

Death Valley National Park

National Park Service
U. S. Department of the Interior



Visitor Guide & Park Map
Summer 2012



The Devil's Cornfield - Winning photograph by Adriaan VantRiet - avantriet.com



It's Hot in Death Valley!

	Average Temperatures	
	High	Low
June	109°F / 43°C	80°F / 27°C
July	115°F / 46°C	88°F / 31°C
Aug.	113°F / 45°C	85°F / 29°C
Sept.	106°F / 41°C	75°F / 24°C
Oct.	92°F / 33°C	62°F / 16°C
Nov.	76°F / 24°C	48°F / 9°C
Dec.	65°F / 19°C	39°F / 4°C
Jan.	65°F / 18°C	39°F / 4°C
Feb.	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

On July 13, 1913 Death Valley recorded a temperature of 134°F / 57°C, on January 15th of that same year the record low of 15°F / -9°C was recorded.

The Death Valley National Park official weather station is located at Furnace Creek.

A Message from the Superintendent - Sarah Craighead



Sarah Craighead Photograph taken by Tom Spitz

I would like to welcome each of you here to Death Valley National Park in this special and extreme time of year. As one of our special summertime visitors who come to Death Valley and experience the hottest temperatures in the country you have many amazing opportunities to enjoy the park. The higher elevations in the park are much cooler and offer fun hiking and camping experiences. With five mountain ranges to explore, there is something for everyone. Take a drive through Titus Canyon or hike one of the peaks to see a wonderful display of wildflowers. Visit the Charcoal Kilns and camp at 7,000 feet. Whatever you decide to do—and you will hear this time and time again throughout your stay—drink plenty of water and eat salty snacks!

Be sure you have a good set of tires including at least one spare and a reliable vehicle since break downs can be fatal during periods of high temperatures. Please carry extra water and food in case you do have an emergency, and be sure to tell someone where you are going before getting off the pavement. It could be quite some time before another vehicle comes along to assist you. Cell phone coverage is scant throughout the park. The fees for towing a car start around \$1,200!

I'm excited that you have added Death Valley National Park to your itinerary this summer. I hope you take home some special memories of your time in the driest, hottest, and lowest place in North America. Wherever you decide to explore, be safe!

What's Inside?



Try the new Furnace Creek Visitor Center water filling station

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Park Safety & Rules

Staying Safe & Personal Survival In a Land of Extremes



LIFE FLIGHT RESCUE FLASH FLOOD FLATTIRE ROLLOVER HEAT ACCIDENT ANIMALS SNAKES SEARCH INSECTS DRINK WATER!

You've got two flat tires. Your cell phone doesn't work. Nobody knows where you are. You're not sure where you are. You haven't seen another car since you turned off the highway 12 hours ago. The only thing you can hear is the ringing in your ears. Is this how you thought it would end?

The most frequent emergencies seem fairly commonplace in the beginning: Your car gets a flat tire, you run out of gas, you sprain your ankle while on a hike. Things that are easy to address in most places quickly become life threatening emergencies in Death Valley as heat, exhaustion, dehydration, isolation, and panic set in.

Have a safe and inspiring visit to Death Valley by following these tips from the rangers:

- **Stay alert and slow down:** The most common cause of death in the park is single car vehicle accidents. A moment of inattention can send you, your car, and your loved ones flipping into the rocky desert.
- **Don't rely on technology!** Your cell phone won't work in most of the park. GPS devices frequently tell Death Valley visitors to turn off well-traveled roads, and take "shortcuts" over the desert and into canyons. Common sense and good judgment are far more reliable.



Flash flood damage in 2004

- **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.



Pay fees at visitor centers and automated fee stations located throughout the park.

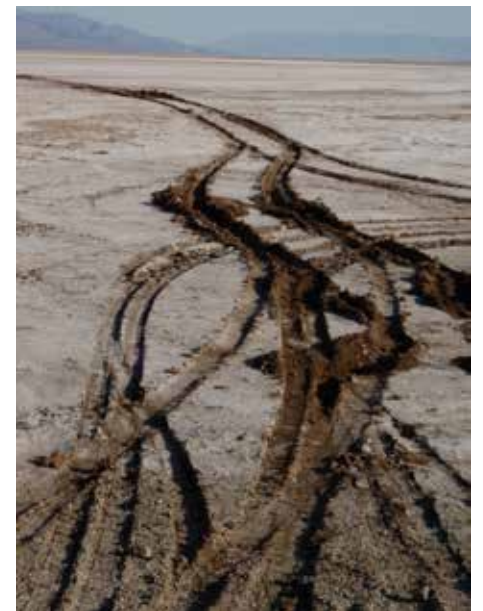


Keane Wonder Mine by Auggie Burgman

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

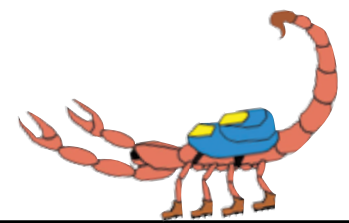
Rules

- **Entrance fees apply to all visitors!** Please see page 8 for exact amount you should pay.
- **Do not enter mine tunnels or shafts.** Mines may be unstable, have hidden shafts, pockets of bad air and poisonous gas.
- **Dogs and Bicycles** are not allowed on trails or in Wilderness which covers over 90% of the park.
- **Do not feed birds or animals.** This is for your safety and the health of our wildlife.
- **Driving off roads is prohibited.** Stay on established roads.



