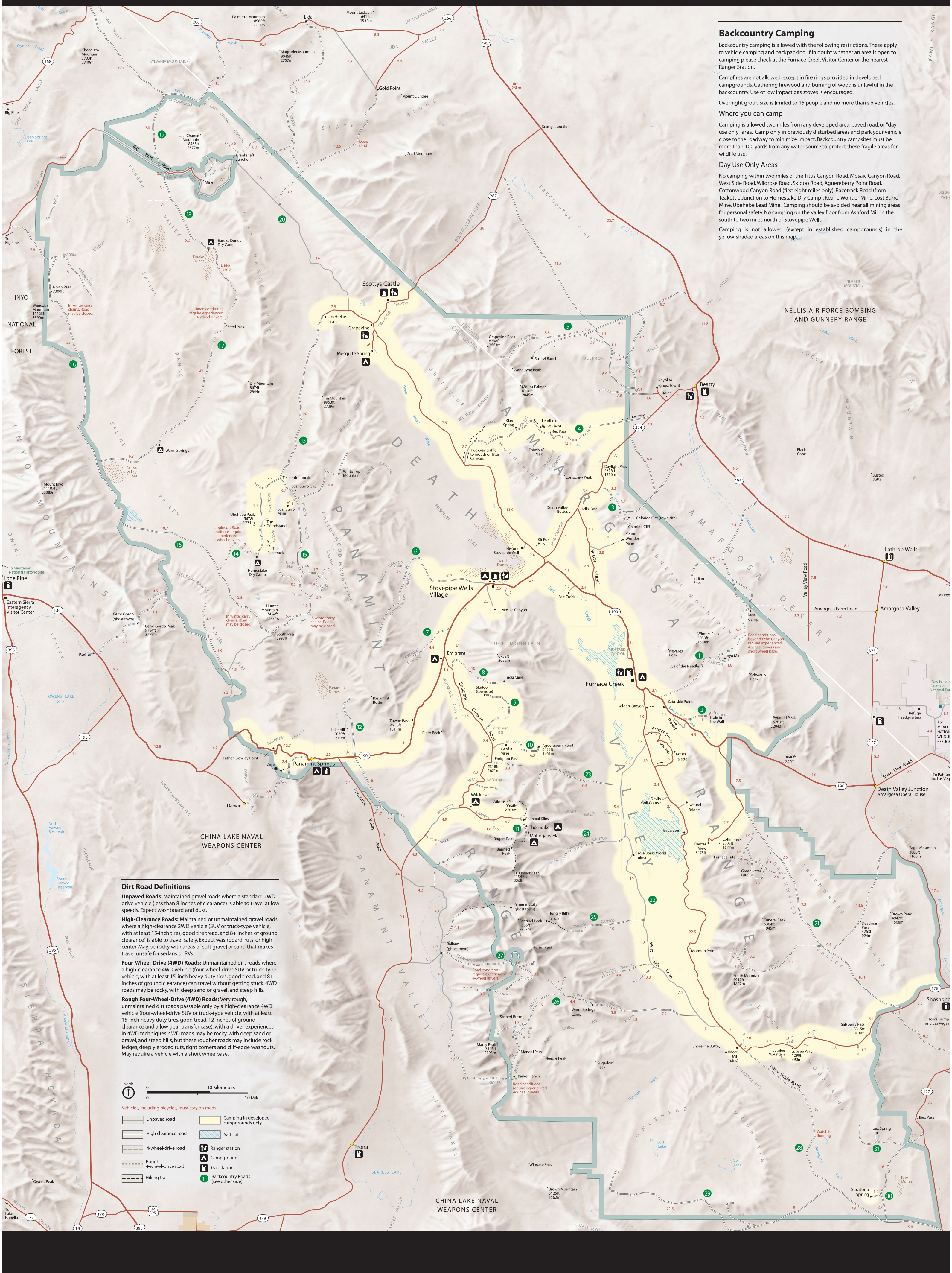


# Death Valley Backcountry Roads



## Backcountry Camping

Backcountry camping is allowed with the following restrictions. These apply to vehicle camping and backpacking. If in doubt whether an area is open to camping please check at the Furnace Creek Visitor Center or the nearest Ranger Station.

