



Twenty Mule Team Canyon with hiker (Weston Kessler)

Welcome to Your Death Valley Adventure

Death Valley National Park is the largest national park outside of Alaska. Endless exploration and a diversity of experiences await you. Hiking, exploring historic sites, traveling backcountry roads, viewing the night sky—these are only a few of the opportunities available. With over 3 million acres of federally designated Wilderness, walk along majestic sand dunes, navigate twisted slot canyons, climb rocky peaks, stroll along salt flats; a variety of terrains offer everything from easy to very challenging adventures. Inside this visitor guide you will find information on suggested hikes, wilderness use, how to visit safely, leave no trace ethics, and more. We encourage you to get out and hike Death Valley, and then share your experience! Find us on social media, send us a message or an email, or stop by the visitor center.

What's Inside?

Support Your Park	2
Safety	3
Sightseeing	4
Hiking	5
Map	6 & 7
Preserve the Past	8
Preserve the Resource.....	9
Programs & Events.....	10
Nightlife	11
Visitor Services	12

We want to hear from you!
How did you explore Death Valley?

Find us on



@DeathValleyNPS

Hike Death Valley

Earn the Decal! Share the Experience! Take the #HikeDeathValley challenge! Explore two of the areas listed below and stop by the visitor center to snag your limited edition decal! Share your experience and be sure to use #HikeDeathValley on social media. Visitor experiences will be featured throughout the year, so take a look to see how other visitors have explored Death Valley. *For info about some of these hikes check out page 5; for a complete description, ask at the visitor center.*

Easy Hikes	Moderate Hikes	Difficult Hikes	ADA Friendly
<ul style="list-style-type: none"> • Harmony Borax Works: 0.4 mi • Salt Creek Interpretive Trail: 0.5 mi • Badwater Salt Flat: 1 mi • Natural Bridge: 1 mi • Mesquite Flat Sand Dunes: 2 mi 	<ul style="list-style-type: none"> • Ubehebe Crater Rim: 1.5 mi • Darwin Falls: 2 mi* • Badlands Loop: 4.3 mi • Fall Canyon: 6 mi • Sidewinder Canyon: 5 mi • Dante's Ridge: 8 mi 	<ul style="list-style-type: none"> • Wildrose Peak: 8.4 mi • Telescope Peak: 14 mi* <p>Looking for something more challenging? Ask a ranger for a free trail map:</p> <ul style="list-style-type: none"> • Jubilee Peak: 2.2 mi • Corkscrew Peak: 8 mi • Cottonwood/Marble Loop: 26 mi* 	<p>See a park ranger about ADA accessible locations and to see if you are eligible for a free pass to all national parks.</p>

(* High clearance/4x4 vehicle recommended)

#HikeDeathValley

Decal: Tom M. Nguyen

Desert mountain sunset (NPS- Emily Hoerner)

Support Your Park



Obey the speed limits and other rules of the road. Do not stop in traffic lanes—pull over and park safely off of the road. Keep your car on established roads. Unsightly tire tracks scar the fragile desert landscape for decades.



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



Campfires are allowed in established firepits only. Gathering firewood is prohibited—wood is scarce.



Put garbage where it belongs. Litter in the desert spoils the landscape for each person that follows behind you.



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



Stay out of closed areas. Mines, service roads, and other areas are closed for your safety or the protection of features therein.



Pets are permitted on roads and developed areas, but prohibited in wilderness, on trails, and in buildings. Hundreds of miles of dirt roads are great places for walking pets. Keep pets on a leash no longer than 6 feet in length. Owners are responsible for cleanup.



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



Feeding animals is illegal and dangerous. Coyotes will be encouraged to hang out near the roads once fed by people, which endangers the animals and visitors.



Rocks, plants, animals, and historic objects in Death Valley are protected just like in a museum. Vandalism and theft are prohibited.



The use of drones is prohibited.



Despite being legalized by the State of California, possession or use of marijuana is not legal on federal lands, including Death Valley National Park.

Racetrack Playa (Bob Greenburg)

Entrance Fees

Please support your park by paying the park entrance fee at a park visitor center or at one of the automated fee machines placed throughout the park. Already have one of the passes listed below? Enjoy your park!

7-day Passes

Vehicle and passengers..... \$25
Motorcycles \$20
Individual entering on bicycle or foot \$12

Lifetime Passes

Interagency Senior Pass \$80 (for U.S. citizens 62+)
Interagency Access Pass free (for U.S. citizens with disability)

Annual Passes

Death Valley Annual Pass \$50
Interagency Annual Pass..... \$80
Interagency Senior Pass \$20 (for U.S. citizens 62+)

Interagency Military Pass..... free (for active duty and dependents)

Other passes honored

4th Grade (Every Kid in a Park), Volunteer, Golden Age, and Golden Access Passes.

The fees you pay when visiting Death Valley National Park make a difference! Under the Federal Lands Recreation Enhancement Act, Death Valley National Park uses fee money to fund critical projects that improve visitor services and protect natural and cultural resources in the park such as:

- Repairing Scotty's Castle and restoring visitor access after a devastating flood.
- Providing education programs that reach thousands of students.
- Improving accessibility for visitors with disabilities at Dante's View through a partnership with the Fund for People in Parks and the Death Valley Natural History Association.
- Maintaining and repairing campgrounds and park structures.
- Providing Emergency Medical Services.

No Rock Stacking

Ephemeral Vandalism

Cairns are stacks of rocks often used to mark hiking routes in the desert, but in the narrows of Golden Canyon, cairns are not necessary to find your way. These visitor-built cairns were assembled one at a time over a single week, by dozens of visitors. Most likely they were built as monuments to their visit. Please take only memories and don't leave cairns.

Rock cairns in Golden Canyon (NPS)

Stay on Established Roads



Van stuck on the salt flat after illegally driving off designated roadways (NPS)

Why can't you drive off established roads?

- It's illegal. Penalties can include fines and jail time.
- It destroys Death Valley's scenic vistas. Death Valley attracts photographers and other visitors from around the world to see this unique environment. Tire tracks mar the landscape and some take decades to heal, even if they are raked out.
- Towing is expensive. If a vehicle gets stuck off the road in Death Valley, towing costs an average of \$2,000.
- It wastes government funds. Rangers regularly organize volunteer brigades to repair damage from off-road driving. Organizing, housing, and supervising these groups costs money! Damage done in a few minutes takes days to rehabilitate.
- Death Valley's community of visitors is upset by off-road driving. After a recent incident, over 300 people posted comments condemning the actions of the thoughtless driver.