This damage is not new, it was created by off-road driving several years ago.

- **Do not Take anything!** Leave rocks, plants and historic objects where you find them for everyone to enjoy.



Be a Junior Ranger!

Want to have fun while exploring Death Valley? Pick up your **free** junior ranger book at any visitor center. After you finish the activities and recite the junior ranger pledge, a park ranger will sign your book and give you an official junior ranger badge.

Present your completed junior ranger book at any Death Valley Natural History Association bookstore and you can purchase a special junior ranger patch for a small fee. What a great way to explore Death Valley!

Safety

- **Water:** Drink at least one gallon (4 liters) of water per day. Carry plenty of extra drinking water in your car.



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



Road to Death Valley by Scott Stulburg



View from Telescope Peak by Tim Elliott

- **Hiking: DO NOT** hike in the low elevations when temperatures are hot. The mountains are cooler in summer.

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.

- **Tell someone specifically where you are going:** It takes a long time to search 3.4 million (13,700km²) acres of wilderness. We can find you faster if we know where to look and what we're looking for.
- **Be prepared:** Plan on changing a flat tire at least once. Have the necessary tools and know how to use them. Bring food, water and other essentials for several days, even if you're planning a much shorter visit.



Rattlesnake by Bob Greenburg

Deutsch & Français

German Translation

Sie haben zwei platte Reifen. Ihr Handy funktioniert nicht. Niemand weiß, wo Sie sind. Sie selbst sind sich nicht sicher, wo Sie sind. Sie haben kein anderes Auto mehr gesehen, seit Sie vor zwölf Stunden den Highway verlassen haben. Das Einzige, was Sie hören, ist das Klingeln in Ihren Ohren. Dachten Sie, dass es so enden würde?

Die meisten Notfälle scheinen anfangs recht harmlos zu sein: Ihr Auto hat einen Platten, Ihnen geht das Benzin aus, Sie verstauchen sich während einer Wanderung den Knöchel. Dinge, die in den meisten Fällen leicht zu behandeln sind, können sich im Death Valley leicht zu lebensbedrohlichen Notfällen entwickeln, wenn Hitze, Überanstrengung, Flüssigkeitsverlust Isolation und Panik hinzukommen.

Gestalten Sie Ihren Besuch im Death Valley National Park anregend und sicher, indem Sie die folgenden Tipps der Ranger beherzigen:

Sicherheit

- **Wasser:** Trinken Sie mindestens vier Liter Wasser pro Tag. Führen Sie immer noch zusätzliches Trinkwasser im Auto mit sich
- **Hitze & Flüssigkeitsverlust:** Wenn Sie sich schwindelig fühlen, Ihnen übel ist oder Sie Kopfschmerzen bekommen, gehen Sie sofort aus der Sonne und trinken Sie reichlich Wasser. Feuchten Sie Ihre Kleidung an, um Ihre Körpertemperatur zu senken. Hitze und Flüssigkeitsverlust können tödlich sein.
- **Fahren im Sommer:** Bleiben Sie auf befestigten Straßen. Wenn Ihr Auto liegenbleibt, bleiben Sie vor Ort und warten Sie, bis Hilfe kommt. Seien Sie vorbereitet: nehmen Sie immer reichlich Wasser in Ihrem Auto mit.
- **Bleiben Sie wachsam und fahren Sie langsam:** Die hauptsächliche Todesursache im Death Valley ist ein einfacher Autounfall. Ein Moment der Unachtsamkeit kann Sie, Ihr Auto und Ihre Lieben dazu verdammen, in der steinigen Wüste zu enden.
- **Verlassen Sie sich nicht auf die Technik!** Ihr Handy wird im größten Teil des Parks nicht funktionieren. GPS Geräte weisen Besucher des Death Valleys häufig an, die viel befahrenen Straßen zu verlassen und "Abkürzungen" durch die Wüste und die Canyons zu nehmen. Gesunder Menschenverstand, eine Karte des Death Valley und ein gutes Urteilsvermögen sind sehr viel sicherer.
- **Wandern:** Wandern Sie im Som-



Eintrittsgebühren müssen von allen Besuchern gezahlt werden!

mer NICHT in den tieferen Lagen. Die Berge, welche das Death Valley umgeben, sind kühler und dort gibt es viele Wege.

