



Salt polygons at Badwater Basin

NPS/J.JURADO

Welcome to Your Death Valley Adventure

Explore the Park With an App!

In a park as large as Death Valley, planning a trip can be overwhelming; now there's an app for that, for free!

Trip planning information is built into this printed visitor guide, but for those who prefer location-based digital experiences and self-guided audio tours, this app offers even more opportunities!

The app covers all National Park Service sites, with specific Death Valley information written by expert rangers on site.

Features on the app include:

- What to see
- Things to do
- Lodging and camping options
- Hiking trails
- Sunrise/sunset locations
- Audio guided tours
- Night sky viewing

With limited internet and phone service available around the park, we recommend saving the Death Valley information for "Offline Use" so that location-based app features will work while you are visiting.



Hottest, Driest, Lowest

Death Valley National Park is the hottest place on Earth, with a recorded temperature of 134 °F (57°C) on July 10, 1913. It is also the driest U.S. national park, and Badwater Basin (-282 feet) features the lowest elevation in North America!

These conditions come together to make Death Valley a land of extremes, where the powerful heat is a force of nature, and the air further dries everything it contacts.

In both 2020 and 2021, Death Valley reached an impressive 130°F (54°C). If verified, these temperatures will be the 5th and 6th hottest days ever recorded on Earth!

In the cooler winter months, endless exploration and a diversity of experiences await you. Hiking, visiting historic sites, traveling backcountry roads, and seeing the night skies are only a few of the opportunities available!

With nearly 3.2 million acres of federally designated Wilderness, so many adventures await! Walk among majestic sand dunes, navigate twisted slot canyons, climb rocky peaks, or stroll along salt flats during your Death Valley adventure.

Inside this trip-planning guide learn how to safely explore and enjoy this amazing national park.

Junior Ranger Program



Free Junior Ranger books are available at the visitor center (when open) or can be downloaded from our website. Learn about the park and complete activities to earn a badge!

If you are unable to turn in your booklet in person, email pictures of your book to DEVA_information@nps.gov and a ranger will check your work virtually and mail your badge!

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Death Valley National Park
National Park Service
U.S. Department of the Interior

The National Park Service was established on August 25, 1916, "... to conserve the scenery and the natural and historic objects and the wildlife[...] and to provide for the enjoyment of the same in such manner and by such means as will leave them unimpaired for the enjoyment of future generations."

Set aside as a National Monument in 1933, becoming a National Park in 1994, and expanded again in 2019, Death Valley National Park conserves diverse historic sites and remarkable biodiversity over incredible elevation changes all within the impressive vistas in this Wilderness setting.

Park Mailing Address

Death Valley National Park
PO Box 579
Death Valley, CA 92328

Email

DEVA_information@nps.gov

Phone

760-786-3200

Park Website

www.nps.gov/deva

Park Social Media

Facebook.com/DeathValleyNPS
Instagram.com/DeathValleyNPS

The National Park Service cares for the special places saved by the American people so that all may experience our heritage.

EXPERIENCE YOUR AMERICA™



E. HOERNER

Important Protection Measures

Help protect yourself and the park by following these regulations:



Obey speed limits and do not stop in traffic lanes—park safely on the shoulder. Drive only on roads; tire tracks scar the desert for decades and destroy the pristine beauty of the park.



Please recycle. Propane cylinder recycle bins are located in most campgrounds where you can leave both empty and full canisters.



Feeding animals is illegal and dangerous. Once fed by people, animals tend to beg near roads, which endangers the animals and visitors.



Camp only in established campgrounds or in a permitted backcountry area. Check at the visitor center for backcountry camping information.



Stay out of closed areas. Mines, service roads, and other areas are closed for your safety.



Rocks, plants, animals, and historic objects are protected just like in a museum. Picking flowers, stacking rocks, and poaching are not allowed.



Campfires are allowed in established metal fire pits only. Gathering firewood is prohibited. Check for fire restrictions before camping.



Pets are only allowed on roads and in developed areas. Pets are prohibited in Wilderness, on trails, and in buildings. Park dirt roads provide great places for exploring with pets. Keep pets on a leash no longer than 6 feet and dispose of their waste.



Despite being legalized by California and Nevada, possession or use of marijuana is illegal on federal lands like national parks.



Put garbage where it belongs. Litter spoils the experience for others. Even fruit peels can take years to decompose here.



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



The use of drones/UAVs is prohibited in the park. These scare wildlife and can endanger pilots, and detract from other visitors' wilderness experience.

Entrance Fee Required

Pay your entrance fee at a visitor center or one of the automated fee machines across the park. Annual and lifetime passes cover this fee. U.S. Veterans and Gold Star families are eligible for free entry.

Show your pass or qualifying identification at a visitor center to receive a park map and trip planning information. Display passes on your vehicle dash while visiting.

7-day Passes

Private Vehicle.....\$30
Motorcycle.....\$25
Individual entering on bicycle or foot...\$15

Annual and Lifetime Passes

Interagency Annual Pass\$80
Death Valley Annual Pass\$55
Interagency Lifetime Senior Pass.....\$80 (for U.S. citizens aged 62+)
Interagency Annual Senior Pass.....\$20 (for U.S. citizens aged 62+)
Interagency Annual Military Pass Free (for active duty military and dependents)
Interagency Access Pass Free (for permanently disabled U.S. citizens)

Other passes honored

Golden Age, Golden Access, Volunteer, 4th Grade (Every Kid Outdoors), and 5th Grade vouchers.

The fees you pay make a difference!

The park uses these funds for projects that improve visitor services and protect natural and cultural resources such as:

- Maintaining campgrounds & facilities.
- Providing education programs that reach thousands of students.
- Providing emergency medical service.
- Improving accessibility.

Stop Damage in its Tracks!

Death Valley continues to see damage from illegal off road driving; you can help solve this problem by staying on designated roads and reporting incidents to rangers.

These Scars Can Last a Lifetime

Driving off roads scars the fragile desert landscape, leaving damage that can last for decades. These tracks don't just disappear with the next rainfall!

Visitors come from around the world to enjoy the park's vast landscapes and scenic beauty. This photographer's paradise is diminished by every track that cuts through the pristine and unblemished desert; don't let poor decisions ruin others' enjoyment.

Wildflowers & Wildlife

Tires crush and destroy native plants. Ruts compact soils and break up important soil crusts, which prevents plants like wildflowers from growing in future years.

Tires also spread seeds from weeds which crowd out native wildflowers and cause health problems for wildlife.

Further, driving off roads threatens the endangered desert tortoise and can crush them while they hibernate.

It is Illegal

In addition to harming the park, driving off roads is also illegal. A person driving off road can be fined at least \$750 and/or get 6 months of jail time (36 CFR § 4.10).