Damage from a vehicle driving off the roadway (NPS)

Safety



Rangers rescue off trail hiker near Golden Canyon (NPS - Dan Kish)

Average Temps	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)

The Wildest—Wilderness in Death Valley

Visit Death Valley in the winter months and have one of the best wilderness experiences available in the United States. At over 3.2 million acres of Wilderness, Death Valley contains the largest federally designated Wilderness outside of Alaska, which is 91% of the entire park.

The Wilderness begins 50 feet from most of Death Valley's roads, so go for a drive, park safely, and take a short walk into the Wilderness! Looking for a longer experience? Death Valley is open to cross-country hiking, which means you can walk into the Wilderness in most places in the park.

What can you do in Wilderness?

Wilderness provides excellent opportunities for solitude. Whether you like to hike, climb, backpack, horseback ride, camp, enjoy the view, photograph, view the night sky, hear absolutely nothing, be alone, or simply know it exists, wilderness is the place to do it.

What can't you do in Wilderness?

The Wilderness Act of 1964 created a way for Americans to designate areas as Wilderness, the highest level of conservation protection afforded to public lands. With the goal of leaving some places natural and undeveloped, the Wilderness Act prohibits the use of mechanical devices, including bicycles, in areas designated by Congress as Wilderness. It also does not allow commercial enterprises, roads (many of Death Valley's roads are surrounded by wilderness as specified by the California Desert Protection Act), structures, and installations from being established within Wilderness boundaries.

What is a Wilderness Ethic?

It's a way of doing things in the Wilderness that help retain what we love the most about it: the natural beauty of the landscape, the important ecological habitat it preserves and the experience of primitive recreation and solitude. When visiting the wilderness, you should *leave no trace*.

Leave No Trace:

- Keep wildlife wild—properly store your food at night. Do not feed, approach or follow animals—observe from a distance.
- Plan ahead and prepare—learn about the area you plan to go BEFORE you go—are there special rules or considerations? What do you need to bring with you to be safe and tread lightly? Wilderness travel in

Death Valley requires that you bring all of your needed water, as well as protection from the sun and winds of the desert.

- Be careful with fire—campfires are not allowed in the backcountry in Death Valley; use a camp stove—it minimizes your impact and reduces the risk of wildfire.
- Leave it as you find it—take only memories and leave only footprints. Inspect and clean equipment between different trips to minimize the spread of invasive species. Clean up your campsite to minimize your lasting impact.
- Stick to the trails—Death Valley has mostly cross-country hiking and limited designated trails, so avoid hiking and camping on fragile soil

and vegetation. Pick a campsite on a durable surface that is at least 200 feet away from desert springs.

- Trash your trash—whatever you bring into the wilderness—pack it out. That includes toilet paper, and “biodegradable items,” like pistachio nut shells, apple cores, and orange peels. These things will take many years to break down in the desert! Carry a garden trowel so you can bury human waste, or better yet, pack it out.
- Share our public land—people travel to the wilderness to experience wilderness qualities—help retain them by keeping noise levels down, passing with consideration on the trail and picking an appropriate campsite away from other visitors.

Manly Beacon from Zabriskie Point (NPS)

In Case of Emergency Dial 911: Cell phones will not work in most parts of the park, so don't depend upon them.

Plan Ahead: Know road and weather conditions. Take a good map everywhere you go. When traveling off paved roads or into the backcountry, call someone at home and tell them specifically where you are going. Have them call dispatch at 1-888-233-6518 if you do not return when expected. Free backcountry permits are available, but not required, at the visitor center. We can find you faster if we know where to look and what we're looking for.

Evaluate Your Gear: Do you have the appropriate vehicle, tires, tools, maps, and skills for your route? Bring food, water and other essentials for several days, even if you're planning a much shorter visit. Carry at least one gallon (4 liters) of water per person per day, and carry extra water in your car. Your vehicle or fellow travelers might need it even if you don't.

Technology: Smartphones and GPS devices are great tools to have, but they can be deadly to rely upon. Vehicle GPS devices frequently tell visitors to turn off well-traveled roads, and take “shortcuts” onto unmaintained or even closed roads. Hiking apps for tablets and smartphones might work fairly well, but the battery life might be drained quickly even in airplane mode. Use maps, a compass, and common sense as your primary navigational tools, and use the technology as a backup.

Mine Hazards: Do not enter mine tunnels or shafts. They might be unstable, have hidden shafts, pockets of poisonous gases, or be home to wildlife. Stay Out—Stay Alive!

Prepare for Breakdowns: In case of vehicle trouble, stay with your vehicle. You'll have shade and be easier to find. If you're headed onto dirt roads, plan on changing a flat tire at least once. Beware that most rental agreements do not cover unpaved roads, resulting in hefty towing fees. Rental cars often lack the proper tire changing tools, so it's worth checking before venturing into remote areas.

Flash Floods: Rain is scarce here, but when it comes, it often leads to dangerous flash floods. During rain, avoid hiking in canyons and be prepared to move to higher ground. While driving, be alert for water running across roadways. Stop and look before attempting to cross. Flood waters damage the roadway and carry rocks and debris just below the clouded surface. Flash floods generally subside in a few hours. When in doubt, wait it out!

Heat & Dehydration: If you feel dizzy, nauseous, or get a headache, get out of the sun and to a cool place immediately. Drink plenty of water and dampen clothing to lower your body temperature.

Wildlife: Many visitors might be worried about large animals such as mountain lions, but they avoid humans and are rarely seen. A more realistic danger is placing your hands or feet where you can't see. Snakes, scorpions, spiders, or other wildlife might be sheltered there. Some species might be venomous, but the relatively safe tarantula gets a bad rap, and is actually a delight to see.

Tarantula (Bob Grate)



How to Visit Death Valley's Wilderness:

• Backpackers (overnight users) are asked to obtain a free backcountry permit at either the Furnace Creek Visitor Center or the Stovepipe Wells Ranger Station.

• Overnight group size is limited to 12 people and no more than 4 vehicles. Larger groups will need to split up and camp at least 1 mile apart.

• Pets are not allowed on trails or in the Wilderness.

Hiker taking in the view (NPS - Aly Heare)



Sightseeing



Mesquite Flat Sand Dunes (Adriann Van't Riet)

Few Hours / Half Day

Must see places for first time visitors.