- **Setzen Sie jemanden über Ihren genauen Aufenthaltsort in Kenntnis:** Es dauert sehr lange, eine Fläche von 13.700 Quadratkilometern Wildnis abzusuchen. Wir können Sie schneller finden, wenn wir wissen, wo wir in etwa suchen und wonach wir schauen müssen.
- **Seien Sie vorbereitet:** Planen Sie ein, mindestens einen Reifenwechsel durchführen zu müssen. Nehmen Sie die entsprechenden Werkzeuge mit und machen Sie sich mit deren Benutzung vertraut. Nehmen Sie Lebensmittel, Wasser und andere wichtige Dinge für mehrere Tage mit, auch wenn Sie eigentlich einen viel kürzeren Aufenthalt planen.



Sturzfluten

- **Sturzfluten:** Meiden Sie die Canyons während eines Sturms mit Regen und bereiten Sie sich darauf vor, jederzeit einen höher gelegenen Ort aufsuchen zu können. Achten Sie während der Fahrt auf Wasser, das in Pfützen und Schlaglöcher läuft.
- **Gefährliche Tiere:** Setzen Sie nie eine Hand oder einen Fuß an eine Stelle, die Sie vorher nicht sehen konnten. Klapperschlangen, Skorpione oder Schwarze Witwen (Spinnen) könnten dort Unterschlupf gefunden haben.

Regeln

- **Eintrittsgebühren müssen von allen Besuchern gezahlt werden!** Bitte informieren Sie sich auf Seite 8 über die genaue Höhe der Gebühren.
- **Hunde und Fahrräder** sind nicht erlaubt auf Pfaden oder in der Wildnis, die 90% des Parks umfasst.
- **Betreten Sie keine Minentunnel oder Schächte.** Minen können instabil sein, versteckte Schächte haben und Einschlüssen von schlechter Luft oder giftigem Gas enthalten.
- **Füttern Sie keine Vögel oder wilden Tiere.** Dies dient Ihrer Sicherheit und der Gesundheit unserer Tierwelt.
- **Fahren abseits der Straßen ist verboten.** Bleiben Sie auf den ausgewiesenen Straßen.
- **Nehmen Sie nichts mit!** Lassen Sie Steine, Pflanzen oder historische Objekte dort, wo Sie sie finden, damit jeder sich an Ihnen erfreuen kann.

French Translation

Vous avez deux crevaisons. Votre téléphone cellulaire ne marche pas. Personne ne sait où vous êtes. Vous n'êtes pas sûr où vous êtes. Vous n'avez pas vu d'autre véhicule depuis que vous avez quitté l'autoroute il y a 12 heures. La seule chose que vous entendez, ce sont les bourdonnements des oreilles. Avez-vous pensé que tout finirait comme ça ?

Au début, les urgences les plus fréquents semblent être banals: Votre voiture a une crevaison, vous tombez en panne d'essence, vous vous faites une entorse à la cheville au cours d'une randonnée. A Death Valley, les choses qui sont faciles à régler aux autres endroits deviennent rapidement des urgences potentiellement mortelles alors que la chaleur, l'épuisement, la déshydratation, l'isolation, et la panique se manifestent.

Profitez d'une excursion sûre et inspirante à Death Valley National Park en suivant ces conseils des garde-forestiers:

Sécurité

- **Boire de l'eau:** Buvez du moins un gallon (4 litres) d'eau par jour. Apportez beaucoup d'eau potable supplémentaire dans votre voiture.
- **La chaleur et la déshydratation:** Si vous ressentez des étourdissements, des nausées, ou des maux de tête, mettez-vous à l'abri du soleil et buvez beaucoup d'eau. Humectez des vêtements afin de baisser votre température corporelle. La chaleur et la déshydratation peuvent vous tuer.
- **La conduite en été:** Restez sur les routes pavées. Si votre voiture tombe en panne, restez là jusqu'à ce que les secours arrivent. Soyez prêt; apportez beaucoup d'eau supplémentaire.



La principale cause de décès à Death Valley est un accident impliquant un seul véhicule.

- **Rester vigilant et freiner la voiture:** La principale cause de décès à Death Valley est un accident impliquant un seul véhicule. Un moment d'inattention peut faire se retourner votre voiture, lançant vous-même et vos proches dans le désert rocailleux.
- **Ne pas dépendre de la technologie!** Votre téléphone cellulaire ne marchera pas dans quasiment tout le parc. Les dispositifs GPS indiquent aux visiteurs de quitter les grands chemins et de prendre des « raccourcis » à travers le désert et dans les canyons. Le bon sens, une carte de Death Valley, et un jugement éclairé sont beaucoup plus fiables.

