 17°C
May	99°F / 37°C	71°F / 22°C
June	109°F / 43°C	80°F / 27°C
July	115°F / 46°C	88°F / 31°C
August	113°F / 45°C	85°F / 29°C
September	106°F / 41°C	75°F / 24°C
October	92°F / 33°C	62°F / 16°C
November	76°F / 24°C	48°F / 9°C
December	65°F / 19°C	39°F / 4°C

- Record High: **134°F** / 57°C July 1913
 - Record Low: **15°F** / -9°C January 1913
- The official weather station is at Furnace Creek.

Death Valley Natural History Association

The Hottest, Driest, and Lowest Non-profit

The Death Valley Natural History Association is a 501(c)(3) non-profit organization dedicated to the preservation and interpretation of the natural and cultural history of the Death Valley region. Last year, DVNHA provided over \$250,000 in aid to Death Valley National Park.

DVNHA works in partnership with Death Valley National Park and Ash Meadows National Wildlife Refuge to support education programs, fund research, and print free visitor publications. This year's Death Valley R.O.C.K.S. Education Program will bring students from Los Angeles and Las Vegas to Death Valley National Park for a three day educational opportunity – many of these students have never been to a national park or gone camping.

DVNHA also hosts programs and events like the Death Valley History and Prehistory Conference, the Scotty's Castle Organ Concert, special hikes, workshops and guided four-wheel drive tours.

How you can help

- Make a purchase at a DVNHA bookstore – all sales benefit Death Valley National Park and Ash Meadows National Wildlife Refuge.
- Join as a member today in the DVNHA bookstores, or online at www.dvnha.org. Members receive the DVNHA print newsletter, a 15% discount on all purchases at DVNHA bookstores, and a discount at par-

ticipating associations across the country.

- Make a special contribution to DVNHA for education programs that will cultivate the future stewards of our public lands, or consider adding DVNHA to your will.

Keep in touch

- DVNHA updates their Facebook page with the latest Death Valley regional news and photos at www.facebook.com/DVNHA.
- To sign up for a free e-newsletter and find out more about the programs and publications available through the Death Valley Natural History Association, visit www.dvnha.org.