There are roughly 1,000 miles of dirt roads within the park. Many offer technical 4x4 driving adventures, where you are welcome to explore!

Report incidents to the NPS Investigative Services at 888-653-0009.



NPS PHOTO

Extensive damage from illegal offroad driving on salt flats.

Safety and Travel Information



NPS PHOTO

Protecting Yourself and Your Pets

Death Valley may be wild and unfamiliar country, but it need not be dangerous. Please review these safety considerations. Medical care can be hours away.

Heat

Dehydration occurs quickly here! Carry and drink water—at least 1 gallon per person per day. As you exercise, you lose salt and water (over a quart and a half per hour while hiking). You need both to survive in this extreme environment. Reduce alcohol and caffeine intake as the diuretic effects can add to dehydration.

Protect your body—skin burns quickly here. Find shade, wear sunscreen, sunglasses, and a brimmed hat. Wear long-sleeves, trousers, and good shoes.

Plan Ahead

Know road and weather conditions. When traveling to remote areas, call someone at home and tell them where you are going. Free backcountry permits are available on our website or at visitor centers—we can find you faster if we know where to look.

Technology and Phones

Devices are great but can be deadly to rely upon. Cellphone service is very limited in the park. GPS devices frequently recommend "shortcuts" onto unmaintained roads. Use a map, compass, and common sense.

Flash Floods

During rain, avoid hiking in canyons. When driving, evaluate water on roads before crossing; floods can remove road sections and muddy water hides debris and large rocks.

Prepare for Breakdowns

In case of vehicle trouble, stay with your car—you'll have shade and be easier to find. If you're on a dirt road, plan on changing a flat tire at least once. Be aware that most rental cars do not have spare tires and agreements do not cover unpaved roads, which can result in expensive towing fees.

Mine Hazards

Do not enter mine shafts or tunnels; they might be unstable, have hidden pits, pockets of poisonous gases, or be home to wildlife. Stay Out—Stay Alive!

Driving

Vehicle accidents are the single largest cause of serious injury or death in the park! Sharp turns lead to rollover accidents. Enjoy the scenery when parked and follow speed limits.



NPS/E. HOERNER

Pets in the Park

Bringing a pet to Death Valley may limit some of your activities and explorations in the park. Follow these pet regulations to ensure a safer, more enjoyable visit for yourselves, other park visitors, your pet, and the park's wildlife.

- Pets are not allowed on trails, off roads, or in Wilderness areas. Your pet can only go where your car can go.
- Walk pets only on dirt or paved roads. Be sure to stop and feel the ground often in order to ensure paws won't be burned!
- Pets need to be on a leash no longer than six feet long at all times.
- You may not leave your pet unattended in vehicles if it creates a danger to the animal, or if the animal becomes a nuisance. Minutes in a hot car can kill.
- If you plan to hike, someone must stay behind with the pet, or you will need to make arrangements with a kennel service. There is no kennel service in the park.
- Park regulations require that you clean up after your pet and dispose of waste in trash receptacles.

Partnerships

Many programs across the National Park Service are built on partnerships and philanthropy, helping expand opportunities and outreach.

Death Valley Natural History Association

This is the official non-profit partner of Death Valley National Park. They operate bookstores at the Furnace Creek Visitor Center and Stovepipe Wells Ranger Station. They also offer classes through the Death Valley Field Institute.

Since 1954, the association has donated over \$6.5 million to the park, helping fund projects including Wilderness restoration, printing

books, supporting the Dark Sky Festival, transportation grants to bring in school groups, funding interns, historic preservation work at Scotty's Castle, and more.

Your support makes a difference. You can also shop online or learn about memberships at www.dvnha.org.

Death Valley Conservancy

The mission of the conservancy (DVC) is to support projects that enhance research, education,

historic preservation, and the visitor experience in the park and surrounding communities.

Donations to this non-profit partner have helped support school group visits, restoration projects for Scotty's Castle, construction of replica Borax Wagons, Devils Hole pupfish research, Ryan Camp restoration, and other outreach programs that share the wonders and heritage of the Death Valley region. Learn more at www.dvconservancy.org.



NPS PHOTO

Death Valley Natural History Association's bookstore in the Furnace Creek Visitor Center.

Average Temperatures

Death Valley National Park is the hottest place on Earth, with the record setting temperature of 134 °F (57°C) measured on July 10, 1913!

This past decade has continued to set daily or monthly heat records, and have included 9 of the 10 hottest years of the last century.

Average monthly temperatures (averaging daytime highs and nighttime lows) for low elevations:

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



Learn and Explore!



Hey Kids!

You can earn a Death Valley Junior Ranger badge! Anyone can become a Death Valley Junior Ranger—just pick up a booklet from the visitor center or download a copy from our website, explore the park and complete fun activities, show a ranger the work you've done, take a pledge, and earn your badge!



A special free pass is available for 4th Graders! Get your voucher at everykidoutdoors.gov!

Hike with a Ranger

Ranger programs are often available mid-November through April. Schedules for these free educational programs can be found at the visitor center.

Programs tailored for school groups might also be available; email DEVA_Information@nps.gov to discuss opportunities for schools with our education team!



A guided walk at Salt Creek Interpretive Trail.

See the Classic Sights!

Go to pages 6-9 for trip planning suggestions.

Explore Wilderness

With nearly 3.2 million acres of designated Wilderness, 93% of this enormous park offers opportunities to visit lands with the highest levels of protection. Here you can see a pristine desert landscape and be inspired by nature in a profound way.



Death Valley National Park Wilderness map.

Wilderness begins 50 feet from most of Death Valley's roads, and by adhering to these guidelines and regulations, you can experience some of the most pristine land in the country in a responsible way:

- *Keep wildlife wild:* do not feed, approach, or follow animals.
- *Watch where you walk:* if hiking off trails, avoid wet or soft soils, as footprints may last for years!
- *Choose the right hiking partner:* unfortunately, this trip isn't the one for your dog; pets must stay on roadways or in campgrounds.
- *Trash your trash:* pack it in, pack it out! This includes toilet paper and "biodegradable" things like orange peels, which can take years to break down in the desert.
- *Never drive off roadways!*
- *Savor the Wilderness.* Keep noise levels down, and respect others' need for space.

Rules of the Road

Biking do's:

- Bikes can be used on all park roads that are open to public vehicles.
- Enjoy bike specific routes, such as the bicycle path between the Furnace Creek Visitor Center and Harmony Borax Works.
- Ride single file.
- Be courteous of other visitors.
- Bring tools and extra tubes for fixing flats.

Biking don'ts:

- Bikes are not allowed on closed roads, service roads, off roadways, in the Wilderness or on any trails.
- Travel in reverse direction on one-way roads such as Titus Canyon, Twenty Mule Team Canyon, and Artists Drive.

