

# A VISITOR'S GUIDE TO



# DEATH VALLEY

## 2003

## NATIONAL PARK



### Welcome to Death Valley

The National Park Service staff and I welcome you to Death Valley National Park. We are extremely honored to be stewards of one of this country's Crown Jewels.

Our rangers are eager to share their knowledge of the largest American national park outside of Alaska. You can access points of interest by a variety of means, including auto, tour buses, four-wheel-drive vehicles, horses, hiking and private aircraft. Ninety five percent of the park's 3,396,192 acres is designated wilderness, providing unique opportunities for quiet, solitude, and primitive adventure.

We invite you to explore and experience the rugged mountains, canyons and valleys that offer some of the most dramatic visual landscapes in the United States. Telescope Peak, in the Panamint Mountains, rises 11,049 feet elevation and lies only 15 miles from the lowest point in the Western Hemisphere, Badwater Basin at 282 feet below sea level.

These extremes of elevation support a great diversity of life. During your visit here you may be lucky enough to see coyote and roadrunners in the desert shrublands, sidewinders and kit fox at the sand dunes, bighorn sheep and chuckwalla in the canyons,

tarantula and horned lizard in the high desert, mule deer and pinyon jay in the coniferous forest, or even red-spotted toads and pupfish in the springs and wetlands. Some of the plant and animal species found in Death Valley occur nowhere else in the world.

Death Valley is world renowned for its colorful and complex geology, providing a natural geologic museum that represents a substantial portion of the Earth's history. The exposed desert landscape reveal unusual wonders such as moving rocks, singing sand dunes, and dramatic fault scarps.

Stop at our visitor center and ask a ranger about the many historic properties that exist within the park. Some of these display a continuum of mining activities and technology from at least the 1860's to the present. Visit beautiful Scotty's Castle, which contains a priceless collection of antiques and art objects that have immense public appeal.

Death Valley has been the continuous home of Native Americans from prehistoric cultures to the present day Timbisha Shoshone Tribe. The Shoshone took advantage of the natural order of this region, establishing a pattern of life in concert with nature. Today we work with the Timbisha Shoshone Tribe to learn how we may best care for their ancestral homeland.

As you can see, there is a lot to do and enjoy throughout the year in this spectacular land of rippling sand dunes, rugged canyons and landscapes carved from primeval rock.

Experience the night sky, the stillness of the desert and the overwhelming silence.

We, the employees of the National Park Service, are charged with preserving this country's "National Spirit." We care for special places saved by the American people so that all may experience our heritage.

**J.T. Reynolds**  
Park Superintendent



### What's Inside?

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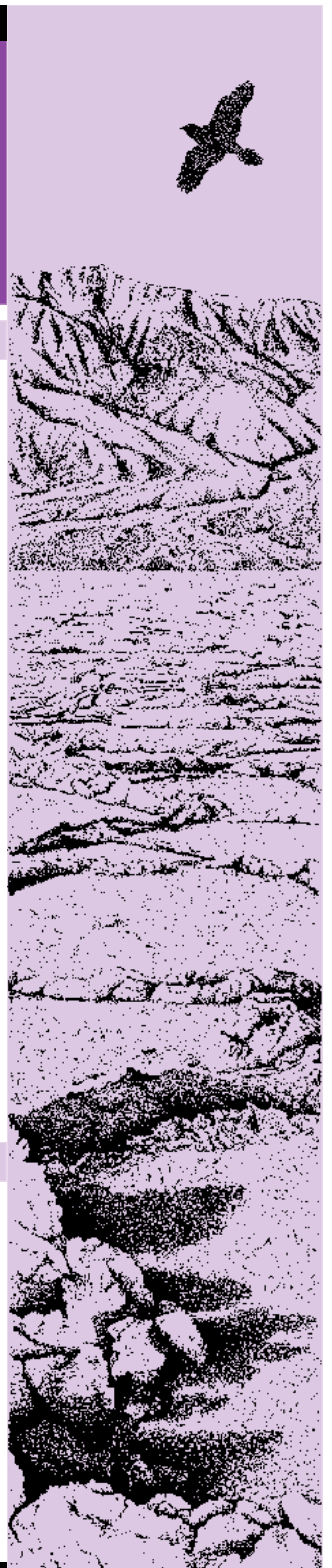
### Temperatures

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

Record High Temperature: 134°F / 57°C July 1913  
Record Low Temperature: 15°F / -9°C January 1913  
Official temperatures recorded at Furnace Creek.



**DEATH VALLEY**  
NATIONAL PARK  
(760) 786-3200  
www.nps.gov/deva



# PARK INFORMATION



## Regulations Protect Your Park

**Death Valley National Park** and its resources belong to everyone, we all must share the responsibility of protecting this land. Please remember and obey the following regulations during your stay:

▼ **Collecting or disturbing** any animal, plant, rock or any other natural, historical or archeological feature is prohibited.

▼ **All vehicles must remain on established roads.** This includes motorcycles, bicycles, and four-wheel drive vehicles. All motorized vehicles

and their drivers must be properly licensed. Vehicles with off-road registration "green stickers" may not be operated in the park.