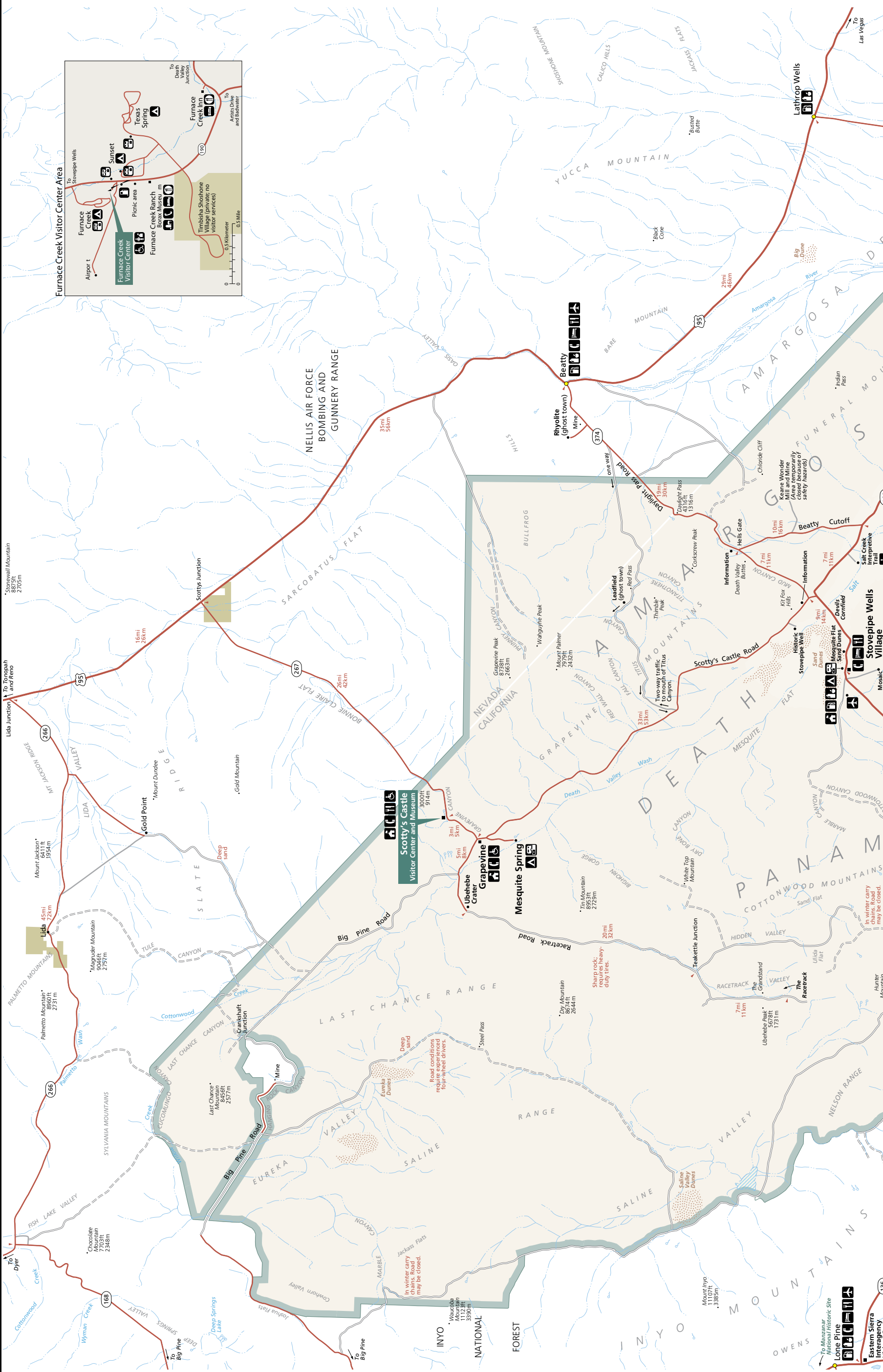
- **La randonnée:** NE faites PAS de la randonnée dans les zones à basse altitude en été. Les montagnes qui entourent Death Valley sont plus fraîches et il y a beaucoup de sentiers.
- **Dire à quelqu'un où spécifiquement vous allez:** Il faut beaucoup de temps pour fouiller 3.4 millions d'acres (13.700km²) de milieu sauvage. Nous pourrions vous trouver plus rapidement si nous savons où et quoi chercher.
- **Etre prêt:** Prévoyez réparer une crevaison du moins une fois. Ayez les outils nécessaires et savez comment les utiliser. Apportez de la nourriture, de l'eau, et d'autres choses essentielles pour plusieurs jours, même si vous prévoyez un séjour beaucoup plus court.
- **Les inondations soudaines:** Evitez les canyons pendant les orages et soyez prêt à vous déplacer en terrain plus élevé. En conduisant, soyez attentif aux puisants débits d'eau et aux eaux dans les creux de la route.
- **Les animaux dangereux:** Ne placez jamais vos mains ou vos pieds là où vous ne pouvez pas d'abord voir. Des crotales, des scorpions, ou des veuves noires peuvent s'y cacher.