Cycling in the Park

EASY ROADS

Bicycle Path

Start: Furnace Creek Visitor Center
Distance (one way): 1 mile to Harmony Borax Works; 1 mile through Mustard Canyon
Road type: paved and flat to Harmony Borax Works; gravel through Mustard Canyon
Level of use: moderate

Salt Creek Road

Start: 13.5 miles west of Furnace Creek on Hwy 190.
Distance: 1.2 miles
Road type: graded dirt road
Level of use: moderate

MODERATE ROADS

Hole-in-the-Wall Road

Start: 6.5 mile east of Furnace Creek on Hwy 190
Distance: 4 miles
Road type: loose gravel
Level of use: low

Skidoo Road

Start: 9.5 miles south of Hwy 190 on Emigrant Canyon Road
Distance: 7 miles
Road type: wash-board gravel
Level of use: low

Aguereberry Point Road

Start: 12 miles south of Hwy 190 on Emigrant Canyon Road.
Distance: 6 miles
Road type: gravel with rocky areas
Level of use: low

DIFFICULT ROADS

Artists Drive

Start: 9 miles south of Hwy 190 on Badwater Road
Distance: 9 miles, one-way
Road type: paved with hills
Level of use: high

West Side Road

Start: 6 miles south of Hwy 190 on Badwater Road
Distance: 40 miles
Road type: level but wash-board gravel road, sandy in places
Level of use: medium

Titus Canyon Road

Start: 2.7 miles east of park boundary on Nevada Hwy. 374
Distance: 28 miles, one way
Road type: steep grades, loose gravel
Level of use: medium



The Skies Above



M. HARDRIDGE

Searching for the Perfect Sunset

Where is the best place to see the sunrise or sunset? Truly, the answer is anywhere in the park! With huge horizons and dramatic scenery, it is spectacular wherever you are.

Sunrise options include either looking for a good vista east to see the rising sun directly, or finding places where

you can look west to see the sunrise light up the highest peaks then move downward across the landscape as the sun continues to rise.

Ranger sunrise favorites include:

- Watching the sunrise from Dantes View or Zabriskie Point to see the light hit the top of the Panamint Mountains and work its way down to the valley floor below.
- Seeing sunrise at Mesquite Dunes, when shadows are deepest. Early

visitors might see tracks from nocturnal animals left in the sand, including coyote, kit fox, kangaroo rats, or even sidewinders!

Sunset options are similar to the suggestions for sunrise, but in reverse: you can choose a dramatic scene looking west to watch the sun drop over distant hills, or choose to look east to watch shadows climb up the hillsides as the light slowly fades and the first stars begin to appear.

Ranger sunset favorites include:

- Watching the sunset from Father Crowley Vista Point, with the light fading across the Cottonwood Mountains to the east.
- See the shadows grow longer and more dramatic at the Mesquite Sand Dunes.
- Overlook the valley from Dantes View to see the sun set behind the Panamint Mountains.
- Watch shadows grow across the salt flats at Badwater Basin.



E. HOERNER

A sunrise ranger program at Zabriskie Point (check schedule at visitor center for availability).



K. MOSES

Both sunrise and sunset bring beautiful shadows across the Mesquite Dunes.



K. MOSES

The sun setting across Panamint Valley.



E. HOERNER

See the sunset over the salt flats at Badwater.

Night Skies

Death Valley is an International Dark Sky Park with a Gold Tier rating. The skies here are virtually free of light pollution, so stars can be seen by the thousands!

Stargazing under some of the darkest night skies in the country can be an unforgettable experience!

Over your visit, we encourage you to take a moment to look up and experience the wonder of truly dark skies. Here, thousands of stars can be seen without needing a telescope!

Why is stargazing so great here? The answer is simple: darkness. With so few lights "polluting" our night skies, stars are visible here by the thousands like they were to generations past.

Our dark night skies can be attributed not only to the remoteness of the park, but also to rethinking our lighting.

Low energy, downward pointing lights at Furnace Creek and Stovepipe Wells help protect the night sky.

You can help bring stargazing opportunities like this closer to your own home. If you, your neighbors, and local businesses took just a few small steps to help reduce light pollution, the changes could add up to be significant!

Consider these simple steps: turn off outside lights when they're not needed, use shielded fixtures to help cover bulbs, and use energy saving features such as timers or motion sensors so lights are only on when needed. Consider being a dark sky ambassador for your neighborhood!

During your visit, we recommend checking out the dark night sky at:

- Harmony Borax Works
- Mesquite Sand Dunes
- Dantes View
- Father Crowley Vista Point
- Zabriskie Point
- Ubehebe Crater
- Most roadside pull-outs!



NPS PHOTO

Attend a Night Sky ranger program when available!



T. NORDGREN

Orion over the salt flats at Badwater.



W. KESSLER

The Milky Way stretching over Harmony Borax.

Night Sky Viewing Tips

Seeing the stars at Death Valley can be an incredible part of your visit! Here are a few suggestions for the best possible experience:




- Visit during the new moon! This is when the moon isn't reflecting any light into the night sky and it is darkest.
- Stay out long enough! It takes about 30 minutes without looking at light for your eyes to adjust to the darkness.
- Use a red light. Cover flashlights with red cellophane if possible. Red light has the least impact on adjusting your eyes.
- Seek a large horizon. If you are too close to large hills or mountains, they may block large areas of stars from view.
- Bring binoculars! Although not a telescope, even these can help bring a greater number of stars into focus.
- Location! Most every area of the park can be good for viewing, as long as you get a short distance away from areas with light. Even getting a mile away from buildings or campgrounds can be a big help!






Must-See Locations

Check out the options below for the top Ranger-recommended places to see!




1 - 2 Hours — The do-not-miss list for a visit to Death Valley!

Location	Description	Walking Required?	Travel from Furnace Creek	
<p>1</p> <p>Badwater Basin</p>	The lowest point in North America, at 282 ft (86 m) below sea level, a surreal landscape of vast salt flats.	A short walk on a boardwalk takes you over salt flats. A longer 1-2 mile (1.5-3 km) walk leads to salt polygons.	17 mi (27 km) south on Badwater Road <i>30 minutes</i>	 J. JURADO
<p>2</p> <p>Artists Drive</p>	A scenic loop drive through multi-hued hills. The 9 mile (14.5 km) drive is one-way. <i>No vehicles over 25 feet long.</i>	Enjoy the views from your vehicle. A short stop at Artists Palette would require exiting your vehicle.	Entrance to the one way road is 8.5 mi (13.7 km) south on Badwater Road <i>15 minutes</i>	 E. HOERNER
<p>3</p> <p>Zabriskie Point</p>	Golden colored badlands and a spectacular spot for sunrise.	A 1/4 mi (400 m) distance, 60 ft (18 m) elevation gain walk up a paved path to the viewpoint from the parking area.	4.8 mi (7.7 km) east on Highway 190 <i>15 minutes</i>	 E. HOERNER

Extra few hours — Stop at one of these unique spots, but be sure to avoid afternoon heat!