▼ **Do not feed or disturb wildlife,** including coyotes, roadrunners & ravens. When wild animals are fed by humans they tend to depend upon this "unnatural food source" rather than forage for their natural diet.

▼ **Hunting and use of firearms** in the park is illegal. Firearms may be transported through the park only if they are unloaded and cased.

▼ **Keep pets confined or leashed.** Pets are allowed only in developed areas and along paved or dirt roads.

▼ **Camping is limited to developed campgrounds** and some backcountry areas. For details on backcountry camping and to obtain a free permit, stop at the Furnace Creek Visitor Center or any ranger station.

▼ **Campfires are allowed** in firepits provided in developed campgrounds. They are prohibited elsewhere in the park. Gathering wood is unlawful.

▼ **Please do not litter.**

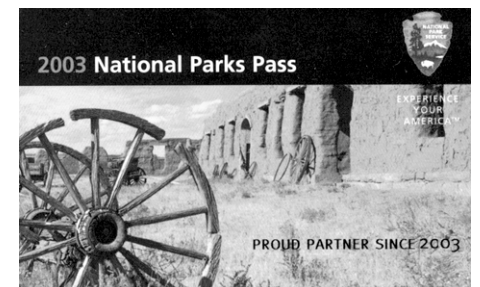
## National Park Pass

A new annual pass for the National Parks was introduced in 2000. The **National Park Pass** allows admission to any National Park unit that charges an admission fee. The cost of the pass is \$50. For persons who visit several National Park areas within twelve months the pass is a good bargain. But more importantly, you will become a partner with thousands of others who support

the National Parks because 80% of the cost of the National Park Pass goes directly into supporting park programs such as: repairing outdated and overused campgrounds, restoring historic structures in parks or conducting crucial research to track and protect endangered species such as the Devil's Hole pupfish. You can purchase the National Park Pass at any national

park where fees are collected or by visiting the website:

[www.nationalparks.org](http://www.nationalparks.org)



## Campground Information

Campground	Season	Elevation	Fee	Sites	Water	Tables	Firepits	Toilets	Dump Station
Furnace Creek	all year	-196'	\$16**	136	yes	yes	yes	flush	yes
Sunset	Oct-Apr	-196'	\$10	1000	yes	no	no	flush	yes
Texas Spring	Oct-Apr	sea level	\$12	92	yes	yes	yes	flush	yes
Stovepipe Wells	Oct-Apr	sea level	\$10	190	yes	some	some	flush	yes
Mesquite Spring	all year	1800'	\$10	30	yes	yes	yes	flush	yes
Emigrant	all year	2100'	free	10	yes	yes	no	flush	no
Wildrose	all year	4100'	free	23	yes	yes	yes	pit	no
Thorndike*	Mar-Nov	7400'	free	6	no	yes	yes	pit	no
Mahogany Flat*	Mar-Nov	8200'	free	10	no	yes	yes	pit	no

\*accessible to high-clearance vehicles only. 4-wheel drive may be necessary.

\*\*Furnace Creek Campground fee changes to \$10 per night from mid-April to mid-October

**RV Hookups** are available only at the concession-run Stovepipe Wells RV Park and the privately-owned Panamint Springs Resort.

**Texas Springs Campground** (Upper Loop) Limits on RV site use may apply in springtime to accommodate increased demand for tent camping space.

## Camping Reservations

**Reservations may be made** for the Furnace Creek Campground and group sites for October 15 through April 15. Beginning on the fifth of each month, reservations can be made five months in advance.

For reservations at Furnace Creek Campground and group sites call:

**1-800-365-2267**

or visit the website at:

[reservations.nps.gov](http://reservations.nps.gov)

## Campground Rules:

 (complete list posted at each campground)

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

▼ **Generator hours are from 7am to 7pm, unless otherwise posted.** These hours are chosen to accommodate the needs of the wide variety of people who use Death Valley's campgrounds. Generators are not allowed at Texas Springs Campground.

▼ **Pets must be kept on a leash (no longer than 6 feet) at all times.** Keeping your pet leashed protects other campers and wildlife as well as your pet.

▼ **Pet owners are responsible for cleaning up after their pets.**

## Staying Safe & Sound



▼ **Water:** Drink at least one gallon (4 liters) of water per day to replace loss from perspiration. Carry plenty of extra drinking water in your car and while hiking.

▼ **Heat & Dehydration:** If you feel dizzy, nauseous or a headache, get out of the sun immediately and drink plenty of water. Dampen clothing to lower your body temperature. Heat and dehydration can kill.

▼ **Hiking:** Do not hike in the low elevations when temperatures are hot. The mountains are cooler in summer, but can have snow and ice in winter.

▼ **Summer Driving:** Stay on paved roads in summer. If your car breaks down, stay with it until help comes. Be prepared; carry plenty of extra water.

▼ **Flash Floods:** Avoid canyons during rain storms and be prepared to move to higher ground. While driving, be alert for water running in washes and across road dips.

▼ **Mine Hazards:** Do not enter mine tunnels or shafts. Mines may be unstable, have hidden shafts, pockets of bad air and poisonous gas.

