

A VISITOR'S GUIDE TO



DEATH VALLEY

2004

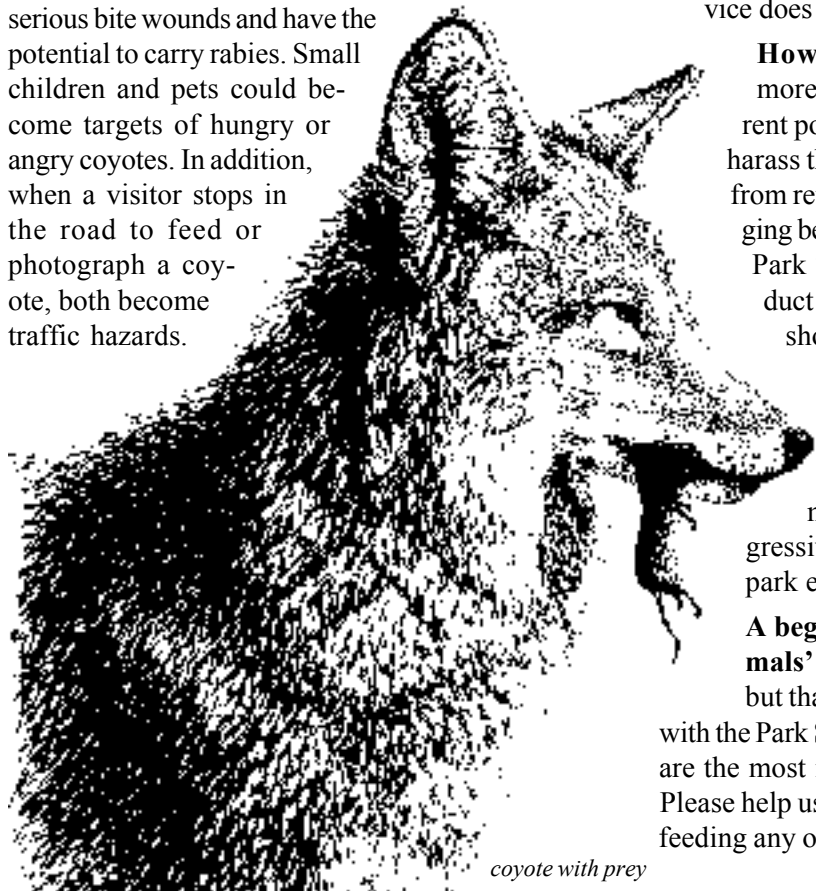
NATIONAL PARK

Icon of the Wild Desert

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

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

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



coyote with prey

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

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

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

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

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

10
YEARS
 1994 - 2004

DEATH VALLEY
NATIONAL PARK
 established 1994
Death Valley
National Monument
 established 1933



coyote melon



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.

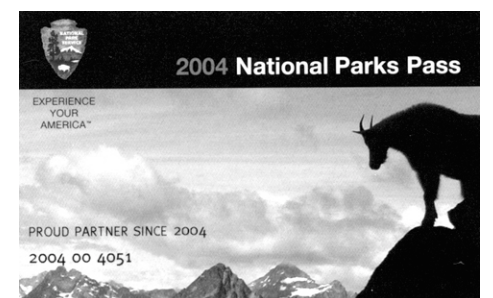
▼ **Campfires are allowed** in firepits provided in developed campgrounds. They are prohibited elsewhere in the park. Gathering wood is unlawful.

▼ **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 entrance 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



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 (tent only)	all year	2100'	free	10	yes	yes	no	flush	no
Wildrose	all year	4100'	free	23	yes	yes	yes	pit	no
Thorndike*	Mar-Nov	7400'	free	6	no	yes	yes	pit	no
Mahogany Flat*	Mar-Nov	8200'	free	10	no	yes	yes	pit	no

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

**Furnace Creek Campground fee changes to \$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

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 7 AM to 9 PM, 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.

from top: desert trail; Rhyolite ghost town; Jayhawker inscriptions; kit fox; Panamint City ruins; Panamint daisy.

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.