- **Furnace Creek:** Stop by the visitor center to learn about the park. See the 20 minute long film (8:30 am - 4:00 pm daily), explore the museum exhibits, and ask about seasonal ranger programs.
- **Devil's Golf Course:** An 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 short, unpaved road is accessible to most vehicles.
- **Badwater Basin:** The lowest point in North America, Badwater Basin is a surreal landscape of vast salt flats. A temporary lake might form here after heavy rainstorms. Do not walk on the salt flats in hot weather. ADA accessible.
- **Artist's Drive:** Scenic loop drive through multi-hued volcanic and sedimentary hills. The nine mile (14.5 km) paved road is one-way and is open to all vehicles less than 25 ft (7.6m) in total length.
- **Zabriskie Point:** Golden colored badlands famously cradle both the late afternoon and early morning rays of sunshine making this the top sunset and sunrise destination in Death Valley.
- **Dante's View:** The most breathtaking viewpoint in the park, this mountain-top overlook is more than 5000 ft (1,500 m) above the floor of Death Valley. The paved access road is open to all vehicles less than 25 ft (7.6 m) in total length.
- **Mesquite Flat Sand Dunes:** Tawny dunes smoothly rise nearly 100 ft (30 m) from Mesquite Flat. Late afternoon light accentuates the ripples and patterns, while morning is a good time to view tracks of nocturnal wildlife. Moonlight walks can be magical.
- **Harmony Borax Works:** Follow an easy 1/4-mi (0.4 km) walking trail to learn about this important site in Death Valley's history.

Full Day

Add these to the list and make it an all day adventure!

- **Twenty Mule Team Canyon:** Winding through otherworldly badlands, this 2.7 mi (4.3 km), one-way loop drive is unpaved, but accessible to vehicles other than buses, RV's, and trailers.
- **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 the northern Panamint Valley. ADA accessible.
- **Salt Creek:** This stream of salty water is the only home to a rare pupfish, *Cyprinodon salinus salinus*. Spawning season, during the spring, is the best time for viewing pupfish. The boardwalk loops 1/2-mi (0.8 km) through stands of pickleweed and past pools reflecting badland hills. ADA accessible. Please stay on the boardwalk.
- **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 final 2 mi (3.2 km) of gravel road to the kilns is passable to most vehicles.

- **Ubehebe Crater:** Hundreds of years ago, a massive volcanic explosion caused by magma mixing with an underground spring shattered the silence of northern Death Valley. When the cinders and dust settled, this 600 ft (183 m) deep crater remained.

Charcoal Kilns (Weston Kessler)



Remote Backcountry Drives

Not suitable for a normal car, 4x4 and high clearance may be required. Ask rangers about road conditions and safety precautions.



Racetrack Playa (Jeffrey Aiello)

- **The Racetrack:** Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle with heavy-duty tires is needed to traverse the 27 mi (43 km) of rough dirt road; ask a ranger for current road conditions. Once you leave pavement at Ubehebe Crater the drive takes 2-1/2 hours each way.
- **Titus Canyon:** One of the largest and most diverse canyons in the park. Within its towering walls, visitors can find volcanic deposits, a ghost town, petroglyphs, bighorn sheep, and deep, winding narrows. Titus Canyon is accessible to high-clearance vehicles via a 26 mi (42 km), one-way dirt road beginning outside the park. The trip takes 3 hours from pavement to pavement.



Titus Canyon (NPS)

Hiking

Looking for a hiking trail? Check out the options below and the map on page 6 for general location information for these popular hikes.

- **Before starting a hike** ask about current road and weather conditions.
- **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.
- **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. A good time to hike in the park would be between October and April.

	Easy Hikes	Round Trip	Elevation Gain	Description
1	Harmony Borax Works	0.4 mi (0.6 km)	50 ft (15 m)	ADA accessible loop around historic mining site where the famous 20-Mule Team wagons began their grueling 165 mile journey south to the Mojave Railroad Depot.
2	Salt Creek Interpretive Trail	0.5 mi (0.8 km)	flat	ADA accessible loop. Wooden boardwalk through salt marsh and rare pupfish habitat. Great for birding. Gravel road is typically passable in a sedan.
3	Badwater Salt Flat	1 mi (1.6 km)	flat	ADA Accessible out and back. Scenic walk out to edge of salt flat and the lowest point in North America.
4	Natural Bridge	1 mi (1.6 km)	180 ft (26 m)	Out and back hike up dramatic canyon to natural bridge formation. Gravel access road is typically passable in a sedan.
5	Mesquite Flat Sand Dunes	2 mi (3.2 km)	185 ft (56 m)	Hike through the largest dune field in the park to summit the high dune in the distance. Go during sunrise, sunset, or full moon lighting for unforgettable experiences.
Moderate Hikes				
6	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 see Little Ubehebe Crater too.
7	Darwin Falls*	2 mi (3.2 km)	450 ft (137 m)	Out and back canyon hike to desert waterfall. Minor rock scrambling required. This is a source of drinking water— no swimming . Unmarked gravel access road just west of Panamint Springs may require a high clearance vehicle.
8	Badlands Loop/Golden Canyon/Gower Gulch Loop	2.7 mi (4.3 km) to 4.3 mi (6.9 km)	535 ft (163 m) to 850 ft (259 m)	Trailheads at Golden Canyon and Zabriskie Point provide access to colorful canyons carved through golden badlands. Rangers recommend starting at Golden Canyon and walking the loop back through Gower Gulch.
9	Desolation Canyon	3.6 mi (5.8 km)	600 ft (183 m)	Out and back hike through canyon narrows made of colorful badlands formations similar to those found at Artist's Palette. Some rock scrambling required. No signs, follow the canyon. The unsigned gravel access road is typically passable in a sedan.
10	Mosaic Canyon	4 mi (6.4 km)	1,200 ft (366 m)	Out and back hike within polished marble narrows filled with unique color patterns. Use caution on the slick rock surfaces. The gravel road is typically passable in a sedan.
11	Sidewinder Canyon	5 mi (8.4 km)	1,580 ft (482 m)	Out and back into dark slot canyons hidden within a labyrinth of drainages. Scrambling up and down dryfalls required. No signs, some navigation required. Free hiking map available at the visitor center should be used for this hike. The short, but unmarked gravel access road is typically passable in a sedan.
12	Fall Canyon	6 mi (9.6 km)	2,460 ft (752 m)	Out and back. This deep canyon with towering walls is a great place to look for bighorn sheep. From the exit of Titus Canyon, hike north on the informal trail near restroom for 1 mile (1.6 km) before dropping into the wash at the canyon mouth. The gravel access road (Titus Canyon two-way section) is typically passable in a sedan.
13	Dante's Ridge	8 mi (13km)	1,200 ft (366 m)	This out and back informal path from Dante's View heads north along the ridge toward Mt. Perry. Unobstructed views begin immediately and only get better. No signs.
14	Panamint Dunes*	7 mi (11.3 km)	1,028 ft (313 m)	Out and back crosscountry 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 gravel road is not marked and requires a high clearance vehicle.
Difficult Hikes				
15	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 access road is gravel, but typically passable in a sedan.
16	Telescope Peak*	14 mi (22.5 km)	3,000 ft (914 m)	Out and back hike to 11,049 ft (3,368 m) - the highest peak in Death Valley. The trail starts in the pinyon and juniper woodlands at Mahogany Flat Campground. The final 5 miles (8 km) of the access road is gravel and may require high clearance.