▼ **Dangerous Animals:** Never place your hands or feet where you cannot see first. Rattlesnakes, scorpions or black widow spiders may be sheltered there.

▼ **In Case of Emergency:** Dial 911 from any telephone or cell phone. Cell phones may not work in many parts of the park, do not depend on them.

## Survive the Drive

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

▼ **Follow the speed limit** to help negotiate the narrow roads, sharp curves and unexpected dips.

▼ **Avoid speeding out of control** on steep downhill grades by shifting to a lower gear and gently pressing on the brakes.

▼ **Don't block traffic.** Pull off the pavement if you want to stop to enjoy the scenery.

▼ **Wear a seatbelt** and make sure it is adjusted to fit snugly.

▼ **Unpaved roads are subject to washouts.** Check for conditions before traveling these routes.

## Desert Wildlife: Masters of Survival

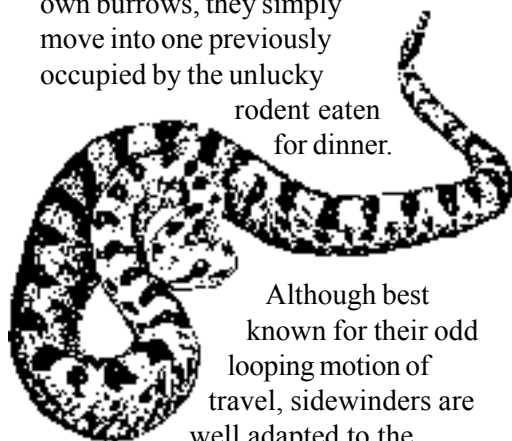
The extremes of summer in Death Valley pose the ultimate test of survival for wildlife. Animals must have special adaptations of bodies and habits to survive the severe climate.

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

Kangaroo rats avoid the intense heat of the day in underground burrows that are both cooler and higher in humidity than outside. Water vapor in the humid air is reclaimed by special membranes in their nasal passages, and is also absorbed by the food stored within the den. They may even plug the burrow's entrance with dirt to keep out heat and intruders.

**Sidewinders** are the type of unwell-

come guests the kangaroo rat is trying to keep out. These small rattlesnakes also spends the hot days in underground dens. Rather than digging their own burrows, they simply move into one previously occupied by the unlucky



rodent eaten for dinner.

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

Endothermic (warm-blooded) animals such as kangaroo rats and humans use food as fuel to produce body heat internally, but ectothermic (cold-

blooded) reptiles like sidewinders must absorb heat from their environment. Deserts have a lot of heat, but little food, so reptiles are excellent desert dwellers.