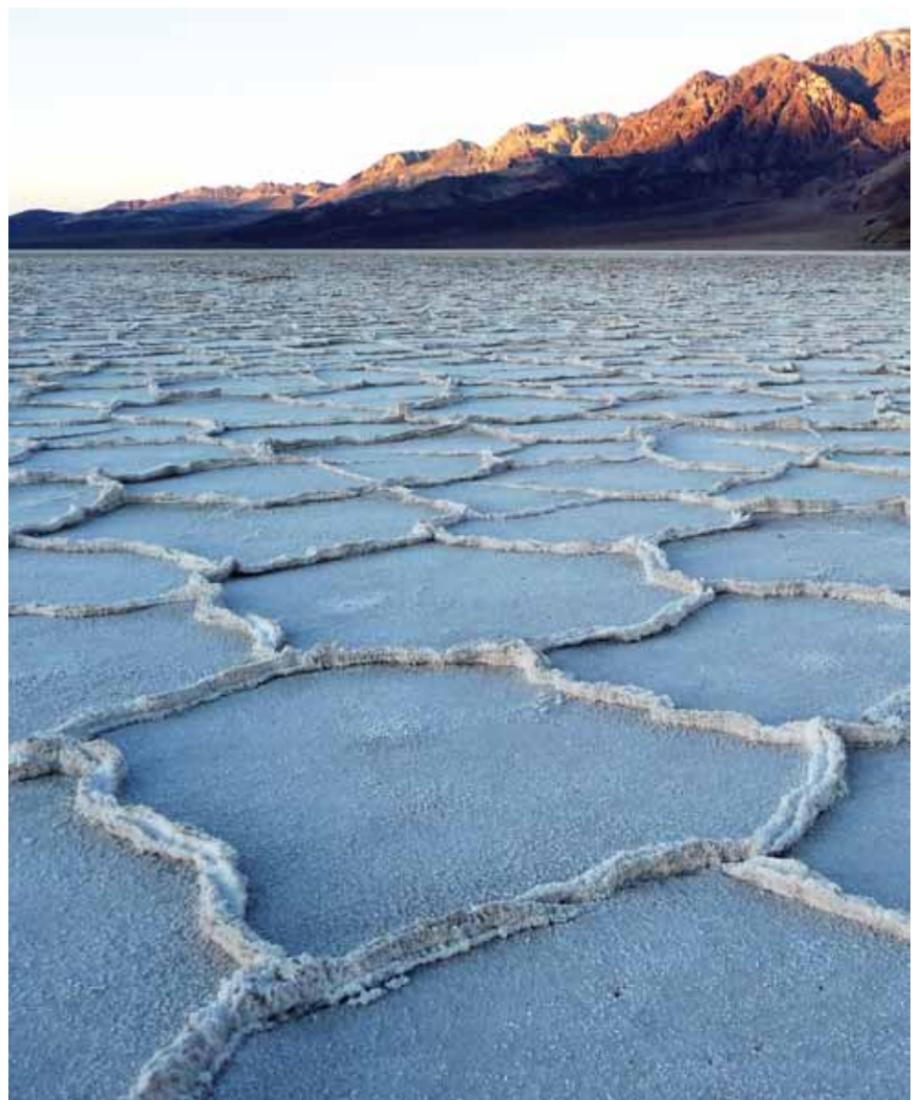


DEATH VALLEY
NATURAL HISTORY
ASSOCIATION

est. 1954

P.O. Box 188
Death Valley, CA 92328
1-800-478-8564
www.dvnha.org

Salt polygons in Badwater Basin



Nearby National Park Areas

Devils Postpile National Monument
760-934-2289
www.nps.gov/depo

Joshua Tree National Park
760-367-5500
www.nps.gov/jotr

Manzanar National Historic Site
760-878-2932
www.nps.gov/manz

Mojave National Preserve
760-252-6101
www.nps.gov/moja

Sequoia-Kings Canyon Nat'l. Parks
559-565-3341
www.nps.gov/seki

Yosemite National Park
209-372-0200
www.nps.gov/yose

Bryce Canyon National Park
435-834-5322
www.nps.gov/brca

Cedar Breaks National Monument
435-586-9451
www.nps.gov/cebr

Zion National Park
435-772-3256
www.nps.gov/zion

Lake Mead National Recreation Area
702-293-8990
www.nps.gov/lame

Grand Canyon National Park
928-638-7888
www.nps.gov/grca

Great Basin National Park
775-234-7331
www.nps.gov/grba

Visitor Services



Furnace Creek Visitor Center

(760) 786-3200

www.nps.gov/deva

The Visitor Center is operated by the National Park Service. The Death Valley Natural History Association operates the bookstore.

- Information
- Ranger Talks
- Campgrounds
- Bookstore
- Programs

Scotty's Castle

(760) 786-2392

www.nps.gov/deva/historyculture/scottys-castle.htm

Scotty's Castle is operated by the National Park Service. The Death Valley Natural History Association operates the bookstore.

- Daily Tours (fee charged)
- Visitor Center
- Trails
- Bookstore

Furnace Creek Inn & Ranch Resorts

(760) 786-2345

www.furnacecreekresort.com

Furnace Creek Inn & Ranch is privately owned and managed by Xanterra Parks & Resorts.

- Historic Hotel
- Motel
- Restaurants
- Bars
- General Store
- Gift Shops
- ATM
- Gas Station
- Diesel
- Propane
- Tire Repair
- Post Office
- Showers
- Laundromat
- Swimming
- Bike Rentals
- Horse Rides
- Carriage Rides
- Borax Museum
- Golf Course
- Tennis Courts
- Paved Airstrip
- Jeep rentals and tours

Stovepipe Wells Village

(760) 786-2387

www.EscapeToDeathValley.com

Stovepipe Wells Village is a park concession, operated and managed by the Death Valley Lodge Company.

- Motel
- Restaurant
- Bar
- ATM
- Gift Shop
- Convenience Store
- Gas Station
- Showers
- Swimming Pool
- Paved Airstrip
- RV Hook-ups
- Campground
- Ranger Station

Panamint Springs Resort

(775) 482-7680

www.deathvalley.com/psr/

Panamint Springs Resort is privately owned and operated.

- Motel
- Restaurant
- Bar
- Gas Station
- Campground
- RV Hook-ups
- Showers

Medical Services

Amargosa Clinic
858 Farm Road
Amargosa Valley, NV
(775) 372-5432

Beatty Clinic
350 S. Irving St.
Beatty, NV
(775) 553-2208

Desert View Regional Hospital
360 S. Lola Ave.
Pahrump, NV
(775) 751-7500

Death Valley Health Clinic
Hwy 127
Shoshone, CA
(760) 852-4383

Nye General Hospital
825 W Main
Tonopah, NV
(775) 482-6233

Southern Inyo Hospital
501 E. Locust
Lone Pine, CA
(760) 876-5501

CAMPGROUNDS	Season	Elevation	Fee	Sites	Water	Tables	Firepits	Toilets	Dump Station
Furnace Creek	all year	-196'	\$18**	136	yes	yes	yes	flush	yes
Sunset	mid-Oct to mid-Apr	-196'	\$12	270	yes	no	no	flush	yes
Texas Spring	mid-Oct to mid-Apr	sea level	\$14	106	yes	yes	yes	flush	yes
Stovepipe Wells	mid-Oct to mid-Apr	sea level	\$12	190	yes	some	some	flush	yes
Mesquite Spring	all year	1800'	\$12	30	yes	yes	yes	flush	yes
Emigrant (tent only)	all year	2100'	free	10	yes	yes	no	flush	no
Wildrose	all year	4100'	free	23	yes	yes	yes	pit	no
Thorndike*	Mar-Nov	7400'	free	6	no	yes	yes	pit	no
Mahogany Flat*	Mar-Nov	8200'	free	10	no	yes	yes	pit	no

*Accessible to high-clearance vehicles only. 4-wheel drive may be necessary.
**Furnace Creek Campground fee changes to \$12 per night from mid-April to mid-October

Campground Rules & Information

• **Camping reservations** are available only for Furnace Creek Campground and group campsites through National Recreation Reservation Service. Reservations can be made for the camping season of October 15 through April 15. Furnace Creek Campground reservations can be made six months in advance. Group campsites reservations can be made 11 months in advance.

For reservations call toll-free at: 1-877-444-6777 or visit the website at recreation.gov

- **Group size** of no larger than 8 people and 2 vehicles is allowed per campsite. Only one RV allowed per site. Larger groups that want to camp together can reserve the group sites at Furnace Creek Campground.

- **Generator hours** are from 7 AM to 7 PM, unless otherwise posted. Generators are not allowed at Texas Springs Campground.
- **Sunset Campground:** To assist us in the event of an emergency, please back in your RV unit or use a pull-through site.

- **RV Hookups** are available only at the concession-run Stovepipe Wells RV Park and the privately-owned Furnace Creek Ranch Resort and Panamint Springs Resort.
- **Texas Springs Campground (Upper Loop)** Limits on RV site use may apply in springtime to accommodate increased demand for tent camping space.