



Visitor Guide

2010



Zabriskie Point

Recovery Act Benefits Death Valley

America's National Parks are receiving a face lift thanks primarily to two funding programs, the American Recovery & Reinvestment Act and the Federal Lands Recreation Enhancement Act. Signed into law by President Obama in February 2009, the "Recovery Act", provides \$750 million to the NPS and will fund 800 projects throughout the system of nearly 400 National Park System sites. The Recreation Enhancement Act is funded by 80% of every dollar collected as entrance and camping fees in federal recreation areas such as national parks.

Death Valley, the largest park in the lower 48 states, will see a variety of projects take shape during the next few years. To stimulate the econo-

my, private contractors have been hired to complete most of these projects. To begin, a new parking area has been constructed accessing the Mesquite Flat Sand Dunes near Stovepipe Wells and extensive improvements were made at the Texas Spring Campground.

Here are some of the upcoming projects visitors will see:

- **Roads:** Improvements will be made to almost all roads in the park. This construction will be ongoing and some short delays may be expected along these routes until completion.
- **Solar Energy:** The park will be installing photovoltaic equipment in several areas to make use of the sun's energy to produce electricity.

Locations for these improvements include park maintenance facilities and the Furnace Creek Visitor Center.

- **Facilities:** Rehabilitation projects for park campground facilities include the installation of cleaning stations and replacement roofs on restrooms. Scotty's Castle will see construction of new restrooms as well as rehabilitation of the historic cookhouse. The orientation kiosk at Ryan's Junction will be replaced and a new parking lot, orientation kiosk and visitor use area is planned for Father Crowley Point.
- **Wayside Exhibits:** A large number of interpretive signs will be replaced and new ones created to provide visitors with interesting and

accurate information at visitor use areas throughout the park.

- **Furnace Creek Visitor Center:** Perhaps the most important change for visitors will be a major rehabilitation of the Furnace Creek Visitor Center and auditorium. Museum exhibits will be upgraded and improvements made to the auditorium where visitors will view a new park film and attend evening ranger programs.

We are asking all visitors to please "excuse the mess" as we work to complete these stimulus projects. It is our hope that the improvements will provide everyone with a safer and more enjoyable visit to Death Valley.

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Junior Rangers

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

after reciting the Junior Ranger pledge, you will receive your **Junior Ranger Badge**.

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

Once you have become a Junior Ranger you can purchase a special **Junior Ranger Patch** for a small fee at any park visitor center. What a great way to explore Death Valley!



Park Information



Patterns on the salt flats of Badwater Basin.

Temperatures

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

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



The narrows of Titus Canyon are not the place to be during a flash flood!

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.

- ▶ **Death Valley National Park: An Interpretive History** (Cornett) Filled with historic and professional photos, this guide provides a colorful introduction to this magnificent park and its history. Includes visitor tips, over-view map and park facts. 48 pages. \$7.95
- ▶ **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. \$19.95
- ▶ **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

Help Protect Your National Park

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 unhealthy food source rather than forage for their natural diet.
- **Hunting and use of firearms** in the park is illegal. Firearms may be transported and carried in accordance to state law.
- **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.**

Staying Safe & Sound

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

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

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

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

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

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

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

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

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.



DEATH VALLEY
NATURAL HISTORY
ASSOCIATION

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

est. 1954

Abandoned Mines



Death Valley Faces Consequences of its Mining History

“The accounts of the abundance of gold in (California) are of such extraordinary character as would scarcely command belief were they not corroborated by the authentic reports of officers in the public service who have visited the mineral district.”

President James K. Polk’s address to Congress, December 5, 1848

Stories of gold found in the newly-acquired territory of California had been published in the press during preceding months, but President Polk’s official notice to Congress sparked the California Gold Rush, enticing more than 250,000 people to join the search for riches during the next four years. Among those who caught the “Gold Fever” was a 28 year old New Englander named William Lewis Manly, who joined a pioneer wagon train across the desert to reach the new territory in 1849. When part of the group tried to find a shortcut to the goldfields, Manly joined them and ultimately led some of these “Lost ‘49ers” into Death Valley in what became the region’s first recorded visit.