Règles

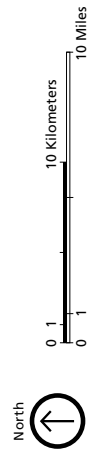
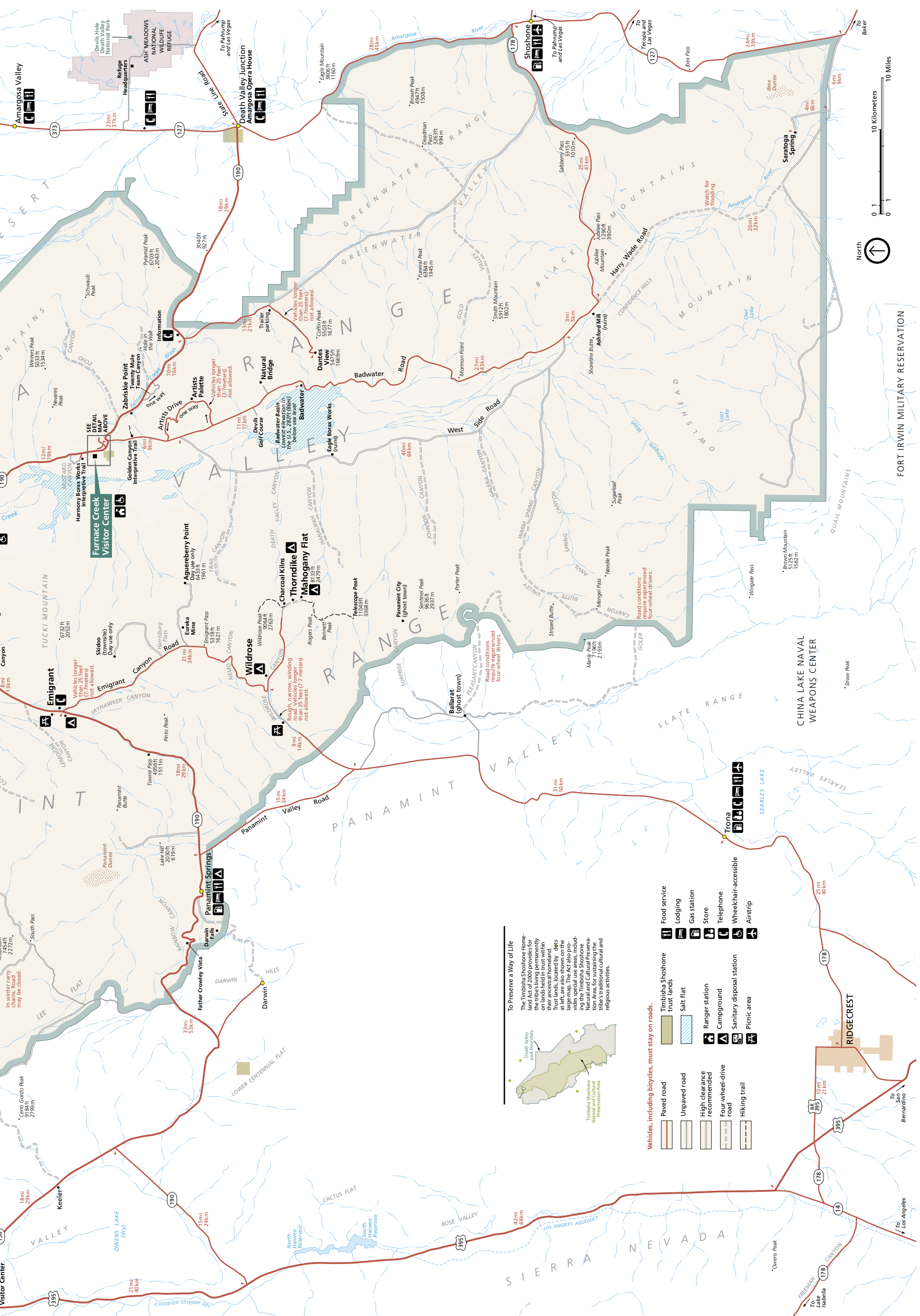


- **Les droits d'entrée s'appliquent à tous les visiteurs!** Veuillez consulter la page 8 pour le montant exact que vous devez payer.
- **Les chiens et les vélos** sont interdits sur les sentiers ou aux milieux sauvages, ce qui couvre plus de 90 pour cent du parc.
- **Ne pas entrer dans les tunnels ou les puits de mine.** Les mines peuvent être instables, avoir des puits cachés, ou des poches d'air de mauvaise qualité et de gaz toxique.
- **Ne pas alimenter les oiseaux ou les animaux sauvages.** C'est pour s'assurer votre sécurité aussi bien que la santé de notre faune et flore.
- **La conduite hors route est interdite.** Restez sur les routes établies.
- **Ne rien prendre!** Laissez les pierres, les plantes, et les objets historiques là où vous les trouvez pour que tout le monde puisse en profiter.