Campfires are not allowed, except in fire rings provided in developed campgrounds. Gathering firewood and burning of wood is unlawful in the backcountry. Use of low impact gas stoves is encouraged.

Overnight group size is limited to 15 people and no more than six vehicles.

### Where you can camp

Camping is allowed two miles from any developed area, paved road, or "day use only" area. Camp only in previously disturbed areas and park your vehicle close to the roadway to minimize impact. Backcountry campsites must be more than 100 yards from any water source to protect these fragile areas for wildlife use.

### Day Use Only Areas

No camping within two miles of the Titus Canyon Road, Mosaic Canyon Road, West Side Road, Wildrose Road, Skidoo Road, Aguerberry Point Road, Cottonwood Canyon Road (first eight miles only), Racetrack Road (from Teakettle Junction to Homestake Dry Camp), Keane Wonder Mine, Lost Burro Mine, Ubehebe Lead Mine. Camping should be avoided near all mining areas for personal safety. No camping on the valley floor from Ashford Mill in the south to two miles north of Stovepipe Wells.

Camping is not allowed (except in established campgrounds) in the yellow-shaded areas on this map.

## Dirt Road Definitions

**Unpaved Roads:** Maintained gravel roads where a standard 2WD drive vehicle (less than 8 inches of clearance) is able to travel at low speeds. Expect washboard and dust.

**High-Clearance Roads:** Maintained or unmaintained gravel roads where a high-clearance 2WD vehicle (SUV or truck-type vehicle, with at least 15-inch tires, good tire tread, and 8+ inches of ground clearance) is able to travel safely. Expect washboard, ruts, or high center. May be rocky with areas of soft gravel or sand that makes travel unsafe for sedans or RVs.

**Four-Wheel-Drive (4WD) Roads:** Unmaintained dirt roads where a high-clearance 4WD vehicle (four-wheel-drive SUV or truck-type vehicle, with at least 15-inch heavy duty tires, good tread, and 8+ inches of ground clearance) can travel without getting stuck. 4WD roads may be rocky, with deep sand or gravel, and steep hills.

**Rough Four-Wheel-Drive (4WD) Roads:** Very rough, unmaintained dirt roads passable only by a high-clearance 4WD vehicle (four-wheel-drive SUV or truck-type vehicle, with at least 15-inch heavy duty tires, good tread, 12 inches of ground clearance and a low gear transfer case), with a driver experienced in 4WD techniques. 4WD roads may be rocky, with deep sand or gravel, and steep hills, but these rougher roads may include rock ledges, deeply eroded ruts, tight corners and cliff-edge washouts. May require a vehicle with a short wheelbase.

- North
- 0 10 Kilometers  
0 10 Miles
- Vehicles, including bicycles, must stay on roads.
- Unpaved road
  - High clearance road
  - 4-wheel-drive road
  - Rough 4-wheel-drive road
  - Hiking trail
  - Camping in developed campgrounds only
  - Salt flat
  - Ranger station
  - Campground
  - Gas station
  - Backcountry Roads (see other side)

# DEATH VALLEY BACKCOUNTRY ROADS



Death Valley is the largest national park outside of Alaska and has more miles of roads than any other national park. Though 95% of the park's 3.4 million acres are protected in roadless wilderness areas, more than 1,000 miles of paved and dirt roads provide ample opportunities for recreation and exploration.

## 1 Echo Canyon Road

**Vehicle needed:** High-clearance first three miles, 4WD required beyond. **Distance:** Ten miles to Inyo Mine. **Start:** Hwy 190, two miles east of Furnace Creek Inn. **Camping:** Yes, after first two miles. No camping at Inyo Mine site. **Lee's Camp Road**, which connects to Amargosa Valley is rough 4WD, requiring short-wheelbase, narrow vehicles. Experienced 4WD drivers only. Vehicle damage is possible going over the dry fall. Travel with more than one vehicle recommended. Within Echo Canyon's narrows is the Needle's Eye, a natural arch. The Inyo Mine's (private property) old structures and mining equipment are found in the upper canyon.