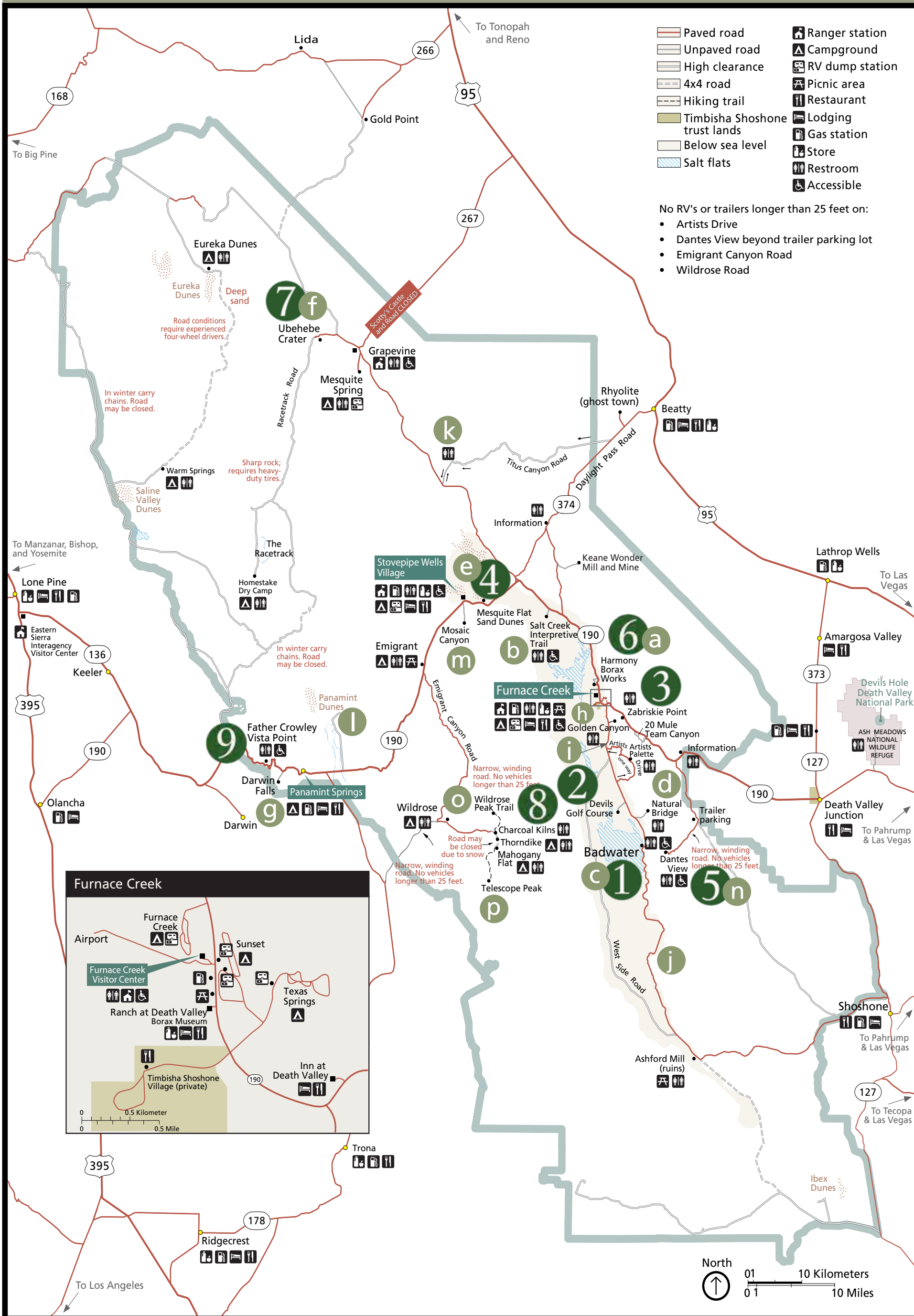
Location	Description	Walking Required?	Travel from Furnace Creek	
<p>4</p> <p>Mesquite Flat Sand Dunes</p>	Tawny dunes smoothly rise nearly 100 ft (30 m) from Mesquite Flat.	The dunes can be viewed from your vehicle, or explored on foot.	22.4 mi (36 km) west on Highway 190 <i>30 minutes</i>	 K. MOSES
<p>5</p> <p>Dantes View</p>	Breathtaking viewpoint over 5,475 ft (1,700 m) above Death Valley. <i>No vehicles over 25 feet long.</i>	ADA accessible viewing platform next to the parking area. Higher elevation offers slightly cooler temperatures.	12 mi (19 km) east on Highway 190; 13.2 mi (21 km) on Dantes View Road <i>1 hour</i>	 E. HOERNER
<p>6</p> <p>Harmony Borax Works</p>	Borax was one of the most profitable resources mined in the park. See historic processing ruins and an original 20-mule team wagon!	A 0.4 mi (650 m) distance, 35 ft (11 m) elevation gain walk on a paved path.	1 mi (1.6 km) west on Highway 190 <i>3 minutes</i>	 NPS PHOTO

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

Location	Description	Walking Required?	Travel from Furnace Creek	
<p>7</p> <p>Ubehebe Crater</p>	Roughly 2,000 years ago, rising magma came into contact with groundwater, resulting in a steam and gas explosion that left a 600 ft (183 m) crater.	The view is a short walk from your vehicle along a paved path. A moderate trail leads around the crater (see page 8).	17.1 mi (27.5 km) west on Highway 190; 33.4 mi (53.8 km) on North Highway to Ubehebe Crater Road <i>1 hour</i>	 W. KESSLER
<p>8</p> <p>Charcoal Kilns</p>	These ten beehive-shaped structures are among the best preserved in the west. Built in 1876 to provide fuel to process silver/lead ore. <i>No vehicles over 25 feet long.</i>	The kilns can be viewed from your vehicle.	33.6 mi (54 km) west on Highway 190; 28.2 mi (45.4 km) on Emigrant Canyon Road 2 mi (3 km) are gravel <i>1.5 hours</i>	 E. HOERNER
<p>9</p> <p>Father Crowley Vista Point</p>	A landscape of lava flows and volcanic cinders created the colorful layers of Rainbow Canyon. Possible viewing of military training flights.	A view into Rainbow Canyon is a short walk from your vehicle along a paved path.	62.8 mi (101 km) west on Highway 190 <i>1.5 hours</i>	 W. KESSLER

Park Map

More detailed maps are available at the Furnace Creek Visitor Center. Not all roads are shown. Dark green numbers are for vistas & overlooks (page 6), light green letters are for trails (page 8).