Death Valley National Park



DRINK WATER!



To Preserve a Way of Life
 The Timbisha Shoshone Homeland Act of 2000 provides for the tribes' living permanently on lands held in trust within Trust lands, located by dots at left, are also shown on the large map. The Act also provides special use areas, including National and Cultural Preservation Area, for sustaining the tribe's traditional cultural and religious activities.

- Vehicles, including bicycles, must stay on roads.**
- Paved road
 - Unpaved road
 - High clearance recommended
 - Four-wheel-drive road
 - Hiking trail
 - Timbisha Shoshone trust lands
 - Salt flat
 - Ranger station
 - Campground
 - Sanitary disposal station
 - Picnic area
 - Food service
 - Lodging
 - Gas station
 - Store
 - Telephone
 - Wheelchair-accessible
 - Airstrip

STAY ON PAVED ROADS!

FORT IRWIN MILITARY RESERVATION

CHINA LAKE NAVAL WEAPONS CENTER

RIDGECREST

In winter carry chains. Road may be closed.

Road conditions require experienced four-wheel drivers.

Vehicles longer than 25 feet (7.7 meters) not allowed.

Vehicles longer than 25 feet (7.7 meters) not allowed.

Rough, narrow, winding road. Vehicles longer than 25 feet (7.7 meters) not allowed.

Vehicles longer than 25 feet not allowed.

Vehicles longer than 25 feet not allowed.

Vehicles longer than 25 feet not allowed.

What to See

Furnace Creek Area



Artists Drive

- **Artists Drive:** Scenic loop drive through multi-colored volcanic and sedimentary hills. Artist's Palette is especially photogenic in late afternoon light. The 9-mile (14.5km) paved road is one-way and is only drivable with vehicles less than 25ft./7m in length.
- **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. Limit time on hot salt flats and drink plenty of water.

- **Dante's View:** The most breathtaking viewpoint in the park, this mountain-top overlook is more than 5,000ft./1,524m above the inferno of Death Valley. The paved access road is open to all vehicles less than 25ft./7m 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.



Badwater by Bob Greenburg



Dante's View by Ronald Gaddis



Zabriskie Point by Robert Jacobs

- **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.

Stovepipe Wells to Panamint Springs

- **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 2mi/3km of gravel road to the kilns are passable to most vehicles.



Wildrose Charcoal Kilns by Tim Elliott

- **Aguereberry Point:** 1,000ft./305m 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.
- **Wildrose Peak:** Start at the Charcoal Kilns parking area on upper Wildrose Canyon Road. This is a good high peak to climb (9,064ft./2.76km). Trail begins at north end of kilns with an elevation gain of 2,200ft./670m. Spectacular views beyond the 2mi/3.22km point. Steep grade for the last mile.



Telescope Peak Ancient Bristlecone Pines by Tim Elliott

- **Mesquite Flat Sand Dunes:** Tawny dunes smoothly rising nearly 100ft./30m from Mesquite Flat. 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. Limit time on dunes and take plenty of water with you.



Mesquite Flat Sand Dunes by Bob Greenburg

- **Telescope Peak:** The trail to the highest peak in the park (11,049 ft./3,368 m) with a 3,000 ft./914m elevation gain. Start at Mahogany Flat Campground at end of upper Wildrose Canyon Road. The road is rough and steep after the Charcoal Kilns. The trail is usually snow-free by June.

- **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.



Sunset From Father Crowley Vista

Scotty's Castle Area



Scotty's Castle by Bob Greenburg



- **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.

- **Twenty Mule Team Canyon:** Winding through otherworldly badlands, this 2.7 mile (4.3km), one-way loop drive is unpaved, but accessible to all standard vehicles under 25ft./7m.

Stealing Spoons?

While visiting the White House, would you take a piece of silverware home for a keepsake? How about tearing off a piece of the Declaration of Independence? Or spray painting your name on the Statue of Liberty?

Similar actions sometimes take place in our National Parks. Picking wildflowers, taking home stones or arrowheads as keepsakes, and defacing canyon walls with graffiti are all actions that degrade the parks for other visitors. In addition, it's against the law.

When you visit any of the sites run by the National Park Service, you are viewing America's treasures. These parks were created because they have special meaning to all Americans. The laws that created these special places for us to own and enjoy also mandate they be protected for the enjoyment of future generations of Americans as well.

Visiting any of our national parks is similar to visiting museums or art galleries. You certainly wouldn't think of taking an artifact or painting home from such places. Removing anything from our National Parks means that other visitors will not be able to enjoy it. If each of the 275 million visitors took away a flower or a stone or anything from the parks they visit, they would leave behind empty landscapes.

Help protect America's National Parks by leaving everything in its place and not defacing the natural resources. Other park visitors and future generations of Americans will thank you.