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

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

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

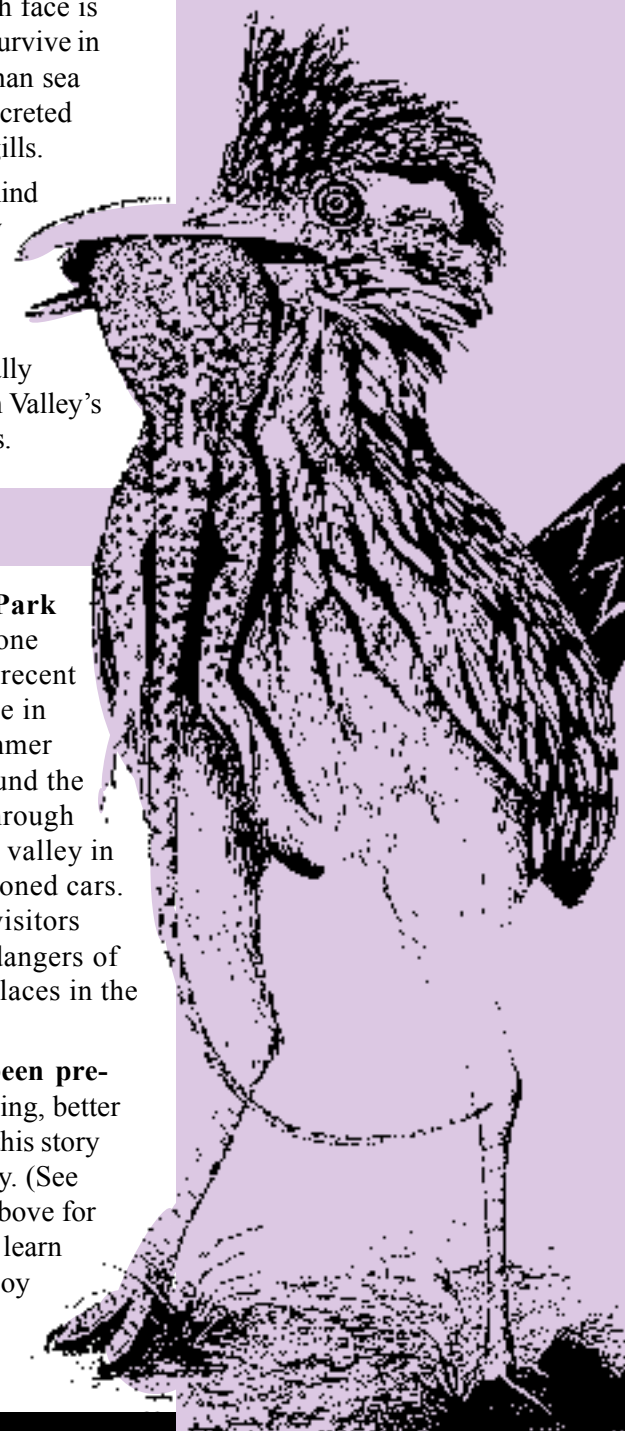
## Summer Heat Claims Life

**Ingrid and Gerhard were only a few days into their summer vacation** in the United States when they arrived in Death Valley. A guidebook they had brought from home described the hike from Golden Canyon to Zabriskie Point, which proved irresistible to Gerhard. The trail was only a few miles from developed Furnace Creek so it seemed safe. Although he would be getting a late start at noon and the temperature was already more than 100° F (38° C) in the shade, Gerhard believed the hike would take only half an hour to complete. He was mistaken. Even on a mild winter day the nearly three mile hike over highly eroded badlands takes 1½ to 2 hours. He was also mistaken to think he would need less than a liter of water to complete the hike on that hot June day, which was becoming hotter by the minute.

**Ingrid agreed to drive around** and meet him at Zabriskie Point. From the viewpoint she could watch for Gerhard to cross over the colorful landscape. Three hours after their arranged rendezvous time there was still no sign of him; she became worried enough to seek help. She told rangers at the visitor center about her overdue husband and a search was begun in 112° F (45° C) heat. A quick overflight in the park airplane revealed a figure fitting his description in lower Gower Gulch, the next drainage south of Golden Canyon. Although rangers reached Gerhard only 1½ hours after he was first reported missing and only 5 hours after he had started his hike, he was dead. Heat stroke proved to be the culprit.

**Death Valley National Park** now receives more than one million visitors a year. In recent years, the biggest increase in visitation has been in summer months. People from around the globe are able to travel through the sweltering heat of the valley in the comfort of air conditioned cars. With that ease of travel, visitors often underestimate the dangers of being in one the hottest places in the world.

**Could this death have been prevented?** With better planning, better timing, and enough water this story may have ended differently. (See "Staying Safe & Sound" above for more details.) We must all learn to respect the desert to enjoy it safely.





## Things to Know Before You Go

**Before starting a hike**, obtain current conditions, water availability, and weather forecasts. Overnight backpackers should obtain a free permit,

**Always carry water.** Two liters for a short winter dayhike; four liters or more in the summer or for long hikes.

**Constructed trails are rare** in this national 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 the low elevations** can be dangerous when it is hot. The best time to hike in Death Valley is October through April. **The high peaks** can be covered with snow in winter and spring.

**Dogs and bicycles** are not allowed on trails or in the wilderness.

## Trails & Routes

### Golden Canyon Trail

**Length:** 1 mile, one-way.

**Difficulty:** easy

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

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

### Gower Gulch Loop

**Length:** 4 miles round-trip.

**Difficulty:** moderate

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

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

### Desolation Canyon

**Length:** 1 mile, one-way.

**Difficulty:** moderate

**Start:** End of left fork of graded dirt road, 3.7 miles south of Hwy 190 off Badwater Road.

**Description:** Narrow canyon through colorful badlands. From road's end, head east to the main wash draining from the south. Hike up canyon, keeping to the right at the forks. *No trail.*

### Natural Bridge Canyon

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

**Difficulty:** easy

**Start:** Natural Bridge parking area, 1.5 miles off Badwater Road on gravel road, 13.2 miles south of Hwy 190.

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

### Salt Creek Trail

**Length:** ½ mile round-trip.

**Difficulty:** easy

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

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

### Sand Dunes

**Length:** 2 miles to highest dune.

**Difficulty:** easy to moderate

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

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

### Mosaic Canyon

**Length:** ½ to 2 miles, one-way.

**Difficulty:** moderate

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

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

### Titus Canyon Narrows

**Length:** 1.5 miles, one-way.

**Difficulty:** easy

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

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

### Keane Wonder Mine Trail

**Length:** 1 mile, one-way.

**Difficulty:** strenuous

**Start:** Keane Wonder Mill parking area, 3 miles off Beatty Cutoff Road on graded gravel road.

**Description:** Steep, narrow trail from mill ruins to mine 1500' above. Sweeping views of Death Valley. Do not enter any mines - they are unstable and hazardous.

An alternative hike in the same area is to Keane Wonder Spring at the base of the mountains 1 mile north of the mill trailhead.

### Little Hebe Crater Trail

**Length:** ½ mile, one-way.

**Difficulty:** moderate

**Start:** Ubehebe Crater parking area, 8 miles west of Scotty's Castle.

**Description:** Volcanic craters and elaborate erosion. Hike along west rim of Ubehebe Crater to Little Hebe and several other craters. Continue around Ubehebe's rim for 1.5 mile loop hike.