These “Lost ‘49ers” survived to tell the tale of their desert journey, and some even took the time to pick up mineral samples along the way. These samples proved to include some high-grade silver ore, showing that riches could be found in this unexplored land. Braving the harsh condition described by Manly and others, prospecting expeditions began making their way to Death Valley in the 1850s. These resulted in the discovery of surface deposits of both silver and gold, as well as other minerals. But pursuing these valuable ore veins to their source meant digging



The Keane Wonder Mine, Mill, and surrounding mining area are currently CLOSED to all public access until the numerous hazards can be mitigated.

All mines in the Death Valley region, and across the nation, operated under statutes of the General Mining Act of 1872. This law, with its goal of helping citizens profit while developing the resources of the west, provided rights to those making claims on public land for “valuable mineral deposits” they found. The law held no stipulations for cleaning up abandoned sites and the ecological messes when mining operations ceased. These oversights became more apparent as mining technology went beyond the pick and shovel stage. Although some legislative changes have been made, this 1872 mining law is still the primary legal avenue today for mining in the US.

It wasn’t until the early 20th century that newer technologies began changing the mining industry in Death Valley. The arrival of railroad lines, and later automobiles and roads, decreased the cost of moving ore. Electric and gasoline engines made an impact by making it easier to dig deeper to reach

year of its founding in 1905. The mining town of Skidoo also experienced frenzied growth as the Skidoo Mine produced more than \$1.5 million in gold between 1906 and 1917.

Other minerals had longer lasting consequences than gold in Death Valley. Borates, first scraped from dried lake bed sediments in the 1880s, were later found in great quantities in the badlands to the east in veins of valuable Colemanite.

In addition to silver, gold and borates, ventures for the mining of antimony, copper, lead, zinc, tungsten, salt, nitrate and talc were established during the next several decades.

Mineral prospecting had temporarily ceased in Death Valley when President Herbert Hoover made it a National Monument in February 1933. Within four months this cessation had been rescinded by Congress and mining activities continued. New technologies, however, were to alter the face of mining activities there in the coming decades.

Bigger machinery and the prospects of global markets reinvigorated efforts at borax mining near Death Valley in 1971. Open pit and strip mine operations and an increase in mining traffic began to create concerns that the National Monument would be adversely affected. Similar situations at other National Park sites eventually led to the passing of the Mining in Parks Act of 1976. This law gave the Secretary of the Interior authority to determine if mining activities would cause “irreparable loss or destruction” to NPS resources and effectively ended active open pit mining and the filing of new claims in Death Valley.

Death Valley’s last active mine closed in 2005, but unintended consequences of the previous 130 years of mineral extraction are still with us.

Today, a reported 126 National Park units contain mine features that may

be unsafe. With an estimated 6,000 to 10,000 abandoned mines within our borders, Death Valley leads the list with many sites that pose serious hazards to visitors. Open and crumbling mine shafts, collapsing mills and support buildings, rusted machinery, and cyanide-contaminated soil make visiting many of our historic mining locations risky business.

Visitors to Death Valley should be aware of potential dangers during their visits here. Warning and closure signs should be heeded at mining sites and all should resist the temptation to enter mine openings or dilapidated buildings at mining sites.

In 2009 America’s National Parks received \$750 million in stimulus money under the American Recovery and Reinvestment Act. Death Valley has been allocated \$4.8 million for mitigating hazardous mine conditions in some of the Park’s most visited locations.



Mine adits and shafts are potential death traps and should not be entered.

At first glance this may seem an uncomplicated task – cover up the mine openings and tear down the dilapidated structures. However, mine sites are historically important and preservation of these significant remnants of Death Valley’s mining past remains an important mission of the Park. In addition, wildlife such as bats and owls use mine shafts for nesting during the winter. Accordingly, the Park will focus on ways to stabilize decaying structures and providing cable nets for mine shafts that will allow wildlife to make use of the sites while preventing people from entering.