Get Out and Hike!

Check out the options below and the map on page 7 for location information for these popular hikes.

- Before starting a hike check weather conditions, and inquire about current road conditions. Avoid hiking in canyons when rain is possible; flash floods are possible with rain falling miles away.
- Always carry water. Two liters per person for a short winter day hike, and four liters or more in the summer and for longer hikes.
- Dogs and bicycles are not allowed on trails or off roads, but hundreds of miles of dirt roads offer unforgettable adventures.
- Pack out all trash, including toilet paper.
- 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.
- Be aware of illegal marijuana grow sites that may exist in remote areas. Do not continue exploring these areas; leave and report this information to a ranger promptly.

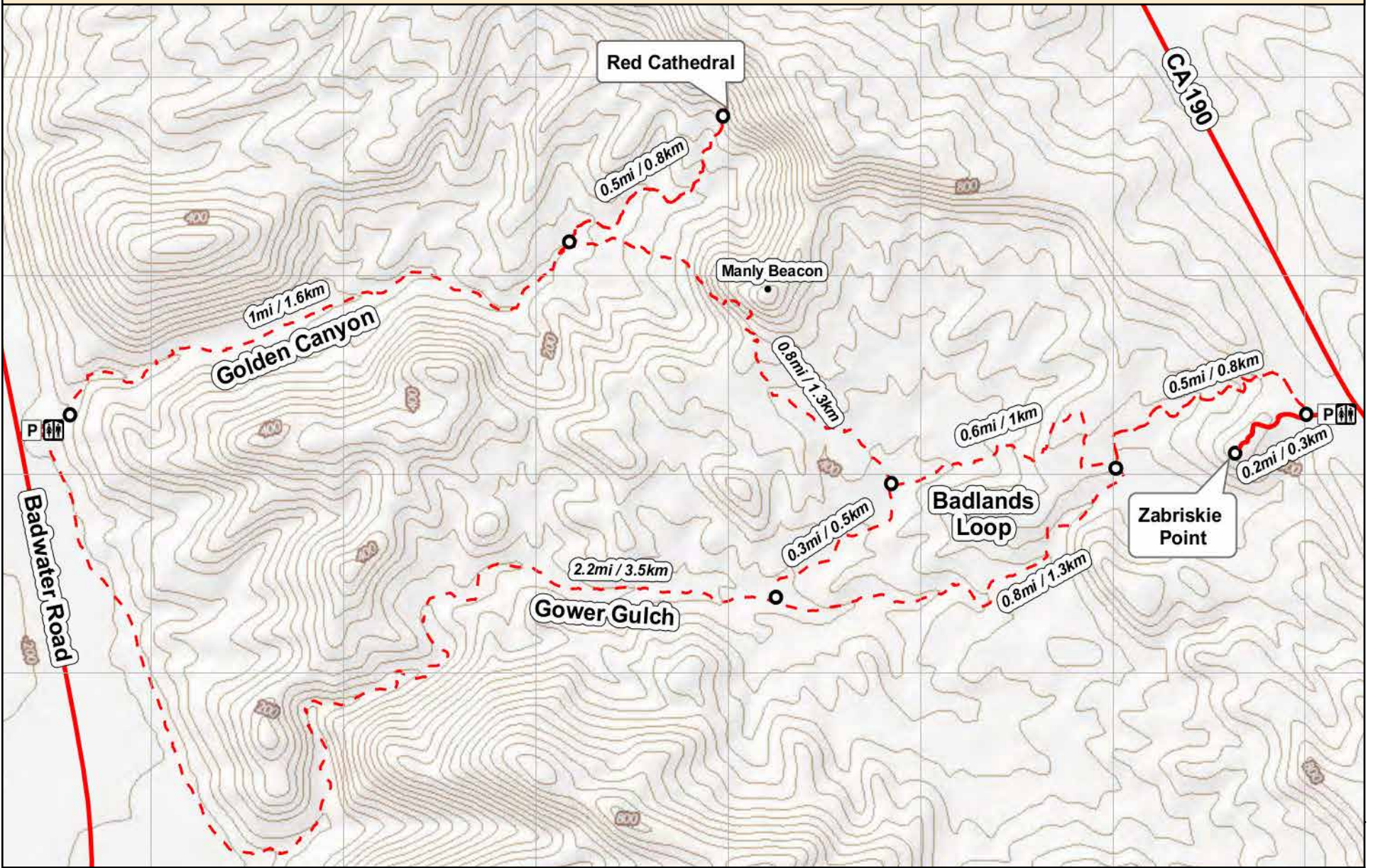
	Easy	Round Trip	Elevation Gain	Description
a	Harmony Borax Works	0.4 mi (0.6 km)	50 ft (15 m)	ADA accessible loop around a mining site where 20-Mule Team wagons began their grueling 165-mile journey south to the Mojave Railroad Depot.
b	Salt Creek Interpretive Trail	0.5 mi (0.8 km)	flat	ADA accessible loop. Wooden boardwalk through salt marsh and rare pupfish habitat. Pupfish can usually be seen in the spring. Great for birding. Unpaved road is typically passable in a sedan.
c	Badwater Salt Flat	1 mi (1.6 km)	flat	ADA accessible out and back. Scenic walk out to classic geometric shapes in the salt flats and the lowest point in North America.
d	Natural Bridge	1 mi (1.6 km)	180 ft (54 m)	Out and back hike up a dramatic canyon to a natural bridge formation. Unpaved access road is typically passable in a sedan, but subject to wash-outs.
e	Mesquite Flat Sand Dunes	2 mi (3.2 km)	185 ft (56 m)	Hike through the largest dune field in the park to the tallest summit. Go during sunrise, sunset, or full moon lighting for unforgettable experiences.
	Moderate	Round Trip	Elevation Gain	Description
f	Ubehebe Crater Rim	1.5 mi (2.4 km)	500 ft (152 m)	Loop hike around the rim of a 600 ft (183 m) deep maar volcano. Head around the loop counterclockwise to include Little Ubehebe Crater.
g	Darwin Falls*	2 mi (3.2 km)	450 ft (137 m)	Out and back hike to desert waterfall. No trail; minor rock scrambling and stream crossing. This is a source of drinking water—no swimming. Unmarked gravel access road just west of Panamint Springs.
h	Golden Canyon	2.7 mi (4.3 km)	535 ft (163 m)	Out and back hike through colorful canyons carved through golden badlands. This can be combined with Gower Gulch and the Zabriskie Point Badlands to make 4-6 mile loop hikes. See map on page 9.
i	Desolation Canyon	3.6 mi (5.8 km)	600 ft (183 m)	Out and back hike through canyons made of colorful badlands similar to Artists Palette. Some rock scrambling required. No signs or trail, follow the canyon. The unsigned gravel access road is typically passable in a sedan.
j	Sidewinder Canyon	5 mi (8.4 km)	1,580 ft (482 m)	Out and back hike into slot canyons hidden within a labyrinth of drainages. Some scrambling required. No signs or trail; navigation required. Free map available at visitor center. Unpaved access road is typically passable in a sedan.
k	Fall Canyon	6 mi (9.6 km)	2,460 ft (752 m)	Out and back hike. This canyon with towering walls is a great place to look for bighorn sheep. From the exit of Titus Canyon, hike north on the route near restroom before dropping into the wash at the canyon mouth.
l	Panamint Dunes*	7 mi (11.3 km)	1,028 ft (313 m)	Out and back cross-country hike north up Panamint Valley from Lake Hill Road. The pristine dunes are visible in the distance from the bend in the road, but there is no signage. The unpaved road is not marked.
m	Mosaic Canyon	4 mi (6.4 km)	1,200 ft (366 m)	Out and back hike within polished marble narrows with unique color patterns. Use caution on the slick rock surfaces; some rock scrambling is required. Unpaved access road is typically passable in a sedan. See map on page 9.
	Difficult	Round Trip	Elevation Gain	Description
n	Dantes Ridge	9 mi (13 km)	2,090 ft (366 m)	This out and back informal path from Dantes View heads north along the ridge toward Mt. Perry. Unobstructed views begin immediately and only get better. No signs, route is unclear in a few places.
o	Wildrose Peak	8.4 mi (13.5 km)	2,200 ft (671 m)	Out and back trail through pinyon-juniper woodlands to 9,064 ft (2,763 m) peak. The final two miles of the access road are gravel, but typically passable in a sedan. Snow and icy trail conditions possible in the winter.
p	Telescope Peak*	13 mi (22.5 km)	3,000 ft (914 m)	Out and back trail to the highest peak in Death Valley at 11,049 ft (3,368 m). The trail starts at Mahogany Flat. The final five miles (8 km) of the gravel access road require high clearance. Road closes due to icy conditions in winter/spring.