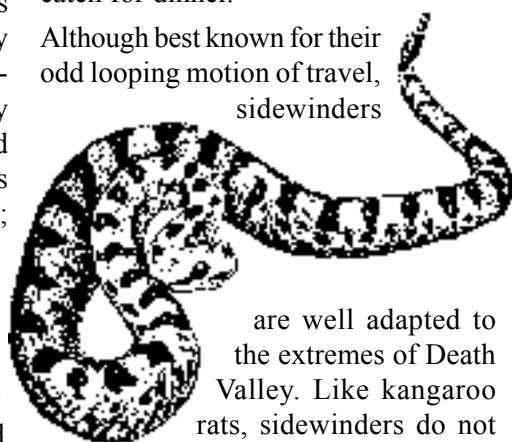
Kangaroo rats can live their entire lives without drinking a drop of liquid, a very handy ability when living in a place famous for its aridity. All of the water they need to survive can be metabolized within their bodies from the dry seeds they eat. They also conserve moisture; their kidneys can concentrate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

out. These small rattlesnakes also spends the hot days in underground dens. Rather than digging their own burrows, they simply move into one previously occupied by the unlucky rodent eaten for dinner.

Although best known for their odd looping motion of travel, sidewinders



are well adapted to the extremes of Death Valley. Like kangaroo rats, sidewinders do not need to drink water. All the moisture they need comes from the juicy animals they eat.

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

heat from their 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.

Emergency? Dial 911

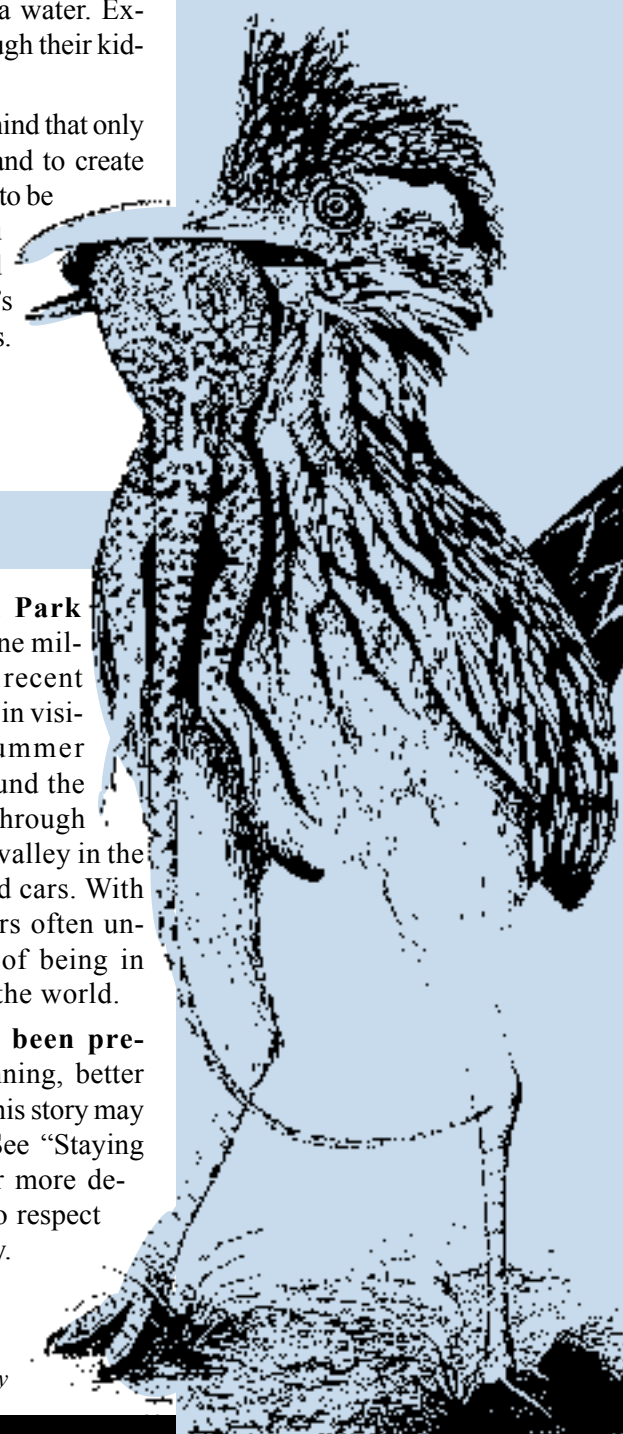
Summer Heat Claims Life

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.



roadrunner with prey

DAY HIKES



Things to Know Before You Go

Before starting a hike, learn the current conditions, water availability, and weather forecasts. Backpackers should obtain a free permit.

Always carry water. Two liters for a short winter dayhike; 4 liters or more in the summer or for long hikes.

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

Hiking in low elevations can be dangerous when it is hot. The high peaks can be covered with snow in winter and spring. The best time to hike in the park is October to April.

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

Trails & Routes

Golden Canyon 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 and down Gower Gulch to finish loop. Two easy dryfalls must be scrambled down. Ask for Gower Gulch handout at Visitor Center.