Ubehebe Crater

Scotty's Castle



Death Valley Scotty & Albert Johnson share a joke

Scotty's Castle exists because of a unique connection three people made to Death Valley.

In the early 1900s, most Americans did not think of Death Valley as a beautiful or pleasant place to visit. Most Americans had only heard of the hard times suffered by people traveling to California's 1849 gold rush. By the time these stories had been told many times, they had been exaggerated greatly. America believed this place deserved the name "Death Valley."

Walter Scott probably first saw Death Valley when he was between 13 and 15 years old. He knew what people believed about the place, but he also knew from personal experience what this place was really like. Later in life, he found a way to profit off of other people's incorrect beliefs about Death Valley.

Walter Scott became known as "Death Valley Scotty," famous for his rich gold mine. He would do crazy things, like throw money out a train window, to show off how wealthy he was. The money actually came from his investors; Scotty never had a gold mine. Scotty was a con man. He convinced people to invest in his non-existent gold mine. For a while, Scotty's rich investors were too afraid of the stories they had heard about Death Valley to come here and find out if the gold mine was real. Of course, this is exactly

why Scotty said his gold mine was in Death Valley.

Albert Johnson invested in Scotty's imaginary gold mine. Eventually, he did come to Death Valley, in spite of Scotty's plan. Mr. Johnson had a Western-style adventure camping in Death Valley with Scotty. There was even a gun fight! Mr. Johnson learned that there was no gold mine, but he no longer cared because he had such a good time in Death Valley with Scotty.

Mrs. Bessie Johnson eventually joined the occasional camping trips. She also found reasons to enjoy Death Valley: beauty, peacefulness, and religious inspiration.

In 1922, the Johnsons began to build Death Valley Ranch (known as Scotty's Castle) as their vacation home. At the time, very few travelers came to Death Valley. Mrs. Johnson wrote, "[We] sit around a water hole, as quiet and undisturbed as though we were on another planet. Fashions and changing style and what other people think never disturb us there." The Johnsons' appreciation of Death Valley was ahead of most people of their time. However, today almost a million visitors a year experience Death Valley's charms.

Death Valley People

Timbisha Shoshone Tribe

Could you live here? This is the homeland of the Timbisha Shoshone Tribe. The Timbisha consider this a place of life. In 1849, people traveling to California's gold rush could not see this region's special qualities and named this area Death Valley.

Death Valley is part of the Timbisha Shoshone culture, and they consider many areas to be sacred. Basket making is one part of their cultural tradition. The baskets show both their artistic talent and their knowledge of local plants.

The Timbisha have a strong connection to the land. Before modern technology made living in the valley possible, they moved between valleys and mountains depending on the season of the year.

Tribal members actively cared for the land, using fire to manage which plants grew where and clearing plant growth from springs to ensure good water for both people and wildlife. Rich harvests and lush plant growth resulted from the time and effort the Timbisha spent clearing and pruning plants and transplanting and cultivating native domesticated plants.

For many years, the National Park Service prevented the Timbisha from continuing these traditions in the park. However, recently NPS employees and Timbisha Shoshone tribal members worked together to manage some springs by traditional methods.

In the future, fire may again be used as an active land management tool. The Timbisha Shoshone have persisted against difficulties, and their connection to this land remains strong.



Tribe members Pauline Esteves and Barbara Durham while managing a spring



Most of the baskets in Mrs. Johnson's collection, still on display in Scotty's Castle, were made by Timbisha Shoshone women. They used local plants, such as willow and Joshua tree, to make the baskets.

Tickets

House Tour or Underground Tour:

General Admission	\$15
Youth (ages 6-15)	\$7.50
Children 5 and younger	Free
Interagency Senior or Access Passholders	\$7.50

For information on Interagency Senior or Access Passes, see page 8. Combination discount offered to people who go on House and Underground tours in same day. Reservations are not necessary for House and Underground Tours, but may be purchased at least one day in advance from www.recreation.gov or by calling 1-877-444-6777. On the day of the tour, tickets may only be purchased in person at the Scotty's Castle Visitor Center. Pre-packaged sandwiches, soft drinks, snacks, books and souvenirs are available. No gasoline or lodging.

Hours of Operation:

Visitor Center	9:30 a.m. - 4:15 p.m.
Grounds	7:30 a.m. - 5:30 p.m.