## 2 Hole in the Wall Road

**Vehicle needed:** High-clearance first four miles to the Hole-in-the-Wall, then 4WD the next two miles to the road's end due to deep gravel and rocks. **Distance:** Six miles. **Start:** Hwy 190, 5.7 miles east of Furnace Creek Inn. **Camping:** No camping first two miles. 400' deep gap in wall-like ridge.

## 3 Chloride City Road

**Vehicle needed:** High-clearance first 2.2 miles to Monarch Canyon spur road, then 4WD required next three miles due to steep, rutted sections. 4WD needed on the two mile spur into Chloride City. High-clearance on final segment of the loop in Amargosa Valley. **Distance:** 6.2 miles to Chloride City, 7.4 miles to Chloride Cliff. **Start:** Daylight Pass Road, 3.4 miles east of Hells gate. **Camping:** No camping within first two miles from Daylight Pass Road. One of the earliest sites of mining in Death Valley can be reached via this loop drive. Continue beyond the townsite to views at Chloride Cliff.

## 4 Titus Canyon Road

**Vehicle needed:** High-clearance due to steep grades, deep gravel and ruts. Often closed due to flood damage, mud or snow. No RVs, campers or trailers. **Distance:** 26.8 miles. **Start:** NV Hwy 374 (Daylight Pass Road), 2.7 miles east of park boundary. **Camping:** No camping, day use only. The most popular backcountry road in the park is one-way from east to west. Winding through the Grapevine Mountains, the road passes a ghost town, petroglyphs at Klare Spring and winds through spectacular canyon narrows. A short two-way section at the west end of the road provides hikers access to the narrows of Titus Canyon and nearby Fall Canyon.

## 5 Phinney Canyon Road

**Vehicle needed:** High-clearance first 15 miles off Hwy 95, then 4WD the last three miles. 4WD section is very steep, narrow and rutted in places. Impassable in winter due to deep snow. Strozzi Ranch Road is a dead-end spur road that requires 4WD on the last three miles due to sections of sand. **Distance:** 21 miles. **Start:** NV Hwy 95, 11.8 miles north of Beatty. **Camping:** Allowed. Entering the "Nevada Triangle" of the park, this dirt road provides access to the high woodlands of the Grapevine Mountains. Vehicle travel is not allowed beyond the pass.

## 6 Cottonwood Canyon Road

**Vehicle needed:** High-clearance on first eight miles due to sand, washboard and rocks. 4WD necessary after the road drops into the wash due to deep gravel and large rocks. Final 1.5 miles often washed out. **Distance:** 17.7 miles. **Start:** Stovepipe Wells Campground. **Camping:** No camping first eight miles. Cottonwood Canyon is named for the tree-lined stream beyond road's end. Hikers can also explore winding narrows in Marble Canyon, a tributary. The Marble Canyon spur road is marked by a metal post about 2 miles above the drop into Cottonwood wash and ends at the first narrows.

## 7 Lemoigne Canyon Road

**Vehicle needed:** 4WD. Very rutted, crossing numerous gullies. The old road up the canyon is closed beyond the 4.4 mile point. **Distance:** 4.4 miles. **Start:** Hwy 190, six miles west of Stovepipe Wells Village. **Camping:** No camping first two miles. This rarely visited canyon in the southern Cottonwood Mountains was once the home of prospector Jean Lemoigne.

## 8 Tucki Mine Road

**Vehicle needed:** 4WD due to large rocks, deep gravel and several dry falls three to four feet high. **Distance:** 10 miles. **Start:** Emigrant Canyon Road (to Wildrose) 1.5 miles south of Hwy 190. **Camping:** No camping first two miles. The site of gold mining activity as recently as the 1970s, this road is a quiet escape today. After following along the base of the mountains, the road enters Telephone Canyon. 2.5 miles from the canyon mouth, a short walk up the right fork leads to a natural arch. The road continues up the left fork to the ruins of Tucki Mine.