(*) High clearance/4x4 vehicle recommended

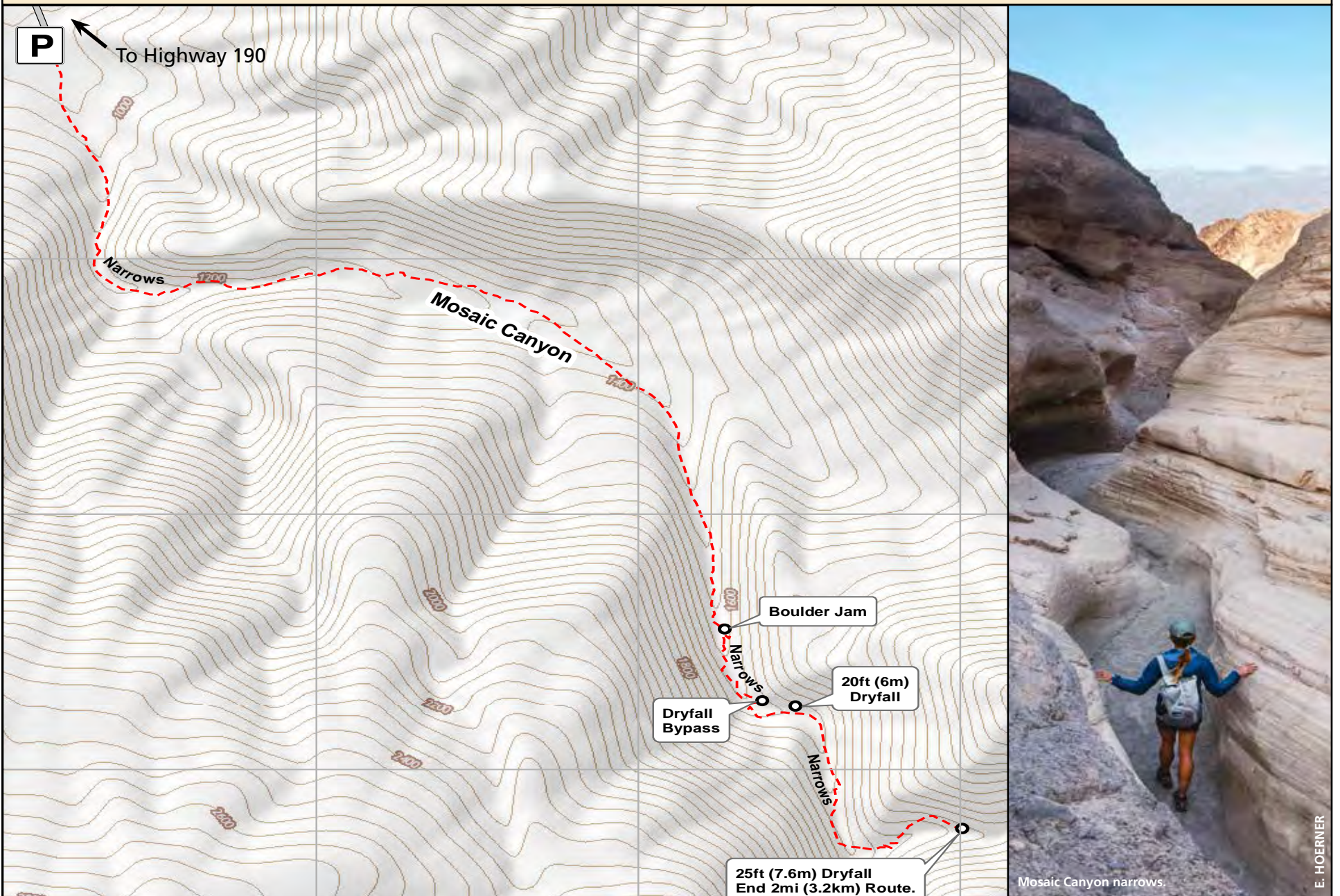
Hiking Route Maps

Use these maps to help plan your adventure!

Golden Canyon/Gower Gulch/Badlands Loop



Mosaic Canyon



Nature and Culture



Chapters in Time

This park conserves a rich and varied tapestry of human history, including Native Americans, miners, castle-builders, and so much more.

Native Americans

This is the homeland of the Timbisha Shoshone who have lived here for centuries, hunting and moving seasonally in order to harvest pinyon pine nuts and mesquite beans. To

them, the land provides everything that is needed. Many areas here were and are considered to be sacred places.

Rock art, stone tools, and other evidence of their history can be found throughout the park. These, along with all historic sites, are protected against theft, vandalism, or disturbance. Please visit with respect.

Mining

Between 1849 and 1915, the lure of wealth brought different prospectors,

mines and the associated kilns, mills, and boom towns which changed the landscape. Gold, silver, zinc, tungsten, antimony, talc, and most profitably, borax, were mined here.