### Death Valley Buttes

**Length:** 1.2 mile to top of first butte

**Difficulty:** strenuous

**Start:** Hell's Gate parking area on Daylight Pass Road.

**Description:** Climb prominent buttes at foot of the Grapevine Mountains. From Hell's Gate, walk SW ½ mile to buttes. Scramble up ridge to summit of first butte. Second butte is more difficult and 0.7 mile further. Descend 300' to saddle, then climb 500' to next summit. The ridges are narrow and exposed with steep drop-offs. *No trail.*

### Fall Canyon

**Length:** 3 miles, one-way.

**Difficulty:** moderately strenuous

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

**Description:** Spectacular wilderness canyon near Titus Canyon. Follow informal path ½ mile north along base of mountains, drop into large wash at canyon's mouth, then hike 2½ miles up canyon to 35' dryfall. You can climb around the dryfall 300' back down canyon on south side for access to best narrows. Canyon continues another 3 miles before second dryfall blocks passage. *No trail.*

## Summer Hikes

### Dante's Ridge

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

**Difficulty:** moderate

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

### Wildrose Peak Trail

**Length:** 4.2 miles, one-way.

**Difficulty:** moderately strenuous

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

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

### Telescope Peak Trail

**Length:** 7 miles, one-way.

**Difficulty:** strenuous

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

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



# POINTS OF INTEREST



5

Death Valley National Park has 3.3 million acres of desert and mountains, making it the largest national park in the contiguous United States. The possibilities for discovery are endless!

These are just a few of the most popular points of interest in the park. Most are easily accessible, but some require hiking or a vehicle with high ground clearance.

Before venturing out into the park, stop at the visitor center or a ranger station to obtain your park permit and to inquire about current road conditions. Enjoy your park!

## Furnace Creek Area

**Golden Canyon:** Hikers entering the narrows of this canyon are greeted by golden badlands within. An interpretive pamphlet is available. 2-mile round-trip walk.

**Artist's Drive:** Scenic loop drive through multi-hued volcanic and sedimentary hills. Artist's Palette is especially photogenic in late afternoon light. The 9-mile paved road is one-way and is only drivable with vehicles less than 25 feet in length.

**Devil's Golf Course:** Immense area of rock salt eroded by wind and rain

into jagged spires. So incredibly serrated that "only the devil could play golf on such rough links." The unpaved road leading to it is often closed after rain.

**Natural Bridge:** Massive rock span across interesting desert canyon. The spur road is gravel and often rough. From the trailhead, the natural bridge is a ½ mile walk.

**Badwater:** Lowest point in the Western Hemisphere, Badwater Basin is a surreal landscape of vast salt flats. A temporary lake may form

here after heavy rainstorms. Do not walk on the salt flats in hot weather.

**Zabriskie Point:** Surrounded by a maze of wildly eroded and vibrantly colored badlands, this spectacular view is one of the park's most famous. Zabriskie Point is a popular sunrise and sunset viewing location. The viewpoint is a short walk uphill from the parking area.

**Dante's View:** The most breathtaking viewpoint in the park, this mountain-top overlook is more than 5000 feet above the inferno of Death Valley. The paved access road is open to all vehicles less than 25 feet in length.

## Stovepipe Wells Area

**Sand Dunes:** Tawny dunes smoothly rising nearly 100 feet from Mesquite Flat. Late afternoon light accentuates the ripples and patterns while morning is a good time to view tracks of nocturnal wildlife. Moonlight on the dunes can be magical, yet night explorers should be alert for sidewinder rattlesnakes during the warm season.

**Mosaic Canyon:** Polished marble walls and odd mosaic patterns of breccia make this small canyon a favorite. The twisting lower canyon is

so narrow hikers must walk through it single-file. Some rock scrambling is required. The canyon opens up after ½ mile to reveal the heights of Tucki Mountain, but hikers can continue another 1½ miles.

**Salt Creek:** This stream of salty water is the only home to a rare pupfish, *Cyprinodon salinus*. Springtime is best for viewing pupfish; in summer the lower stream dries up and in winter the fish are dormant. The wooden boardwalk loops ½ mile through stands of pickleweed and past

pools reflecting badland hills. Wheelchair accessible.

**Titus Canyon:** One of the largest and most scenically diverse canyons in the park. Within its lofty walls visitors can find multi-colored volcanic deposits, a ghost town, Indian petroglyphs, bighorn sheep, and deep, winding narrows. Titus Canyon is accessible to high-clearance vehicles via a 26-mile, one-way dirt road beginning outside the park. Those with standard vehicles may reach the canyon's mouth from the west via a two-way section of road.

## Panamint Springs Area

**Father Crowley Vista:** A landscape of dark lava flows and volcanic cinders abruptly gives way to the gash of Rainbow Canyon below this viewpoint. Walk the dirt track east of the parking lot for a grand overlook of northern Panamint Valley.

**Wildrose Charcoal Kilns:** These ten beehive-shaped structures are among the best preserved in the west. Built in 1876 to provide fuel to process silver/lead ore, they still smell of smoke today. The last 2 miles of gravel road to the kilns are passable to most vehicles.

**Lee Flat Joshua Trees:** The finest stands of tree-sized yuccas in the park grow in this mountain-rimmed valley. Take the paved but rough Saline Valley Road to a junction in Lee Flat. The gravel roads in either direction will provide good views of Joshua trees.