Interested in other challenging hikes or backpacking trips? There are endless opportunities! Stop by the visitor center and ask a ranger for more information.

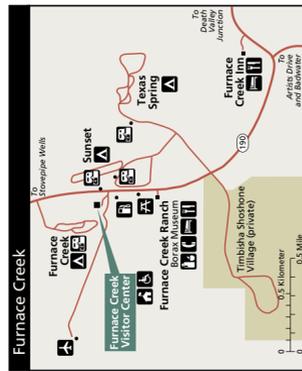
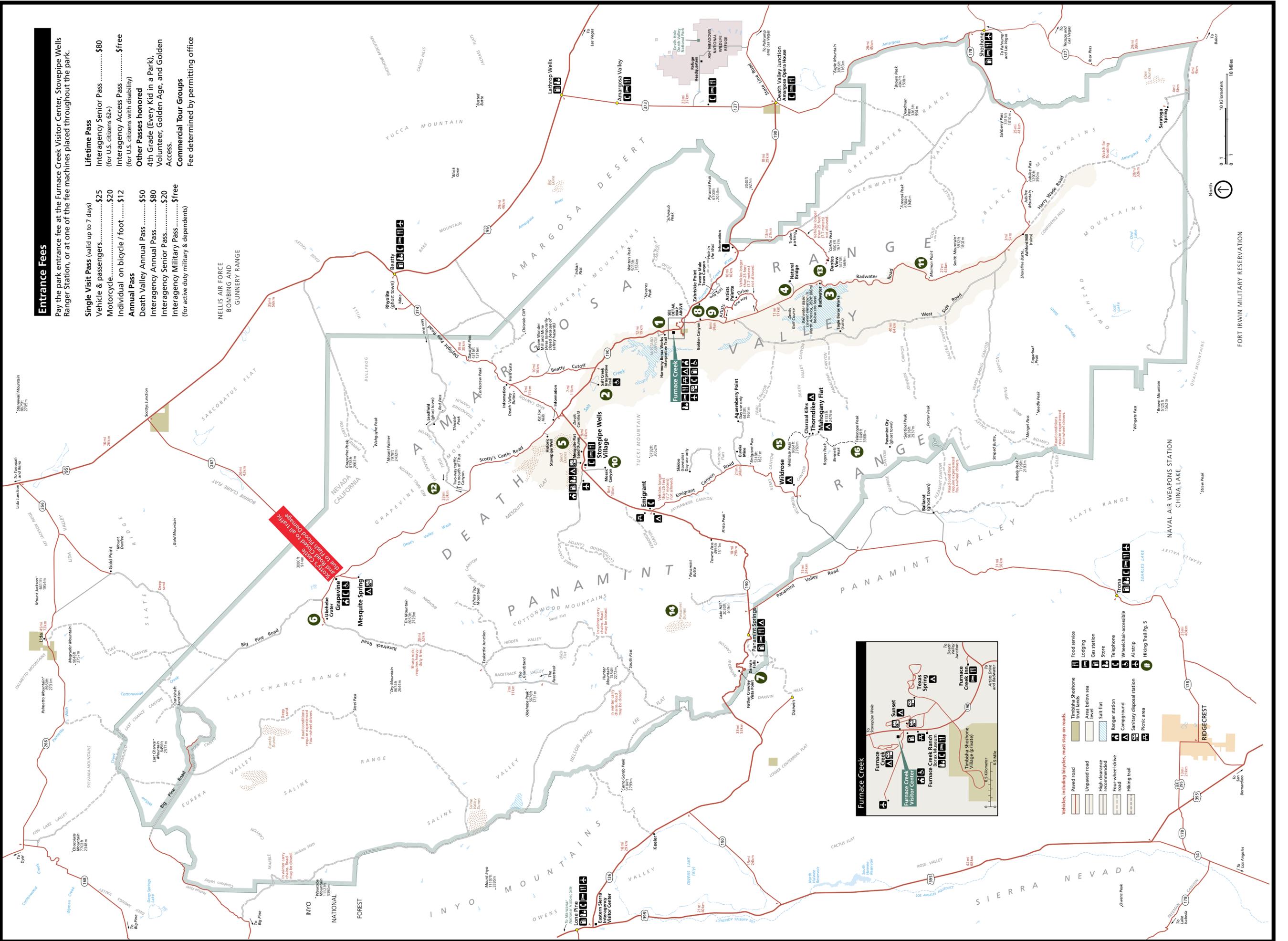
(*) High clearance/4x4 vehicle recommended

Badwater Basin in January (NPS)

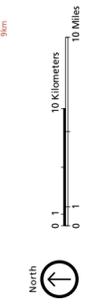
Entrance Fees

Pay the park entrance fee at the Furnace Creek Visitor Center, Stovepipe Wells Ranger Station, or at one of the fee machines placed throughout the park.