Natural Bridge Canyon

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

Difficulty: easy

Start: Natural Bridge parking area, 1.5 miles off Badwater 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 Ck.

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. The 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, get a map 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. Two-mile round-trip walk.

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

Devil's Golf Course: Immense area of rock salt eroded by wind and rain into jagged spires. So incredibly serrated that

“only the devil could play golf on such rough links.” The unpaved road leading to it is often closed after rain.

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

Badwater: Lowest point in 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

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 smaller craters.

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

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

from top: Zabriskie Point; screwbean mesquite; Natural Bridge; saltgrass; The Racetrack





The Best Time to Visit

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

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

Winter has cool days, chilly nights and rarely, rainstorms. With snow capping the high peaks and low angled winter light, this season is especially beautiful for exploring the valley. The period after Thanksgiving and before Christmas is the most uncrowded time of the entire year. Peak winter visitation periods include Christmas to New Years, Martin Luther King Day weekend in January and Presidents Day weekend in February. Reservations will be helpful.

Springtime is the most popular time to visit Death Valley. Besides warm and sunny days, the possibility of spring wildflowers is a big attraction. If the previous winter brought rain, the desert can put on an impressive floral display, usually peaking in late March to early April. Check our website for wildflower updates. Spring break for schools throughout the west brings families and students to the park from the last week of March through the week after Easter. Campgrounds and lodging are usually packed at that time, so reservations are recommended.

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

scope and Wildrose Peaks are at their best in summer, but it is best to wait until autumn for most other hikes.

Temperatures

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

▼ Record High: 134°F / 57°C July 1913
▼ Record Low: 15°F / -9°C January 1913
Official weather station at Furnace Creek.

Useful Books & Maps

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. These suggested offerings from our publications were chosen to help you plan your visit and make the most of the time you spend in Death Valley. Prices may change without notice.

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

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

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

Death Valley SUV Trails (Mitchell) This is a four-wheeler's guide to 46 interesting back road excursions in the greater Death Valley Region. 314 pages. \$19.95

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

Southern Nevada & Death Valley Area Map (California State Automobile Association) A map covering the area from Las Vegas to the Southern Sierra Nevada. Includes Death Valley, Lake Mead, Sequoia-Kings Canyon and Mojave Preserve. \$3.95

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

Death Valley Natural History Association



P.O. Box 188
Death Valley, CA 92328
1-800-478-8564
devahstry@aol.com

Nearby National Park Areas

California

- ▼ **Devils Postpile National Monument**
760-934-2289
www.nps.gov/depo
- ▼ **Joshua Tree National Park**
760-367-5500
www.nps.gov/jotr
- ▼ **Manzanar National Historic Site**
760-878-2932
www.nps.gov/manz
- ▼ **Mojave National Preserve**
760-733-4040
www.nps.gov/moja

▼ Sequoia-Kings Canyon National Parks

559-565-3341
www.nps.gov/seki

▼ Yosemite National Park

209-372-0200
www.nps.gov/yose

Arizona

▼ Grand Canyon National Park

928-638-7888
www.nps.gov/grca

▼ Pipe Spring National Monument

928-643-7105
www.nps.gov/pisp

Utah

▼ Bryce Canyon National Park

435-834-5322
www.nps.gov/brca

▼ Cedar Breaks National Monument

435-586-9451
www.nps.gov/cebr

▼ Zion National Park

435-772-3256
www.nps.gov/zion

Nevada

▼ Lake Mead National Rec. Area

702-293-8990
www.nps.gov/lame

from top: blue-eyed grass; dragonfly; yerba mansa



VISITOR SERVICES

Furnace Creek Visitor Center

(760) 786-3200

The Visitor Center is operated by the National Park Service. Open 8AM-6PM daily; 8AM-5PM December-February (excluding holidays)
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

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
- ▼ Gas/Diesel 24 HOUR W/ CREDIT CARD
- ▼ Tire Repair & Towing
- ▼ Propane 8AM - 4PM
- ▼ Showers
- ▼ Laundromat
- ▼ Post Office
- ▼ 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:** (TOUR PRICES MAY CHANGE IN 2004)
- 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 24 HOUR W/ CREDIT CARD

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 at the Furnace Creek Visitor Center Auditorium.