## Scotty's Castle Area



**Scotty's Castle:** Prospector "Death Valley Scotty" claimed this elaborate Spanish-style mansion was built by gold from his fictitious mine. In reality, it was the 1920s vacation home of his wealthy friends. Today, living history tours of the castle's richly furnished interior are given by costumed park rangers.

**Ubehebe Crater:** More than 3000 years ago the desert silence was shattered by a massive volcanic explosion caused by the violent release of underground steam pressure. When the cinders and dust settled, this 600 feet deep crater remained. Although easily visible from the paved road, hikers may want to circle the crater rim to see additional craters.

**Eureka Dunes:** Rising majestically nearly 700 feet, these are the highest dunes in California. Isolated from other dunes, they are an evolutionary island, home to rare and endangered species of plants and animals. To give them extra protection, the dunes are off limits to sandboarding and horseback riding.

**The Racetrack:** Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle is needed to traverse the 27 miles of rough dirt road, but ask at a ranger station for current road conditions.





## Death Valley Natural History Association

The Death Valley Natural History Association is a non-profit organization dedicated to providing visitors to Death Valley National Park with a quality educational experience. On this page you will find suggested offerings from our publications, chosen to help you plan your visit and make the most of the time you spend in Death Valley.

### General Interest

**Death Valley National Park: An Interpretive History** (Cornett) Interpretive text accompanies full-color photographs of Death Valley's fascinating scenery. 48 pages. \$7.95

**Death Valley National Park: Splendid Desolation** (Aitchison) Our newest pictorial offers a wide range of spectacular views of Death Valley, with descriptive narratives covering both historical and geological facts about this curious and challenging desert land. 64 pages. Hard cover: \$18.95 Soft cover: \$8.95

**A Traveler's Guide to Death Valley National Park** (Lawson) Beautiful color photographs, informative text and maps organized into chapters describing areas of the park to visit in one day. 42 pages. \$8.95

### Exploring

**Best Easy Day Hikes: Death Valley** (Cunningham & Burke) Includes concise descriptions and simple maps of 23 short, easy-to-follow routes within the park. 120 pages. \$6.95

**Death Valley SUV Trails** (Mitchell) This is a four-wheeler's guide to 46 interesting back road excursions in the greater Death Valley Region. These roads will take the backcountry explorer well off the beaten tourist paths. 314 pages. \$19.95

**Hiking Death Valley: A Guide to its Natural Wonders and Mining Past** (Digonnet) A comprehensive guidebook providing 280 hiking/driving destinations ranging from easy day hikes to multiple-day treks. 542 pages. \$17.95

**The Explorer's Guide to Death Valley National Park** (Bryan & Tucker-Bryan) A complete guidebook to Death Valley's backcountry roads, containing geologic and human history, road logs, short walks, day hikes and backpacking trips. 382 pages. \$22.50

### Cultural History

**Death Valley & The Amargosa: A Land of Illusion** (Lingenfelter) A history of the Amargosa basin spanning the century leading up to the naming of Death Valley as a national monument in 1933. The story of an illusory land, the people it attracted and the dreams they pursued. 664 pages. \$29.95

**Death Valley in '49** (Manly) The historic, first-person account written by the hero of the lost '49ers of Death Valley. This book is a must-read for anyone interested in true pioneer adventures. 379 pages. \$18.95

**Death Valley's Scotty's Castle: The Story Behind the Scenery** (Paher) Fascinating story behind the personalities and design of Scotty's Castle. Lavishly illustrated with full-color photographs. 40 pages. \$8.95



### Natural History

**An Introduction to the Geology of Death Valley** (Collier) An entertaining and informative introduction to the intriguing and complex geology of Death Valley. Contains color and B&W photos, maps and illustrations. 60 pages. \$7.95

**Geology Underfoot in Death Valley and Owens Valley** (Sharp & Glazner) Geological stories of thirty-one sites in Death Valley and Owens Valley for everyone interested in how the earth works. 320 pages. \$16.00

**Poisonous Dwellers of the Desert: Description, Habitat, Prevention, Treatment** (Southwest Parks & Monuments Association) A guide to help identify as well as appreciate potentially dangerous desert creatures. Black & white illustrations. 32 pages. \$5.95

**Wildflowers of Death Valley National Park and the Mojave Desert** (Death Valley Natural History Association) A fold-out pocket guide containing 60 stunning images in full color contributed by photographer Bill Ratcliffe. \$1.00

### Maps

**Death Valley National Park** (Automobile Club of Southern California) A detailed map including points of interest, lodging and restaurants, campgrounds, supplies and services with descriptions. \$3.95

**Death Valley National Park: California/Nevada** (Trails Illustrated-National Geographic Maps) Waterproof, tearproof, 100% plastic topographic map. Included backcountry road descriptions, trails/routes, and safety tips. \$9.95

**Recreation Map of Death Valley National Park** (Harrison) Shaded relief map includes campgrounds, RV camps, interpretive trails and historical landmarks. \$8.95

### Video

**Death Valley: Life Against the Land** (Finley-Holiday Film Corp.) An award-winning video featuring Death Valley's scenic wonders, unique geology, pioneer history and Scotty's Castle. 40 minutes. VHS/PAL: \$19.95 DVD: \$24.95

**Ends of the Earth: Death Valley** (Arc Media Group) This video, narrated by Peter Coyote, explores the geological facets of Death Valley. Contains interviews, on site, with leading geologists, and explores natural history of the area. 52 minutes. VHS: \$20.00 DVD: \$24.95

### Placing Orders

Telephone orders are encouraged to insure that your needs are best suited. Visa and Mastercard are accepted. U.S. funds only, please. Make check payable to Death Valley Natural History Association. Allow 2 weeks for delivery. Prices subject to change.