- Single Visit Pass** (valid up to 7 days)
 - Vehicle & passengers.....\$25
 - Motorcycle.....\$20
 - Individual on bicycle / foot.....\$12
- Annual Pass**
 - Death Valley Annual Pass.....\$50
 - Interagency Annual Pass.....\$80
 - Interagency Senior Pass.....\$20
 - Interagency Military Pass.....\$free (for active duty military & dependents)
- Lifetime Pass**
 - Interagency Senior Pass.....\$80 (for U.S. citizens 62+)
 - Interagency Access Pass.....\$free (for U.S. citizens with disability)
- Other Passes honored**
 - 4th Grade (Every Kid in a Park), Volunteer, Golden Age, and Golden Access.
- Commercial Tour Groups**
 - Fee determined by permitting office



- Legend:**
 - Paved road
 - Unpaved road
 - High-clearance recommended
 - Four-wheel-drive road
 - Hiking trail
 - Timberline Shoshone trust lands
 - Area below sea level
 - Salt flat
 - Ranger station
 - Campground
 - Sanitary disposal station
 - Picnic area
 - Food service
 - Lodging
 - Gas station
 - Store
 - Telephone
 - Wheelchair-accessible
 - Airstrip
 - Hiking Trail Pg. 5



FORT IRWIN MILITARY RESERVATION

Preserve the Past

Scotty's Castle Repairs Ongoing After Massive Flash Flood

Lou Rogers is literally uncovering new information about Scotty's Castle utilities every day. He points to an exposed section of water pipe that he dug up recently after it blew out in a major leak. "This steel pipe illustrates just how corrosive our soils are," said Rogers. "The leak probably started out as a small manufacturing flaw, such as a hairline crack. Chlorides in the soil dissolved in the trickle of water, creating a corrosive mix that ate away at the pipe over decades. It's amazing how corroded the pipe was, yet it still held water...until last week."

Scotty's Castle was built as the vacation home of a wealthy insurance magnate, Albert Johnson. Befriended by the colorful con man known as Death Valley Scotty, the two men along with Johnson's wife, Bessie, were at the center of the development of this Spanish revival style mansion complex. Johnson

employed dozens of craftsman, along with a crew of Timbisha Shoshone, in constructing Scotty's Castle in Grapevine Canyon at the north end of Death Valley. The Johnsons began offering house tours during the Great Depression, and the tradition continued after the National Park Service acquired the property in 1970.

Everything changed on October 18, 2015, when a flash flood ripped through Grapevine Canyon, tearing out the road, powerline, water, and sewer systems. Two buildings were flooded with water up to three feet deep and a thick layer of mud was left behind when the water receded. The road, buildings, grounds, and utilities sustained over \$48 million in damages. After a road was graded into the site, national parks from around the country sent work crews to shovel up and haul out the 500,000 tons of mud, rocks, and debris that were

deposited on the site and on the roads.

Shortly after the initial cleanup was completed, the National Park Service hired Civil Engineer Lou Rogers to manage the monumental task of rebuilding the utilities, repairing the buildings, and reopening Scotty's Castle. Each building and utility has been carefully inspected to ensure that all damage to infrastructure is found and repaired. The corroded water pipe that broke open is one of the many challenges that park managers are encountering in repairing the ninety-year-old utility systems and structures without changing its historic ambiance.

Planning and design is underway to replace water, sewer, and electric distribution lines, install new heating and air conditioning systems and repair leaks. The two buildings that were flooded—the visitor center and Hacienda ranger

office building—have been stripped of damaged furnishings, equipment and exhibits. Drywall and damaged utilities have been removed and planning is underway for new exhibits and offices.

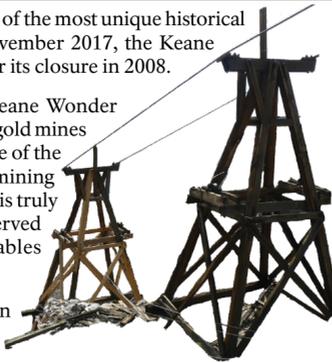
Initial flood cleanup was funded through National Park Service emergency accounts, and the Federal Highway Administration will fund the reconstruction of Bonnie Claire Road through Grapevine Canyon. Park entrance fees will cover most of the work of rebuilding utilities and repairing buildings. Smaller restoration projects, such as the conservation of the elaborate pipe organ, are being funded by Death Valley Natural History Association, the park's non-profit partner that operates park bookstores. Park managers are planning to complete the work and reopen Scotty's Castle in 2020.

Scotty's Castle- (NPS- Kurt Moses)

Keane Wonder Mine Reopening

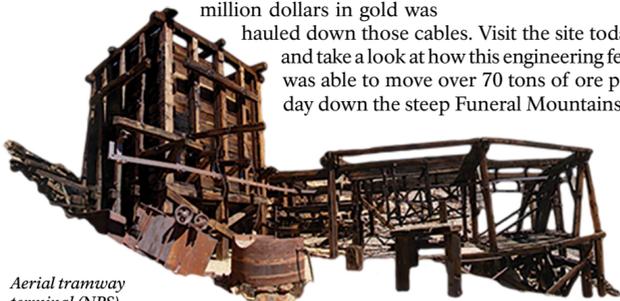
Step back in time and experience one of the most unique historical mining sites in Death Valley! In November 2017, the Keane Wonder Mine will be reopening after its closure in 2008.

Operating in the early 1900s, the Keane Wonder Mine was one of the most successful gold mines in Death Valley. It now remains as one of the best examples of a historical gold mining operation in the national park. What is truly unique about this site is the well-preserved aerial tramway that still has the cables attached.



Aerial tramway towers with stabilization work (NPS-Jeremy Stoltzfus)

Traveling one thousand feet down in one mile, the tramway cars began carrying the valuable gold-containing ore from the mine to the mill in 1907. By 1912, the mine was mostly tapped out and major operations ended. In that time, almost one million dollars in gold was hauled down those cables. Visit the site today and take a look at how this engineering feat was able to move over 70 tons of ore per day down the steep Funeral Mountains.



Aerial tramway terminal (NPS)

Visting Today

The Keane Wonder Mill and Tramway Area:

Located near the parking area, this site is very accessible. Take a stroll through the area where the mine camp and the mill were located. A short walk up the trail at the end of the road will give you views of the lower tram terminal and the first few tram towers.

The Mining Road and Aerial Tramway:

Walk along the mining road for views of the aerial tramway. The steep trail will take you up 1,500 feet in 1.4 miles to the upper tramway terminal and just beyond it, the Keane Wonder Mine.

How to get there:

Drive the Beatty Cutoff 5.7 miles north from Highway 190 to the marked road for Keane Wonder Mine. Drive 2.8 miles to the parking area.

Reasons for the Closure

Prior to the closure, Keane Wonder Mine had been the most popular and most heavily visited mine site in the park. It was closed in 2008 due to:

- unsafe mine openings along popular trails
- concerns about the stability of the tramway due to tension from the cables
- concern about the contents of the mill tailings

Restoration for Re-opening

Open Mines

Over 50 mine openings have been covered. If you happen upon an open mine, stay out for safety reasons.