Recycling

- Join the National Park Service, Xanterra Parks & Resorts, U.S. Postal Service and Timbisha Shoshone Tribe by recycling.
- Look for recycling bins at the campgrounds, visitor center, ranger stations, post office and hotels.
- ▼ Paper: mixed paper, including magazines, books, & newspapers
 - ▼ Aluminum cans: please crush
 - ▼ Glass containers: please rinse
 - ▼ Plastic bottles: rinse & crush

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



PLEASE
Do not feed
wild animals



User Fee

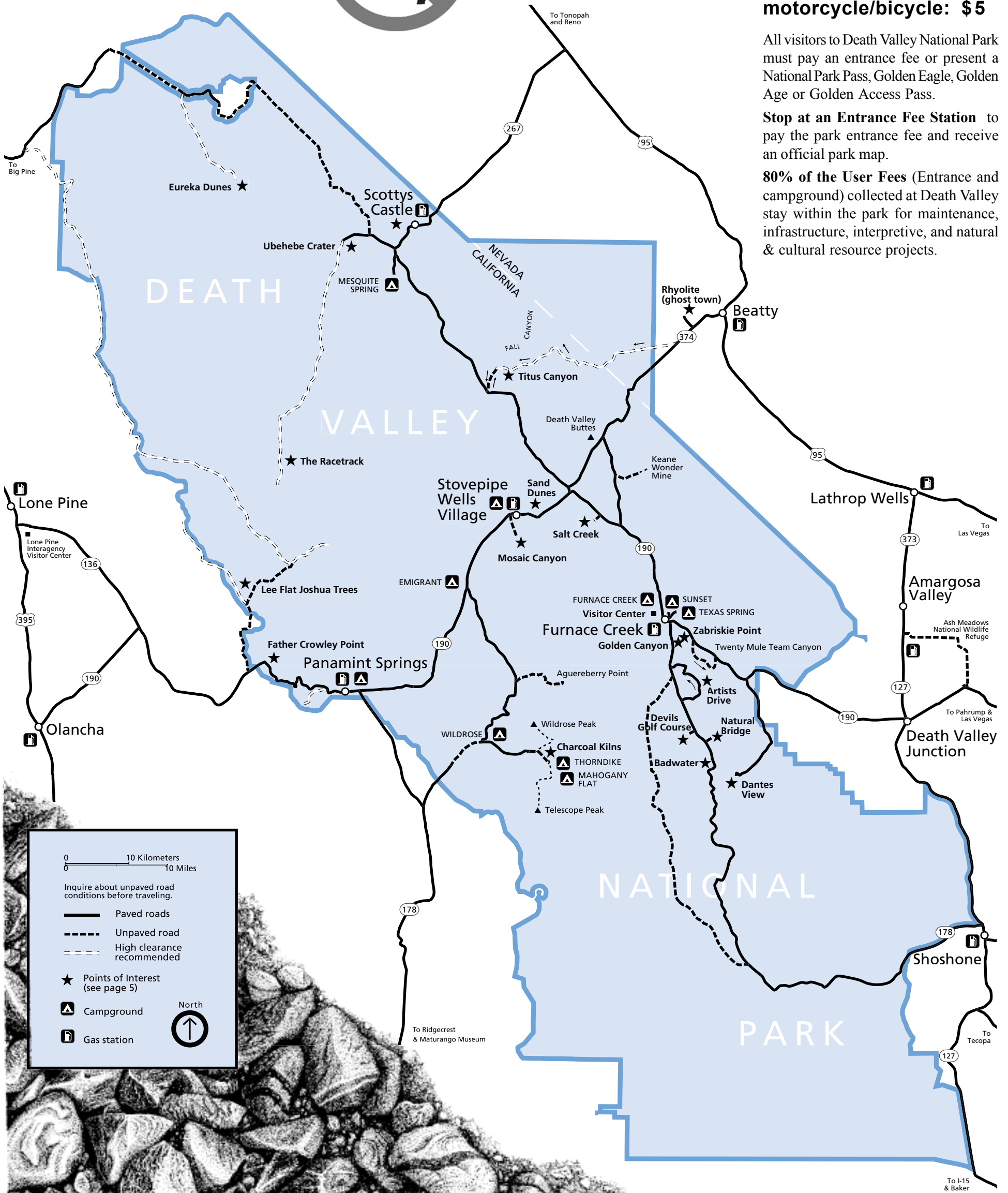
Park Entrance Fee

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 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, and natural & cultural resource projects.



A VISITOR'S GUIDE TO Death Valley National Park

Articles & Information:
National Park Service Staff
Illustrations:
Tah Madsen



P.O. Box 579 Death Valley, CA 92328
(760) 786-3200
www.nps.gov/deva



This guide is a publication of the
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