More than 700,000 visitors arrive in Death Valley National Park each year. The use of federal stimulus funds to improve the Park’s mining sites will go a long way towards making these visits safe and enjoyable for everyone.



This open-pit borax mine from the early 1970s is within the park near the Dante’s View Road. Public outrage over its impact led to stricter regulations found in the Mining in the Parks Act of 1976.

underground. “Hard rock mining” operations followed but demanded more men and greater financial commitment. By selling shares to the public based on the assumed profits from these operations, mining companies began to excavate larger mines, build mills, and develop transportation systems to move the ore to market. By the 1870s there were active mines at Panamint City, Darwin, Cerro Gordo and Chloride Cliff.

more profitable veins. Also, the use of chemicals such as mercury and cyanide proved useful in separating ore such as gold from other materials, leading to re-opening of mining sites that had previously been abandoned.

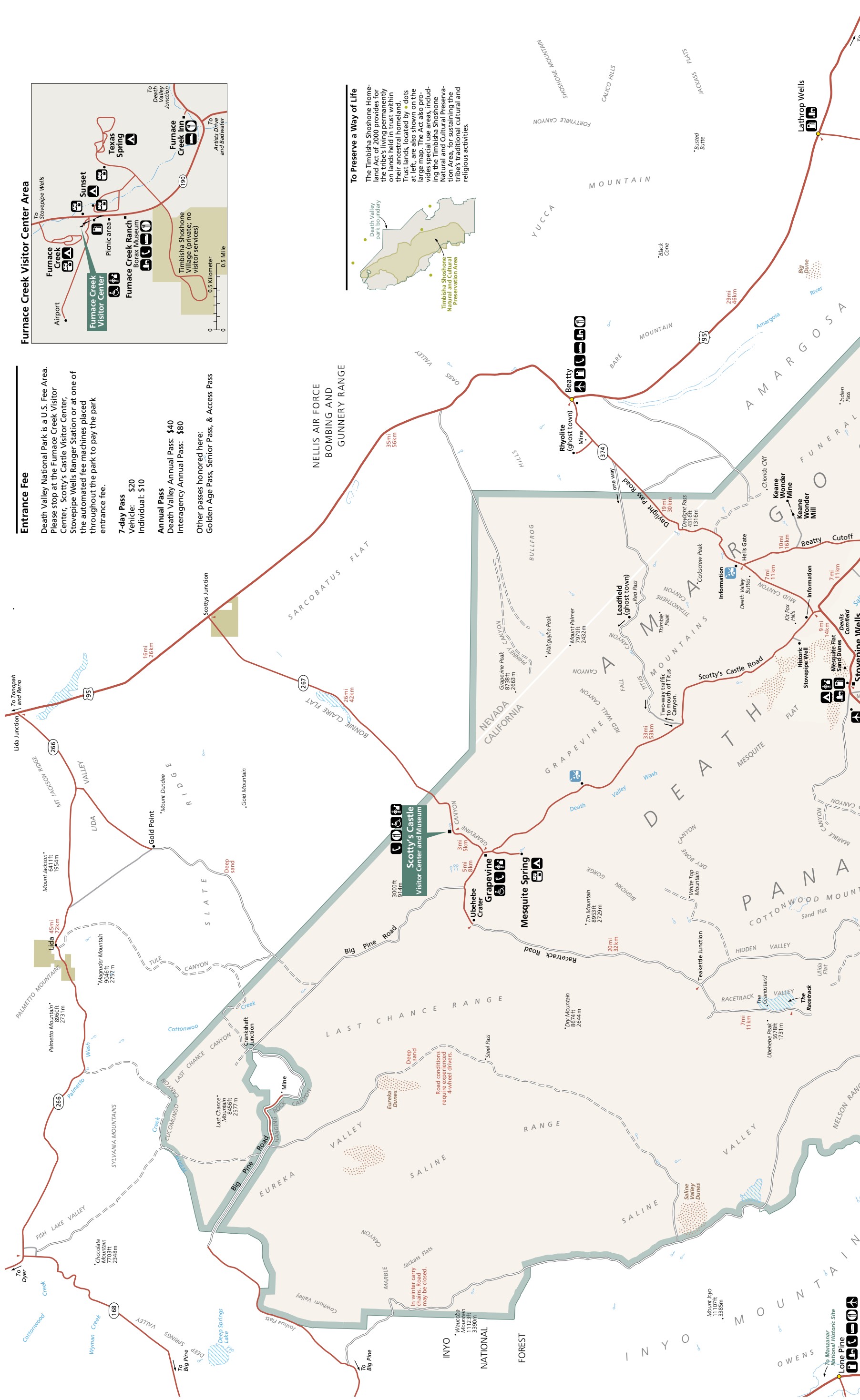
Large mines at Rhyolite, Goldfield and Skidoo attracted miners from around the west to what became America’s last great gold rush. Rhyolite’s population jumped from 1,200 to more than 6,000 within a