Netting a mine shaft (NPS-Jeremy Stoltzfus)



Soil & Tailings

Multiple rounds of soil sampling were done over a two year period to determine the contents of the tailings and the extent of the tailings spread.

Unstable Structures

Stabilization work was done on several aerial tramway towers, and the upper and lower tram terminals. This work included replacing key structural pieces that were rotting, cracked, or otherwise failing, while preserving the integrity of the original designs as much as possible. When you visit, please do not climb on the buildings, equipment, or tramway. Though stabilized, they are not safe to climb on.



Helicopter assisting with stabilization work (NPS-Jeremy Stoltzfus)

Preserve the Resource

A Crossroads for Bighorn Sheep: An interview with Josh Hoines, Chief of Resources at Death Valley National Park

Where are the best places to observe bighorn sheep at Death Valley? Most people are surprised to learn that bighorn can be found throughout the park. They generally like high slopes where they can scan the landscape for predators like mountain lions.

Why is Death Valley important to bighorn sheep populations? Death Valley serves as a major wilderness corridor for bighorn that are coming from areas north and south, and east and west. At over 91% designated Wilderness, the park has over 3 million acres of protected land for bighorn to roam unimpeded.

Tell me about the bighorn sheep project planned for Fall 2017. Working with the

California Department of Fish and Wildlife we hope to capture and collar about 10 animals. Tracking these animals will help us to develop population estimates, lamb-ewe ratios (the percentage of ewes that are pregnant), and survival rates of lambs.

How do you capture them and why? An animal capture expert drops a net over a sheep from a helicopter, then "muggers" move in and blindfold the sheep which helps to calm them. Sheep are transported to a data collecting area where they are weighed and collared. GPS and VHF collars will allow us to track their movements, habitat use, and survival. This data will help answer larger questions about the herd's viability, health, distribution, and resource utilization.

Is there anything else that you hope to learn from this project?

Globally, two strains of pneumonia are decimating bighorn. We hope that if we can find out more about these animals than maybe we can better address this disease.

What are the most serious threats to bighorn sheep?

Pneumonia is the most serious threat to bighorn and is often introduced by domestic sheep. When bighorn come in contact with domestic sheep, they can contract this disease and spread it to others. Bighorn also face competition from burros for sparse vegetation and water sources.



Desert Bighorn Sheep (NPS - Stacy Holt)

What can people do to help protect bighorn sheep?

- Do not abandon domestic sheep on public lands
- Do not harass wildlife; keep a respectful distance and never feed them
- Help educate others about what you learn

Pets in the Park

Are you a pet owner who enjoys hiking and bringing your animal outdoors? Folks are often surprised to learn that pets are typically not allowed on trails in national parks, including Death Valley. But if you want to walk with Fido, there are other options! Follow these guidelines to enjoy time outside with your pet and to protect wildlife, other visitors, and your animals.

Why can't I take my pet with me?

Pets can have a negative impact on the park. Dogs, in particular, might scare or chase wildlife, pollute springs and streams, and can become defensive and dangerous in strange surroundings. Domestic animals can spread diseases to wildlife, and vice versa, even when pet waste is picked-up (which is the responsibility of pet owners when visiting Death Valley).

Likewise, the desert can be a dangerous place for pets. Coyotes have been known to lure unsuspecting pets away. Rattlesnakes might alert humans to keep a safe distance, but most pets are unaware of the danger. Spiny plants and hot, rough ground surfaces can be painful or damaging to your pet's bare foot pads. Desert heat and aridity can take a toll on pets and humans. Remember to always provide drinking water and be mindful of your pet's body temperature.

NEVER leave your pet alone in a vehicle, which can quickly become deadly hot.

Pets can go (on a leash no longer than 6 feet):

- along roads
- to campgrounds
- to picnic areas
- to other developed areas

Other than service animals, pets can NOT go:

- on trails
- into the wilderness
- inside most buildings
- out of developed areas.

How can I visit Death Valley with my pet?

You can stay overnight in the park with a pet at all park campgrounds. Pets must be restrained at all times and no more than 4 pets per campsite area are allowed. Pet owners should be good neighbors by keeping their pets quiet, cleaning up feces, and never leaving their pets unattended. Food and water must not be left outside.

Pet-friendly lodging is available at Stovepipe Wells Village and Panamint Springs Resort, for an extra fee. Only service animals are allowed at the Oasis Ranch and Inn at Death Valley.

Pet walking opportunities are great in Death Valley. Almost all national parks prohibit pets on trails and in the wilderness, but pets are allowed on roads. Walking with your pet on a leash along one of Death Valley's many scenic backcountry roads can be a rewarding alternative to trails. Many of the minor dirt roads receive light traffic, are surrounded by wilderness and seem like two parallel footpaths. Remember to take your pet safely to the roadside when a vehicle approaches.



Hiking with a dog in Twenty Mule Team Canyon (NPS- Emily Hoerner)

Programs & Events

Explore with a Park Ranger



Ranger Brandi leads a hike at Mesquite Flat Sand Dunes (NPS - Kurt Moses)

A variety of ranger-led programs are offered throughout the winter months (Mid-November through April) For a complete list of programs, refer to the weekly Ranger Program Schedule available at visitor centers, online at www.nps.gov/deva, and posted throughout the park. Most programs are free, unless indicated, and some require advance registration.

Junior Ranger

Explore, Learn, Protect!

Anyone can become an official Death Valley Junior Ranger



- Pick up a free Junior Ranger booklet at the visitor center.
- Explore Death Valley by completing fun activities based on your age.
- Share your adventures by showing your book to a park ranger.
- Take the pledge to receive your badge and certificate. Special patches are available for sale at the visitor center bookstore.

Junior Rangers (NPS - Kurt Moses)

Every Kid in a Park: 4th Grade Pass



4th Graders with their free passes (NPS - Kurt Moses)



Calling All 4th Graders

You and your family get free access to hundreds of parks, lands, and waters for an entire year. Speak to a ranger or visit everykidinapark.gov for program details.

Become a Death Valley Junior Ranger

Take the # Hike Death Valley challenge

Explore Biodiversity

Marvel at the night sky

Ask a ranger about 4 for 4th to learn more

Wildlife Sightings

Around the world, visitors to remote locations are providing important data to researchers by reporting their observations. Your personal observations of wildlife can be very valuable. Death Valley National Park is compiling a database to allow us to develop distribution maps of wildlife throughout the park.