Services in Death Valley

Name	Telephone	Services
Furnace Creek Visitor Center (http://www.nps.gov/deva)	760-786-3200	The Furnace Creek Visitor Center is operated by the National Park Service. Park rangers provide: information, ranger talks, and park information.
Scotty's Castle (http://www.nps.gov/deva/historyculture/scottys-castle.htm)	760-786-2392	Scotty's Castle is operated by the National Park Service. Park rangers provide daily tours (fee charged), visitor information & assistance, and trail guides. Soft drinks, sandwiches and snacks are also available.
www.recreation.gov (http://www.recreation.gov)	877-444-6777	Recreation.gov provides reservations at some government campgrounds within Death Valley for the season from October 15 to April 15. Furnace Creek campground reservations can be made up to six months in advance. Group campsite reservations can be made eleven months in advance. Scotty's Castle tour reservations can be made up to 24 hours prior to the visit.
Stovepipe Wells Village (http://escapetodeathvalley.com)	760-786-2387	Stovepipe Wells Village is a park concession operated and managed by the Death Valley Lodge Company. The company provides the following services: motel, restaurant, bar, ATM, gift shop, convenience store, gas station, showers, swimming pool, paved airstrip, RV hookups, campground, ranger station
Panamint Springs Resort (http://www.deathvalley.com/psr)	775-482-7680	Panamint Springs Resort is privately owned and operated. The resort provides the following services: Motel, restaurant, bar, gas station, campground, RV hookups, showers.



Texas Springs Campground: Open all summer, tents only in the lower level, and generators are allowed from 7:00 a.m. to 7:00 p.m.

CAMPGROUND	Open		Fee	# of Sites	Water	Tables	Firepits	Toilets	RV		Dump Station
	Season	Elevation							Hookups		
Furnace Creek (NPS)	Closed for										
Texas Spring (NPS)	all year	sea level	\$14	106	yes	yes	yes	flush	no	yes	
Mesquite Spring (NPS)	all year	1800'	\$12	30	yes	yes	yes	flush	no	yes	
Emigrant (NPS-tents)	all year	2100'	free	10	yes	yes	no	flush	no	no	
Wildrose (NPS)	all year	4100'	free	23	yes	yes	yes	pit	no	no	
Thorndike* (NPS)	Mar-Nov	7400'	free	6	no	yes	yes	pit	no	no	
Mahogany Flat* (NPS)	Mar-Nov	8200'	free	10	no	yes	yes	pit	no	no	
Stovepipe Wells Resort	all year	sea level	\$31	14	yes	some	no	flush	yes	yes	
Furnace Creek Ranch	all year	-218'	\$32	12	yes	no	no	flush	yes	yes	
Panamint Springs	all year	2000'	\$7.50-\$30	50	yes	yes	some	flush	yes	yes	

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



DEATH VALLEY
NATURAL HISTORY
ASSOCIATION

Since 1954 the Death Valley Natural History Association (DVNHA) has been assisting Death Valley National Park as a cooperating association. DVNHA is a non-profit association dedicated to the preservation and interpretation of the natural and cultural history of the Death Valley region. To date, the DVNHA has contributed more than \$3 million to the park!

DVNHA operates bookstores in four locations:

- Furnace Creek Visitor Center
- Stovepipe Wells Ranger Station
- Scotty's Castle Visitor Center
- Ash Meadows Wildlife Refuge Office

DVNHA contributes 100% of its profit to benefit education and research in Death Valley National Park and Ash Meadows National Wildlife Refuge. Some of the projects DVNHA supports include the Death Valley ROCKS

education program, Youth Conservation Corps program, summer internships program, and printing of the park's *Visitor Guide* each year.

DVNHA also hosts events like the Death Valley Conference on History and Prehistory, the Scotty's Castle Organ Concert, special hikes, workshops, and guided four-wheel drive tours.

DVNHA updates their Facebook page with the latest Death Valley regional news and photos at www.facebook.com/DVNHA.

DVNHA is a member-supported organization. Membership not only increases support to the park, but also increases visitor awareness and education—something you can feel good about now and in the future. In addition to supporting projects that might not otherwise be funded, benefits of membership include:

- 15% discount on all purchases at four locations.
- 15% discount at most National Park Service Visitor Center bookstores nationwide.
- Subscription to *Telescope*, our membership newsletter.
- Advance notice of special events and sales.
- A free membership patch.

For more information, see dvnha.org.

Park Entrance Fees

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. You may also present your annual or lifetime pass to a park ranger at one of our visitor contact stations.

SINGLE VISIT ENTRANCE FEE

Valid up to 7 days:

Private vehicle and passengers.....\$20
Individuals entering on motorcycle, bicycle, or on foot.....\$10

COMMERCIAL BUS ENTRANCE FEE

By vehicle capacity:

1-6..... \$25 + \$10 per person
7-15.....\$75
16-25.....\$100
26+.....\$200

PARK SPECIFIC PASS

Valid for 12 months:

Death Valley Annual Pass.....\$40

AMERICA THE BEAUTIFUL

National Parks and Federal Recreation Lands pass series:

Annual Pass.....\$80
Senior Pass.....\$10

One time fee for Lifetime pass - U.S. citizens 62+

Access Pass..... Free

Lifetime pass for U.S. citizens with disability

Annual Pass - Military..... Free

Active duty military and dependents only

OTHER PASSES HONORED

Golden Age and Golden Access