#### Postage & handling rates:

Up to \$10 = \$3.50  
\$11 to \$25 = \$5.50  
\$26 to \$50 = \$6.50  
Over \$50 = \$8.00

## Death Valley Natural History Association

P.O. Box 188  
Death Valley, CA 92328

**1-800-478-8564**

devahstry@aol.com





# VISITOR SERVICES

## Furnace Creek Visitor Center

(760) 786-3200

The Visitor Center is operated by the National Park Service. Open 8AM-6PM  
The Death Valley Natural History Association (a non-profit organization) operates the bookstore.

- ▼ Orientation Programs
- ▼ Evening Programs
- ▼ Bookstore
- ▼ Information
- ▼ Museum
- Visit our Website at:  
[www.nps.gov/deva](http://www.nps.gov/deva)

## Furnace Creek Inn & Ranch

(760) 786-2345

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

- ▼ Motel
- ▼ Restaurants and Bars
- ▼ General Store
- ▼ ATM
- ▼ Gift Shops
- ▼ Swimming Pools
- ▼ Tire Repair & Towing
- ▼ Gas/Propane Station 7AM-7PM
- ▼ Showers
- ▼ Laundromat
- ▼ Post Office
- ▼ Internet Access
- ▼ Paved Airstrip
- ▼ Borax Museum
- ▼ Horse & Carriage Rides
- ▼ Golf Course
- ▼ Tennis Courts

## Scotty's Castle

(760) 786-2392

Scotty's Castle is operated by the National Park Service. Living History tours are offered by park rangers.  
The concession is operated and managed by Xanterra Parks & Resorts. Grounds open 7:30AM-6PM

- ▼ Daily Tours of Castle 9AM-5PM
- ▼ Self-guided Walking Trails
- ▼ Museum
- ▼ Bookstore
- ▼ Gift Shop and Snack Bar
- ▼ Gas Station 9AM-5:30PM
- Tour fees:**
- Adults ..... \$8.00
- Age 62 or over ..... \$6.00
- Adults with a disability ..... \$4.00
- Children (6-15 years) ..... \$4.00
- Children under 5 ..... free

## Stovepipe Wells

(760) 786-2387

Stovepipe Wells Village is a park concession, operated and managed by Xanterra Parks & Resorts.

- ▼ Motel
- ▼ Restaurant & Bar
- ▼ RV Hook-ups
- ▼ Gas Station 7AM - 9PM
- ▼ Convenience Store
- ▼ Gift Shop
- ▼ ATM
- ▼ Swimming Pool
- ▼ Showers
- ▼ Paved Airstrip
- ▼ Ranger Station

## Panamint Springs

(775) 482-7680

Panamint Springs Resort is privately owned and operated.

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

### Medical Services

- ▼ Beatty Clinic  
Beatty, NV (775) 553-2208
- ▼ Pahrump Urgent Care Facility  
Pahrump, NV (775) 727-6060
- ▼ Death Valley Health Center  
Shoshone, CA (760) 852-4383
- ▼ Southern Inyo Co. Hospital  
Lone Pine, CA (760) 876-5501
- ▼ Nye County Medical Center  
Tonopah, NV (775) 482-6233

### Auto Repair

- Furnace Creek Chevron:  
AAA Towing Service (24 hour)
- California: Baker, Bishop, Lone Pine, Ridgecrest
- Nevada: Beatty, Pahrump, Tonopah

### Church Services

Interdenominational Christian Worship on Sundays at 9:00 AM and 6:00 PM at the Furnace Creek Visitor Center Auditorium.

### Recycling

Join the National Park Service, Xanterra Parks & Resorts, U.S. Postal Service and the Timbisha Shoshone Tribe by recycling.

Look for recycling bins at the campgrounds, visitor center, ranger stations, and hotel facilities.

**Paper:** mixed paper, including magazines, books, & newspapers

**Aluminum cans:** please crush

**Glass containers:** please rinse

**Plastic bottles:** rinse & crush

## Dial 911

from any telephone in case of Emergency.

## Kids!

### You can become a Junior Ranger!

Ask at the Visitor Center, Scotty's Castle, or any ranger station to find out how.



# DEATH VALLEY NATIONAL PARK



## User Fee

### Park Entrance Fee

**vehicle** (non-commercial): **\$10**  
**motorcycle/bicycle:** **\$5**

All visitors to Death Valley National Park must pay an entrance fee or present a National Park Pass, Golden Eagle, Golden Age or Golden Access Pass.