Desert Tortoise (NPS)



Hummingbird chick in the nest (NPS)

Two species of special interest are Nelson's bighorn sheep and desert tortoise, but other wildlife species observations are also welcome. Please fill out a wildlife sighting form available at the visitor center or report directly on:

<https://www.inaturalist.org/projects/death-valley-wildlife>



Bighorn Sheep (NPS- Hilary Clark)

Nightlife



Death Valley Night Sky (J Scott Crist)

One of the Largest Dark Sky Parks

As you explore Death Valley National Park, you might think – “What could be more amazing than the diversity, colors, extremes, and geology of this place?” If you go out at night, you will be amazed by the numerous stars in the sky, the bright planets Jupiter and Venus, and the Andromeda Galaxy (2.5 million light years away)—which you can see with the naked eye! If there is a full moon, seeing the stars can be more challenging, but you can still get an other-worldly experience from a moonlight hike at the Mesquite Sand Dunes or at Badwater Basin.

Death Valley's dark sky has been enhanced in recent years—both the National Park Service and the Oasis at Death Valley reduced unnecessary lighting, changed out light fixtures to point needed lighting down, and installed yellow lights in place of bright white lights. In February 2013, Death Valley's night sky was formally designated as the third and largest International Dark Sky Park.

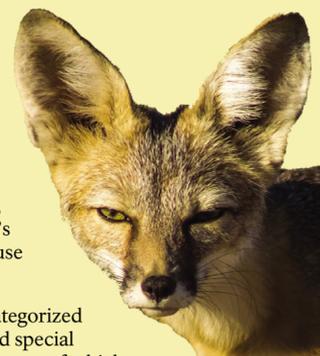
While the modern world is losing darkness, Death Valley still offers amazing night sky views. Ask a ranger at the Furnace Creek Visitor Center for more information on ranger-led Night Sky Programs and Star Party telescope viewings.

Creatures of the Night

Death Valley is home to 51 species of native mammals, 307 species of birds, 36 species of reptiles, three species of amphibians, and six species of fish. With so much wildlife, you might expect sightings to be an everyday occurrence. Outside of the usual coyotes, roadrunners, and lizards, much of Death Valley's wildlife appear to be hidden because they primarily come out at night.

Wildlife most active at night are categorized as nocturnal. They have developed special adaptations to help them survive, some of which are comparable to real life “superpowers” such as keen eyesight and hearing. Some adaptations are behavioral. The kangaroo rat and the elusive desert banded gecko come out at night to avoid predation, while others such as owls and bobcats emerge to hunt.

Although seeing wildlife at night is difficult, finding signs of their travel can be easy and fun in places like the Mesquite Flat Sand Dunes. Look for tracks of kangaroo rats, desert sidewinders, and kit foxes just to name a few. As you venture out into the dark desert night, your eyes will slowly adjust to reveal the depth of the star-filled sky. Keep your ears open as the creatures of the night slowly awaken to fill the desert with new sounds, sights, and mystery.



Kit Fox (Chet Steele)



Scorpion (NPS)

Night Sky Almanac

OCTOBER 2017

- Planets Visible**
- ★ Mars: Low in east before dawn
 - ★ Venus: Low in east before dawn
 - ★ Saturn: SW after sunset
- The Moon**
- ★ Full Moon: Oct 5, New Moon: Oct 19
- Draconids Meteor Shower**
- ★ Early evening Oct 7 (Bright moon will make viewing difficult)
- Orionids Meteor Shower**
- ★ Midnight to dawn morn of Oct 22 (New moon will make viewing excellent)

NOVEMBER 2017

- Planets Visible**
- ★ Mars: Low in SE before dawn
 - ★ Venus: Very low in east before dawn
 - ★ Jupiter: Very low in east before dawn
 - ★ Saturn: Low in west after sunset
- The Moon**
- ★ Full Moon: Nov 3, New Moon: Nov 18
- Taurids Meteor Shower**
- ★ Midnight to dawn morn of Nov 5 (Bright moon will make viewing difficult)
- Leonids Meteor Shower**
- ★ Midnight to dawn morn of Nov 18 (New moon will make viewing excellent)

DECEMBER 2017

- Planets Visible**
- ★ Mars: SE before dawn
 - ★ Jupiter: SE before dawn
 - ★ Saturn & Mercury: Dec 1-3, very low in SW after sunset
- The Moon**
- ★ Full Moon: Dec 3, Supermoon, New Moon: Dec 17
- Winter Solstice**
- ★ December 21
- Geminid Meteor Shower**
- ★ Midnight to dawn morn of Dec 14 (Small moon will make viewing excellent)
- Ursids Meteor Shower**
- ★ Midnight to dawn morn of Dec 22 (New moon will make viewing excellent)

JANUARY 2018

- Planets Visible**
- ★ Mars: SE before dawn
 - ★ Jupiter: SE before dawn
 - ★ Saturn: Low in SE before dawn
 - ★ Mercury: Jan 1-16, very low in SE before dawn
- The Moon**
- ★ Full Moon: Jan 1, supermoon, New Moon: Jan 16, Full Moon: Jan 31
 - ★ Lunar Eclipse: Jan 31, 4:35 am
- Quadrantids Meteor Shower**
- ★ Midnight to dawn Jan 4 (Bright moon makes viewing difficult)

FEBRUARY 2018

- Planets Visible**
- ★ Mars: South before dawn
 - ★ Jupiter: South before dawn
 - ★ Saturn: SE before dawn
- The Moon**
- ★ Full Moon: None, New Moon: Feb 15

MARCH 2018

- Planets Visible**
- ★ Mars: SE before dawn
 - ★ Venus: Very low in west after sunset
 - ★ Jupiter: South before dawn
 - ★ Saturn: SE before dawn
 - ★ Mercury: Low in west (early- mid March)
- The Moon**
- ★ Full Moon: Mar 1, New Moon: Mar 17, Full Moon: Mar 31
- Spring Equinox**
- ★ March 20

APRIL 2018

- Planets Visible**
- ★ Mars: South before dawn
 - ★ Venus: Low in west after sunset
 - ★ Jupiter: SW before dawn, late Apr: low in SE after 9 pm
 - ★ Saturn: South before dawn
 - ★ Mercury: Early Apr, low in west
- The Moon**
- ★ Full Moon: Apr 15, New Moon: Apr 29
- Lyrids Meteor Shower**
- ★ Midnight to dawn Apr 23 (New moon means excellent viewing)

MAY 2018

- Planets Visible**
- ★ Mars: South before dawn
 - ★ Jupiter: SE after sunset, low in SW before dawn
 - ★ Venus: West after sunset
 - ★ Saturn: South before dawn
- The Moon**
- ★ Full Moon: May 29, New Moon: May 15
- Eta Aquarids Meteor Shower**
- ★ Midnight to dawn May 7 (Bright moon will make viewing difficult)

Visitor Services

Furnace Creek

National Park Service- Furnace Creek Visitor Center: Get information and maps, purchase entrance passes, explore exhibits, watch the park film, speak with park rangers.