STAY OUT



STAY ALIVE

Death Valley National Park



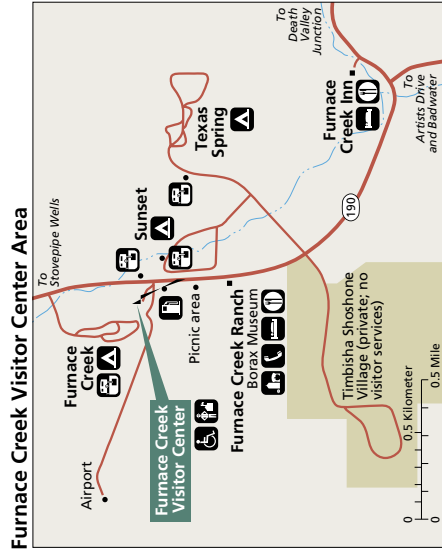
Entrance Fee

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

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

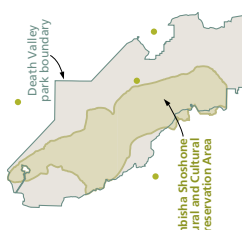
Annual Pass
 Death Valley Annual Pass: \$40
 Interagency Annual Pass: \$80

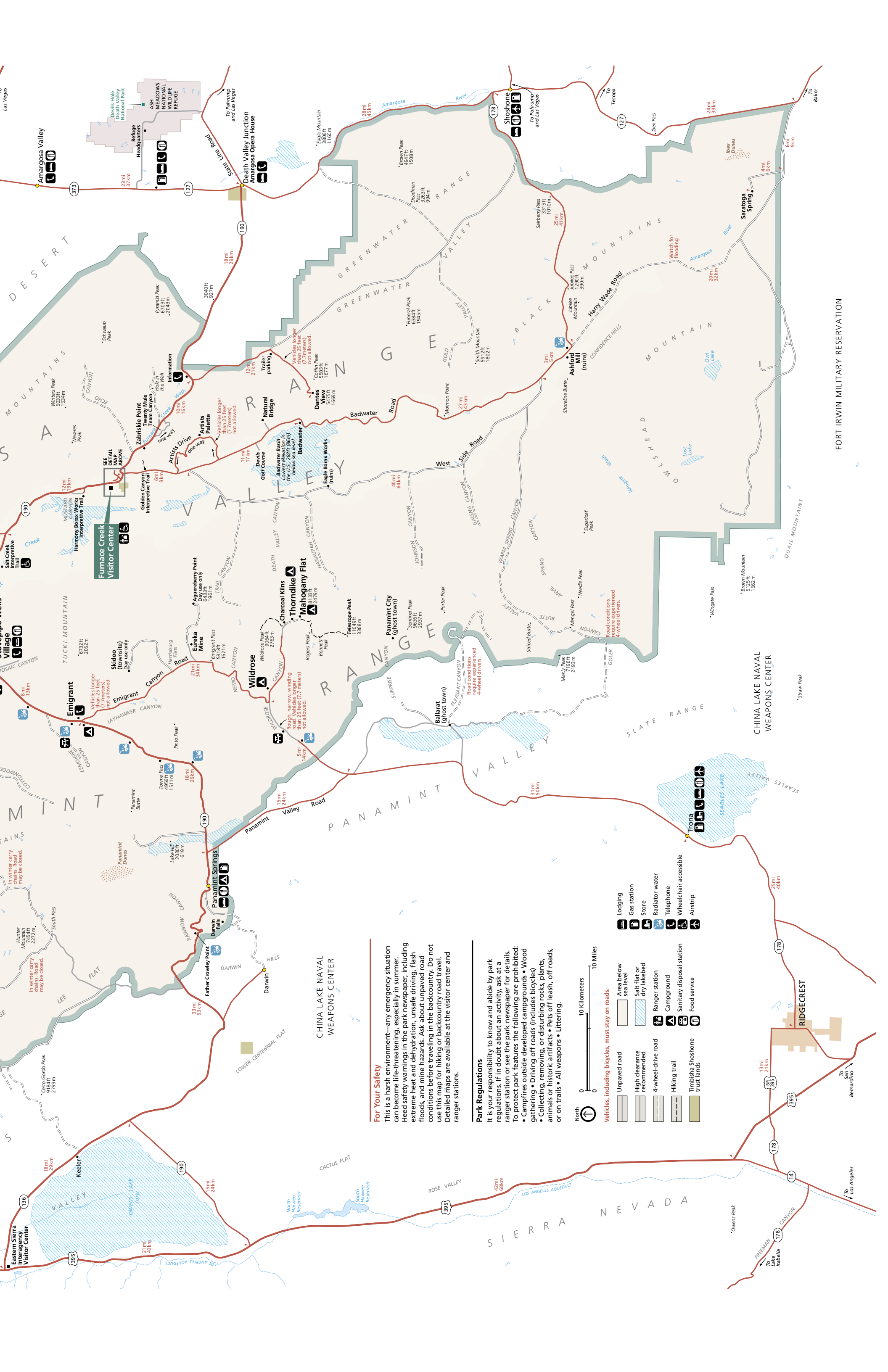
Other passes honored here:
 Golden Age Pass, Senior Pass, & Access Pass



To Preserve a Way of Life

The Timbisha Shoshone Homeland Act of 2000 provides for the tribe's living permanently on lands held in trust within their ancestral homeland. Trust lands, located by dots at left, are also shown on the large map. The Act also provides for the preservation of the Timbisha Shoshone Natural and Cultural Preservation Area, for sustaining the tribe's traditional cultural and religious activities.





For Your Safety

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

Park Regulations

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

North

0 10 Kilometers 10 Miles

Vehicles, including bicycles, must stay on roads.