## 9 Skidoo Road

**Vehicle needed:** High-clearance. Steep grade with protruding rocks at 3.5 miles. Sedans risk undercarriage damage. Subject to snow and mud conditions. **Distance:** 7 miles. **Start:** Emigrant Canyon Road (to Wildrose) 9.4 miles south of Hwy 190. **Camping:** No camping, day use only. Site of a ghost town dating from the early 1900s. Few visible remains exist today.

## 10 Agureberry Point Road

**Vehicle needed:** High-clearance due to rock outcrop in road at 3.5 miles and steep, rocky final 0.5 mile to viewpoint. Sedans may risk undercarriage damage. Subject to snow and mud conditions. **Distance:** 6.3 miles. **Start:** Emigrant Canyon Road (to Wildrose) 11.8 miles south of Hwy 190. **Camping:** No camping, Day use only. Dramatic view of Death Valley at road's end. The historic Eureka Mine is located at 1.7 miles. Mine tunnel closed in winter to protect hibernating bats.

## 11 Charcoal Kilns / Mahogany Flat Road

**Vehicle needed:** Most vehicles on unpaved road section to kilns, then high-clearance on final 1.6 miles to Mahogany Flat. 4WD may be necessary beyond Thorndike Campground due to steep sections and ruts. No RVs or trailers. Expect snow and ice during winter and spring. **Distance:** pavement ends 5 miles, 7 miles to kilns, 8.7 to Mahogany Flat. **Start:** Wildrose Campground. **Camping:** Only in designated campgrounds. High elevation road leads to historic Charcoal Kilns, piñon pine woodlands, summer campgrounds and mountain trailheads.

## 12 Lake Hill Road (Big Four Mine)

**Vehicle needed:** High-clearance first five miles off Hwy 190, then 4WD for washed out section to mine site. **Distance:** 5 miles. **Start:** Hwy 190, 4.5 miles east of Panamint Springs Resort. **Camping:** No camping the first two miles. Provides access for hikers to Panamint Dunes.

## 13 Racetrack Valley Road

**Vehicle needed:** High-clearance due to loose gravel, washboard and rocks. Flat tires are common on this road so be sure your full-sized spare is inflated, all parts of your jack are on hand and tire tread is good. May require 4WD due to changing road conditions and irregular maintenance, so check postings. **Distance:** 28 miles to The Racetrack. **Start:** Ubehebe Crater Road. **Camping:** No camping first two miles and from Teakettle Junction to the southern end of the Racetrack. The Racetrack is a dry lakebed famous for its mysterious moving rocks. To preserve the rocks' tracks, do not walk on the lakebed when wet and never drive on it.

## 14 Lippincott Road

**Vehicle needed:** Rough 4WD. Very steep, narrow, and winding with cliff edge washouts. Uphill traffic has right of way. Lower part has very narrow section that is difficult for wide vehicles. Subject to closure after washouts from heavy rains. **Distance:** 5.9 miles. **Start:** 3.5 miles south of the Racetrack. **Camping:** Allowed. This road connecting Racetrack Valley with Saline Valley is for experienced 4WD drivers only.

## 15 Hidden Valley Road

**Vehicle needed:** High-clearance due to washboard, patches of deep dust, rocks and dips. Subject to flooding, mud and standing water after rains. White Top Mountain Road is a 4WD spur road starting just south of Lost Burro Gap that should be avoided when wet or snow covered. **Distance:** 3.2 miles to White Top Mtn. Road and 13 miles to base of Hunter Mountain. **Start:** Teakettle Junction on Racetrack Valley Road. **Camping:** Allowed. Intermountain basins and historic mines abound on this dirt road.

**Hunter Mountain Road** climbs steeply up onto a wooded plateau beyond Ulida Flat and connects to Saline Valley Road. **Vehicle needed:** 4WD. Often impassable in winter and early spring due to mud, ice and snow. Carry chains.