This history can be seen at Harmony Borax Works, Twenty Mule Team Canyon, and Keane Wonder Mine.

Fortunes Spent

The draw of Death Valley continued into the roaring 1920s, when wealthy builders started making their mark.

Albert and Bessie Johnson built a vacation home now known as "Scotty's Castle," after their friend Walter Scott. This castle is currently closed due to severe flood damage.

The Inn at Death Valley was built in 1927 by the Pacific Coast Borax Company to entice visitors here and spread the idea that this place should become a national park. Nearly a century later, guests can still stay in this privately owned resort and experience the grandeur of Death Valley.



Petroglyphs along Titus Canyon Road.



Keane Wonder Mine's well-preserved structures.



Charcoal Kilns at Wildrose made fuel for smelters.



Scotty's Castle, a vacation home for the Johnsons.

A Valley of Life

Despite the name, Death Valley National Park is home to a surprising array of plants that make this park a rich and thriving ecosystem.

Diversity

Death Valley has more than 1,000 described plant species, ranging from ancient bristlecone pines to ephemeral spring wildflowers.

Part of this diversity is due to the range of elevation found here. Low elevation vegetation zones host creosote bush, desert holly, and mesquite. Mid elevations include shadescale, blackbrush, and Joshua trees. At high elevations you can find limber pine and bristlecone pine woodlands. In fact, over 40 species are endemic to the park—found nowhere else on Earth!

Seeking a Superbloom

Death Valley is famous for spring wildflower displays, but these rare events are the exception, not the rule! On average, superblooms only come around once in a decade, with the last ones occurring in 2005 and 2016.

Only under perfect conditions does the desert fill with a sea of gold, pink, purple, or white flowers.

A good wildflower year depends on at least three things: well-spaced rainfall throughout the winter and spring, a mild winter, and no drying winds.

When to Expect Blooms

Different species and different elevations result in a staggered bloom across the park, allowing for opportunities to see wildflowers over much of the spring and early summer.

The wildflower season at low elevations is usually mid-February to mid-April, when desert gold, phacelias, primrose, gravel ghost, monkeyflower, and desert five-spot can be found on alluvial fans and foothills.

Higher elevations usually bloom from May to mid-July and include desert

mariposa, purple sage, rose sage, lupine, paintbrush, and penstemon.

Don't Pick, Protect!

Wildflowers are an important part of the ecosystem. They provide food, habitat, and are beautiful as well!

The best way to show your love for wildflowers is to let them keep growing!

Picking flowers steals enjoyment from other visitors, and prevents seeds from growing into next year's blooms.



Desert chicory.



Mojave aster and bee-flies.



Desert gold.



Desert five-spot.

Keeping Wildlife Wild



NPS PHOTO

Pupfish

Death Valley is home to five species of pupfishes, each named after the single water source that they live in: Devils Hole, Salt Creek, Cottonball Marsh, Saratoga, and Amargosa.

10,000 years ago, Lake Manly covered what is now Death Valley. As it slowly dried up, pockets of water around springs and creeks became the only available pupfish habitats. Isolated in specific water sources, these fishes

began adapting to the unique places they found to be home. Studying these fishes teaches scientists about adaptations for heat, low-oxygen, and salty environments.

You can often see pupfish from the Salt Creek Interpretive Trail. Here, when evaporation rates are high, these freshwater fish live in an environment that is saltier than the ocean! When visiting, please remember to stay on the boardwalk to protect their fragile habitat.



O. FEURERBACHER

Desert Tortoise

Rarely seen, tortoises spend up to 95% of their lives underground, hibernating during dry times and coming out after rains to feed on fresh growth of wildflowers, grasses, and cacti.

Desert tortoise populations have decreased as much as 90% since the 1980s, due in part to habitat destruction, increase in fire ant populations, and illegal collection.

Desert tortoise are a listed threatened species. It is unlawful to touch, harm, harass, or collect wild desert tortoises.

If disturbed, a tortoise may empty its bladder as a defense mechanism; this moisture would otherwise be conserved for dry times, and its loss could be deadly.

Only move a tortoise if it is in immediate danger, such as in a roadway, and move it in the direction it was originally traveling.



C. ROHE

Bighorn Sheep

Desert bighorn range throughout the park, from salt flats to high mountain ridges. They spend most of their time on steep slopes where they are safe from predators like mountain lions.

Adapted to a dry climate, bighorn are able to go without water for several days, and can lose up to a third of their body weight due to dehydration. When water becomes available again, the sheep can drink several gallons at a

time in order to fully recover. Bighorn sheep are social, forming herds of 8-10 individuals, but herds up to 100 have been observed in the wild!

With protection measures in place, including large protected areas of habitat like Death Valley National Park, their numbers are slowly recovering. However, they face intense competition from invasive feral burro populations.



NPS PHOTO

Coyotes

Few things are as eerie and beautiful as the song of a coyote. Their yips and howls let you know you are in the presence of an iconic figure. Their narrow-set, yellow eyes and long snout may seem intimidating, but in general, coyotes do not bother people.

These highly adapted members of the canine family are omnivores, dining on small mammals, reptiles, and insects, but will also eat berries and other vegetation when meat is unavailable.

Coyotes are usually solitary but will hunt in small groups in areas where food is plentiful, working cooperatively to chase an animal in relays to tire it.

Coyotes are frequently seen around campgrounds where they have been habituated to human food.

Feeding coyotes can lead to their death; many are hit as they approach cars for food. Please protect animals by following the no-feeding rules!



K. MOSES

Invasive Burros

Burros, also known as donkeys, are not native but are remnant populations brought here by early prospectors.

Despite the sparse vegetation, burro populations have exploded here, especially around springs in Saline Valley, Butte Valley, and Wildrose.

Invasive burros have had a large impact on fragile desert springs and ecosystems. They aggressively defend their territory, and keep native species

like desert bighorn and other wildlife away from water sources.

Park management is working to control burro populations with a non-profit no-kill sanctuary where they receive medical care, and training, and are adopted out.

Please do not feed burros or disturb trapping pens; drive slowly on the winding roads near Wildrose as they are frequently in the roadway. Stay in your car, as they can be aggressive.



NPS PHOTO

Wild Animal Encounters

For many people, the chance to see wildlife in their natural environment is an amazing opportunity.

However, one must always remember that we are entering their home, their territory. As such, we need to respect wildlife and know what to do if we encounter a wild animal.

Although encountering a predator such as a mountain lion is a very rare occurrence here, it is always good to be prepared:

- Do not run, but back away to get out of range of the perceived threat.
- If you feel threatened, try to look large, wave your arms, throw rocks or sticks.
- If attacked, fight back.
- Watch children closely and never let them run ahead or lag behind.