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

FORT IRWIN MILITARY RESERVATION

CHINA LAKE NAVAL WEAPONS CENTER

RIDGECREST

To Los Angeles

To San Bernardino

To Pahrump and Las Vegas

To Pahrump and Las Vegas

To Pahrump and Las Vegas

To Pahrump and Las Vegas

To Pahrump and Las Vegas

To Pahrump and Las Vegas

To Pahrump and Las Vegas

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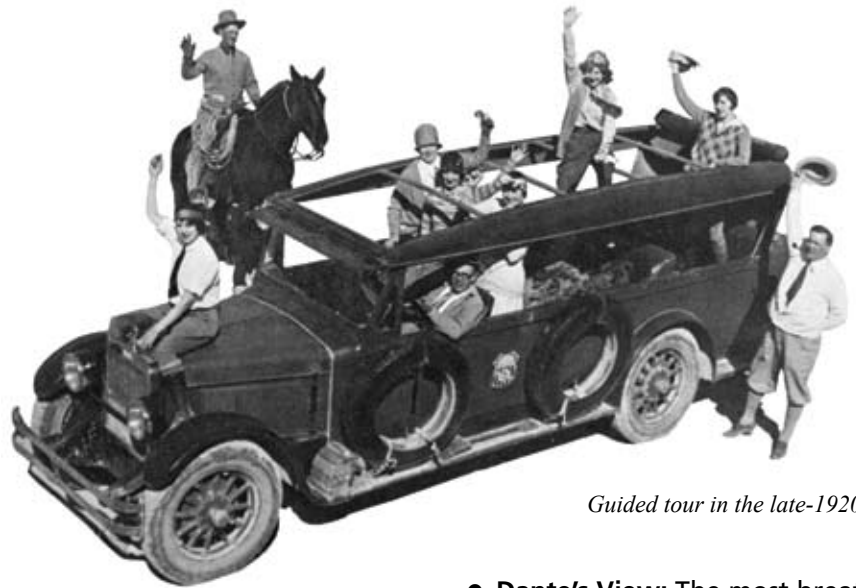
To Pahrump and Las Vegas

What to See



Furnace Creek Area

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



Guided tour in the late-1920s.

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



Scotty's Castle

Scotty's Castle Area

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

Panamint Springs Area

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

Stovepipe Wells Area

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



Telescope Peak reflected in the spring-fed pool at Badwater.

Walks and Hikes



Things to Know Before You Go

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

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

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

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

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

Trails & Routes

Golden Canyon

Length: 1 mile, one-way.

Difficulty: easy

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

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

Gower Gulch Loop

Length: 4 miles round-trip.

Difficulty: moderate

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

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

Desolation Canyon

Length: 1½ miles, one-way.

Difficulty: moderate

Start: Parking area at end of ½ mile dirt road off Badwater Road, 3.7 miles south of Hwy 190

Description: Narrow canyon through colorful badlands. Follow old road and then main wash east continuing toward cliffs, then follow the wash draining from the south. Hike up canyon, keeping to the right at the forks. *No trail in canyon.*

Badwater Salt Flats

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

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

Start: Badwater parking area

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

Natural Bridge Canyon

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

Difficulty: easy

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

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

Salt Creek

Length: ½ mile round-trip.

Difficulty: easy

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

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

Mesquite Flat Sand Dunes

Length: 2 miles to highest dune.

Difficulty: easy to moderate

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

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

Mosaic Canyon

Length: ½ to 2 miles, one-way.

Difficulty: moderate

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

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

Golden Canyon



Darwin Falls

Length: 1 mile, one-way

Difficulty: moderate

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

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

Titus Canyon Narrows

Length: 1.5 miles, one-way.

Difficulty: easy

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

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

Fall Canyon

Length: 3 miles, one-way.

Difficulty: moderately strenuous

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

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



Bristlecone pine on Telescope Peak.

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

Length: 4.2 miles, one-way.

Difficulty: moderately strenuous

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

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

Telescope Peak

Length: 7 miles, one-way.

Difficulty: strenuous

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

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

Visitor Services



Furnace Creek Visitor Center

(760) 786-3200

www.nps.gov/deva

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

- Information
- Museum
- Bookstore
- Ranger Talks
- Auditorium
- Campgrounds
- Orientation Programs
- free Wi-Fi

Furnace Creek Inn & Ranch Resorts

(760) 786-2345

www.furnacecreekresort.com

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

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

Scotty's Castle

(760) 786-2392

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

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

- Daily Tours (fee charged)
- Trails
- Museum
- Bookstore
- Gift Shop

Stovepipe Wells Village

(760) 786-2387

www.stovepipewells.com

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

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



Panamint Springs Resort

(775) 482-7680

www.deathvalley.com/psr/

Panamint Springs Resort is privately owned and operated.

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



Medical Services

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

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

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

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

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

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

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

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

Campground Rules & Information

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

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

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

• **Generator hours** are from 7 AM to 7 PM, unless otherwise posted. Generators are not allowed at Texas Springs Campground.

• **Sunset Campground:** To assist us in the event of an emergency, please back in your RV unit or use a pull-through site.

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

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