**Stop at an Entrance Fee Station** (see \$ symbol on map) to pay the park entrance fee and receive an official park map.

80% of the User Fees (Entrance and campground) collected at Death Valley stay within the park for maintenance, infrastructure, interpretive or natural and cultural resource projects.

## Road Delays & Temporary Closure

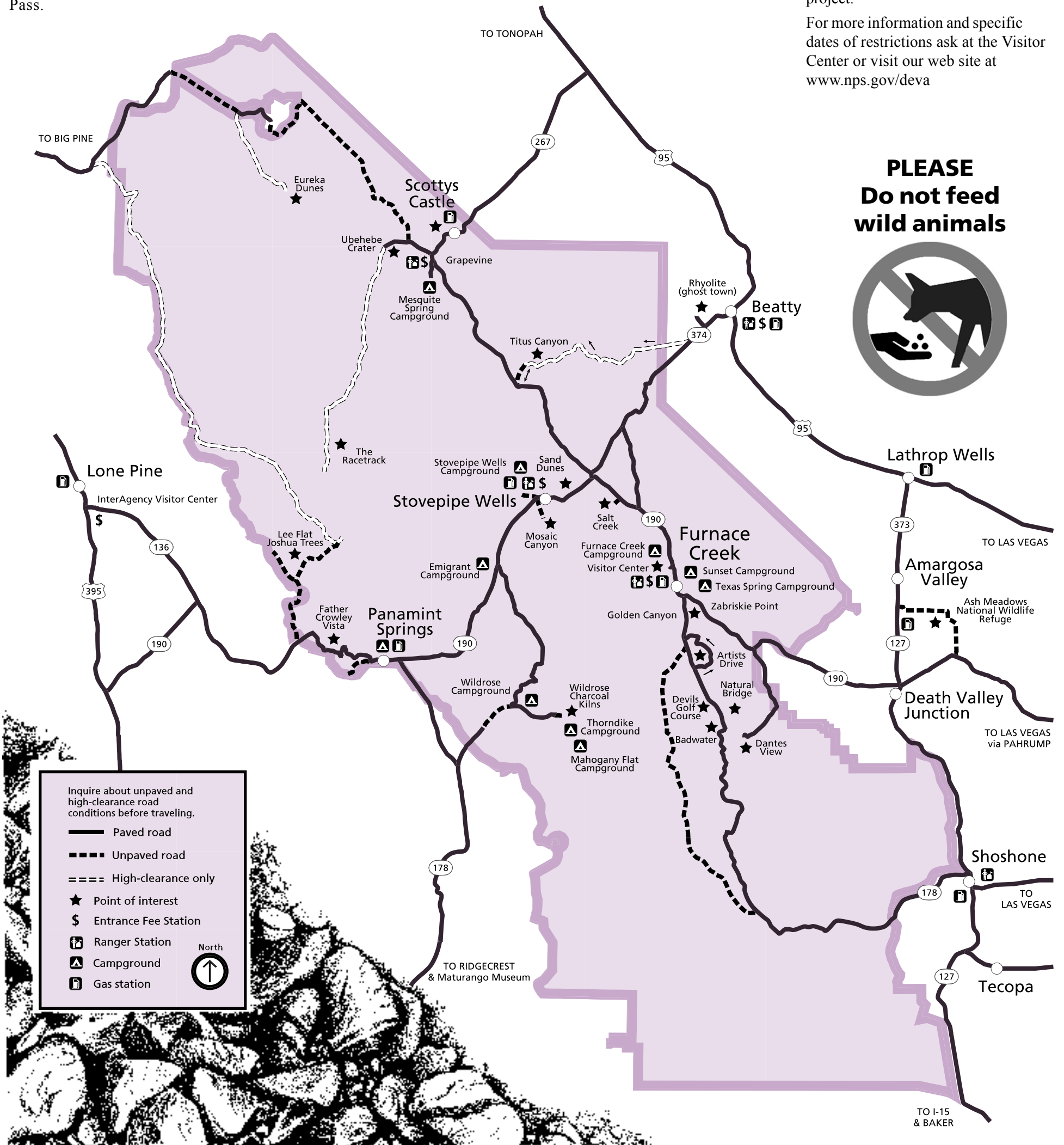
Visitors to Badwater can expect road delays and a temporary closure of the Badwater parking area in the winter and spring of 2003.

The project includes widening and repaving the Badwater Road, and construction of a boardwalk and enlarged parking area at Badwater.

During the project, the Badwater parking area, pools and nearby salt flats will be closed to all public access. Visitors will still be able to access the salt flats at the Devil's Golf Course and other locations.

Due to limited space to turn around the Badwater Road will be closed to vehicles over 25 feet during the project.

For more information and specific dates of restrictions ask at the Visitor Center or visit our web site at [www.nps.gov/deva](http://www.nps.gov/deva)



## A VISITOR'S GUIDE TO Death Valley National Park

Articles & Information:  
National Park Service Staff

Illustrations:  
Tah Madsen



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**(760) 786-3200**  
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This guide is a publication of the National Park Service in cooperation with the Death Valley Natural History Association