Packaged sandwiches and snacks are available at the DVNHA bookstore in the visitor center.

8 am-5pm daily
760-786-3200 - nps.gov/deva

Post Office:

Mail letters and postcards- Lobby open 24 hours
Purchase postage- Monday - Friday 8am-4pm
Closed for lunch from 1pm-1:30pm

The Oasis at Death Valley

Lodging & Camping:
760-786-2345 - oasisatdeathvalley.com

Restaurants and General Store:
The Oasis at Death Valley is undergoing extensive remodeling. For up to date information on lodging, restaurants and shopping, call 760-786-2345 or visit oasisatdeathvalley.com

Shower & Pool Passes:
Per person passes available until 11pm

Laundry: Coin operated machines

Borax Museum: 10am-6pm daily (free/outdoors)

Gas Station: 24 hours pay at the pump (major credit/debit cards) unleaded, diesel, propane, and limited mechanic services

Farabees Jeep Rentals and Tours: 4x4 Jeep rentals and tours. Located between the gas station and NPS Furnace Creek Visitor Center.
760-786-9872 - deathvalleyjeeprentals.com

Furnace Creek Stables: Horseback trips, sunset and moonlight rides (seasonal)
760-614-1018 - furnacecreekstables.net

Timbisha Shoshone Village

Indian Tacos & Shaved Ice:
760-258-7858
Often open Tuesday - Saturday 10am-6pm

Stovepipe Wells Village

National Park Service- Ranger Station: Get information, maps, and purchase entrance passes.
Open hours determined by available staffing.

Death Valley Lodging Company

Lodging & Camping:
760-786-2387 - deathvalleyhotels.com

Shower & Pool Passes:
Per person passes available until midnight

Internet: Hourly and daily rates

General Store: 7am-10pm daily
ATM, groceries, ice, camping supplies, gifts, and firewood

Nugget Gift Shop: 7am-9pm daily

Gas Station: Open 24 hours pay at the pump (major credit/debit cards) Unleaded fuel only

Restaurants:

Toll Road:
Breakfast: 7am-10am
Dinner: 5:30pm-9pm

Badwater Saloon: 11:30am-10pm
Lunch: 11:30am-5pm

Scotty's Castle (CLOSED)

Scotty's Castle and the Bonnie Claire Road to NV 267 are closed due to flash flood damage until 2020. The roads from Highway 190 to Ubehebe Crater, Racetrack, and Mesquite Spring Campground are open.

Panamint Springs

Panamint Springs Resort

Lodging & Camping:
775-482-7680 - panamintsprings.com

General Store: 7am-9pm daily
ATM, snacks, ice, firewood, camping supplies, and gifts

Shower Passes: Available at general store

Gas Station: 7am-9:30pm
87, 89, & 91 octane gasoline

Restaurant and Bar: 7am-9pm daily

Local Communities

Beatty, Nevada: Lodging, restaurants, ATM, camping, gas, general store

Pahrump, Nevada: Lodging, restaurants, grocery stores, hospital, auto service, gas, ATM, veterinarians, camping

Amargosa Valley, Nevada: Lodging, gas, restaurants

Death Valley Junction, California:
Lodging, restaurant, RV camping

Shoshone, California: Lodging, restaurants, general store, gas, campground

Tecopa, California: Lodging, restaurants, camping

Trona, California: Lodging, restaurants, camping, gas, ATM

Ridgecrest, California: Lodging, restaurants, grocery stores, hospital, auto service, gas, ATM, veterinarians, camping

Lone Pine, California: Lodging, restaurants, camping, gas, ATM, groceries, health clinic

Sunset (Scott Stolberg)

NPS Campgrounds

	Season/Reservations	Elevation	Fee	Lifetime Pass Rate	Sites	Water	Firepits	Tables	Toilets	Dump Station
Furnace Creek	open all year	-196 ft (-60 m)	\$22 standard	\$11 standard	136	yes	yes	yes	flush	yes
	mid-Apr to mid-Oct: first come, first served		\$36 hookups	\$25 hookups	18					
Sunset	open mid-Oct to mid-Apr - <i>back into all sites</i> first come, first served	-196 ft (-60 m)	\$14	\$7	270	yes	group only	no	flush	yes
Texas Springs	open mid-Oct to mid-May - <i>no generators</i> first come, first served	sea level	\$16	\$8	92	yes	yes	yes	flush	yes
Stovepipe Wells	open mid-Sept to mid-May first come, first served	sea level	\$14	\$7	190	yes	some	some	flush	yes
Mesquite Spring	open all year first come, first served	1,800 ft (549 m)	\$14	\$7	40	yes	yes	yes	flush	yes
Emigrant	open all year - <i>tent only</i> first come, first served	2,100 ft (640 m)		free	10	yes	no	no	flush	no
Wildrose	open all year - <i>25 ft length limit</i> first come, first served	4,100 ft (1,250 m)		free	23	yes	yes	yes	vault	no
Thorndike	open Mar-Nov - <i>25 ft length limit</i> first come, first served	7,400 ft (2,256 m)		free	6	no	yes	yes	vault	no
Mahogany Flat	open Mar-Nov - <i>25 ft length limit</i> first come, first served	8,200 ft (2,499 m)		free	10	no	yes	yes	vault	no

*The National Park Service may reserve sites for management needs with or without notice at any time in any NPS campground. Generator hours are 7:00 am - 7:00 pm unless posted otherwise.

Private

	Season	Elevation	Fee	Sites	Water	Firepits	Tables	Toilets	Dump Station
Fiddler's Camp	open all year 760-786-2345 - oasisatdeathvalley.com	-218 ft (-66 m)	\$18	35	yes	group only	group only	flush	no
Stovepipe Wells RV Park	open all year 760-786-2387 - deathvalleyhotels.com	sea level	\$34 hookups	14	yes	no	no	flush	yes
Panamint Springs	open all year 775-482-7680 - panamintsprings.com	2,000 ft (610 m)	\$35 hookups \$20 non-hookup \$10 tents \$50 - \$65 tent cabins	76	yes	some	yes	flush	no