Please Help

To help preserve healthy environments for both visitors and wildlife, please remember:

- Never leave food or trash unattended, as ravens, coyotes, and other wildlife readily habituate to human foods.
- Never feed wildlife; no park animal is tame and feeding leads to aggressive future behavior.
- Never approach wildlife and always keep a safe distance.
- Keep dogs leashed and limit their walks to roadways and campgrounds; pick up their feces, as it can spread diseases to wildlife.

Have you seen interesting wildlife during your visit? Park biologists use information about wildlife sightings to learn more about animal populations in the park.

If you see rare animals (like bighorn sheep, desert tortoise, or pronghorn) or animals behaving oddly (like approaching cars), please report these to a ranger at a visitor center or through the iNaturalist app or website.



Local Information and Services

Emergency Call 911

Death Valley National Park

General Information:
760-786-3200
www.nps.gov/deva

Furnace Creek Visitor Center

Open Daily, 8:00 a.m. to 5:00 p.m.
Availability may vary due to COVID-19.
Obtain general information and maps, purchase entrance passes, explore exhibits, watch the park film, and speak with park rangers.

Death Valley Natural History Assoc.

Bookstore with souvenirs, packaged sandwiches, snacks, and drinks.
Operates within or adjacent to the Furnace Creek Visitor Center.

Stovepipe Wells Ranger Station

Hours determined by available staffing.
Obtain general information and maps, purchase entrance passes, and speak with park rangers.

Death Valley Ranch (Scotty's Castle)

This historic building and the Bonnie Claire Road to NV-267 are closed due to flash flood damage.



Businesses listed here are not run by the National Park Service; information subject to change due to COVID-19 and is listed here as a convenience to our visitors.

FURNACE CREEK AREA

Post Office

Purchase postage Monday through Friday, 8am-4pm, closed for lunch 1-1:30pm.
800-275-8777

Indian Tacos & Shaved Ice

In Timbisha Shoshone Village.
Often open Tues.-Sat., 10am-6pm (temp. closed at time of printing).
760-258-7858

Farabees Jeep Rental & Tours

760-786-9872

The Inn at Death Valley

Hotel, restaurant, and pool.
760-786-2345

The Ranch at Death Valley

Lodging, camping, restaurant, cafe, bar, general store, gift shop, golf, pool, showers, laundry, gas/diesel, and WiFi.
760-786-2345

Borax Museum

Located within The Ranch at Death Valley. Open dawn to dusk; free.

Furnace Creek Stables

Horseback riding tours.
760-614-1018

STOVEPIPE WELLS AREA

Death Valley Lodging Company

Authorized NPS Concessioner.
Lodging, camping, gas, general store, gift shop, shower & pool, restaurant, bar, and WiFi.
760-786-7090

PANAMINT SPRINGS

Panamint Springs Resort

Lodging, camping, gas, general store, showers, restaurant & bar, and WiFi.
775-482-7680

COMMUNITIES WEST OF THE PARK

Trona, CA

1 hour 50 minutes from Furnace Creek
Restaurants, bar, camping, gas.

Ridgecrest, CA

2 hours 15 minutes from Furnace Creek
Lodging, restaurants, grocery stores, hospital, auto service, gas, camping.

Lone Pine, CA

2 hours from Furnace Creek
Lodging, restaurants, camping, gas, groceries, bar, health clinic, stores.

COMMUNITIES EAST OF THE PARK

Death Valley Junction, CA

30 minutes from Furnace Creek
Lodging, restaurant, RV camping.

Beatty, NV

45 minutes from Furnace Creek
Lodging, restaurants, camping, gas, general stores.

Amargosa Valley, NV

1 hour from Furnace Creek
Lodging, gas, restaurants, store.

Pahrump, NV

1 hour 15 minutes from Furnace Creek
Lodging, restaurants, grocery stores, hospital, auto service, gas, camping.

Tecopa, CA

1 hour 15 minutes from Furnace Creek
Lodging, restaurants, camping, store.

Shoshone, CA

1 hour from Furnace Creek
Lodging, museum, restaurant, bar, camping, gas, store.

Las Vegas, NV

2 hours 30 minutes from Furnace Creek
Major city. Lodging, restaurants, grocery stores, auto service, gas, camping, hospitals.

Camping Information

NPS	Season & Reservations	Elevation	Fee	Sites	Water	Fire Pits	Tables	Toilets	Dump
Furnace Creek	No reservations: mid-Apr to mid-Oct Reservations recommended: mid-Oct to mid-April. <i>Must be made through Recreation.gov or 877-444-6777; at least 4 days & up to 6 months in advance.</i>	-196 ft (-60 m)	\$22 standard (\$11 with senior/access pass) \$36 hookups (\$25 with senior/access pass)	136 18	yes	yes	yes	flush	yes
Sunset	Open mid-Oct to mid-April No reservations <i>Back-in sites only</i>	-196 ft (-60 m)	\$14 (\$7 with senior/access pass)	270	yes	group only	no	flush	yes
Texas Spring	Open mid-Oct to mid-April No reservations <i>No generator use</i>	sea level	\$16 (\$8 with senior/access pass)	115	yes	yes	yes	flush	yes
Stovepipe Wells	Open mid-Sept to mid-May No reservations	sea level	\$14 (\$7 with senior/access pass)	190	yes	some	some	flush	yes
Mesquite Spring	Open all year No reservations	1,800 ft (549 m)	\$14 (\$7 with senior/access pass)	40	yes	yes	no	flush	yes
Emigrant	Open all year No reservations <i>Tent only</i>	2,100 ft (640 m)	free	10	yes	no	no	flush	no
Wildrose	Open all year, weather permitting No reservations <i>25 ft length limit</i>	4,100 ft (1,250 m)	free	23	yes	yes	yes	vault	no
Thorndike (4x4 recommended)	Closed during winter No reservations <i>25 ft length limit</i>	7,400 ft (2,256 m)	free	6	no	yes	yes	vault	no
Mahogany Flat (4x4 recommended)	Closed during winter No reservations <i>25 ft length limit</i>	8,200 ft (2,499 m)	free	10	no	yes	yes	vault	no
Private	Season & Reservations	Elevation	Fee	Sites	Water	Fire Pits	Tables	Toilets	Dump
Stovepipe Wells RV Park (NPS concessioner)	Open all year 760-786-7090, deathvalleyhotels.com	sea level	\$40 hookups (\$20 senior/access pass)	14	yes	no	no	flush	yes
Fiddler's Camp	Open all year 760-786-2345, oasisatdeathvalley.com	-218 ft (-66m)	\$24	31	yes	group only	group only	flush	no
Panamint Springs	Open all year 775-482-7680, panamintsprings.com	2,000 ft (610 m)	\$10 tent, \$35 hookups, \$20 non-hookups	76	yes	some	yes	flush	no