## 16 Saline Valley Road

**South Pass Section** (Hwy 190 to Warm Springs junction) **Vehicle needed:** High-clearance. Maintained dirt road. Section from Hwy 190 to Lee Flat has been surfaced for eight miles but is very potholed. From South Pass through Grapevine Canyon the road can be rocky and rutted. May be closed in winter due to snow or ice. Expect washboard. **Distance:** 46 miles. **Start:** Hwy 190 just outside west park boundary. **Camping:** Allowed.

**North Pass Section** (Big Pine Rd to Warm Springs junction) **Vehicle needed:** High-clearance due to washboard and rocks. With the pass at 7000 feet, this maintained dirt road is higher and more frequently affected by snow

Road conditions can change quickly. Current road condition information is available at the Furnace Creek Visitor Center or on the Death Valley National Park Morning Report (updated daily) posted throughout the park and on the official park website at [www.nps.gov/deva](http://www.nps.gov/deva).

than South Pass. Expect washouts during rain. **Distance:** 32.8 miles. **Start:** Big Pine/Death Valley Road, 15.3 miles east of Big Pine, CA. **Camping:** Allowed.

**Warm Springs Road** (Warm Springs Road is marked by a large boulder approximately one mile north of the Saline Valley dunes.) **Vehicle needed:** High-clearance due to sandy stretches first seven miles to the warm springs. May be impassable after heavy rains. **Distance:** 6.8 miles. **Start:** Saline Valley Road. **Camping:** Allowed. One of the most remote locations in California, Saline Valley is surrounded by rugged mountains on all sides. Sights include a salt marsh, sand dunes, warm springs and Joshua trees at Lee Flat.

## 17 Steel Pass Road

**Vehicle needed:** Rough 4WD. Experienced 4WD drivers only. Vehicles must be able to climb narrow, sharp dry falls. Sidewall cuts to tires are common so carry multiple spares. No legal spur roads. Travel is easier from north to south. **Distance:** 29 miles. **Start:** Warm Springs in Saline Valley or Eureka Dunes in Eureka Valley. **Camping:** Allowed. Continuing beyond the warm springs, this road connects Saline Valley with Eureka Valley. Very rugged all the way through.

## 18 South Eureka Valley Road

**Vehicle needed:** High-clearance to Eureka Dunes. Deep sand near dunes. Beyond the dunes the road becomes Rough 4WD and is called the Steel Pass Road. **Distance:** 9.6 miles. **Start:** Big Pine/Death Valley Road, 33.2 miles north of Ubehebe Crater. **Camping:** Allowed. Dry campground at Eureka Dunes. Eureka Dunes are the highest sand dunes in California at nearly 700 feet.

## 19 North Eureka Valley Road

**Vehicle needed:** High-clearance. Eight miles of dirt and gravel road to park boundary. 4WD often required to continue to Hwy 168. **Distance:** 28 miles. **Start:** Big Pine/Death Valley Road, 0.7 miles west of South Eureka Valley Rd. **Camping:** Allowed. North Eureka Valley Road provides access to Sylvan Mountain Wilderness outside northern park boundary. The Cucumungo Canyon Road forks to the east leading to Hwy 266 in Nevada.

## 20 Big Pine / Death Valley Road

**Vehicle needed:** High-clearance. Expect dust, heavy washboard and occasional rough spots. The final section from Eureka Valley west to Hwy 168 is paved. Carry chains in winter. **Distance:** 72 miles. **Start:** Ubehebe Crater Road or Big Pine, CA on Hwy 395. **Camping:** No camping first two miles from Ubehebe Crater Road. As the main backcountry thoroughfare from the Scotty's Castle area to Owens Valley, this maintained gravel road heads up the northern end of Death Valley and across Eureka Valley. Access roads to the Eureka Dunes and the North Pass into Saline Valley diverge from this road.

## 21 Greenwater Valley Road

**Vehicle needed:** High-clearance. **Distance:** 28 miles. **Start:** Dantes View Road from the north or Hwy 178 from the south. **Camping:** No camping first two miles from paved roads. The spur road to Gold Valley dead-ends at the head of Willow Canyon, an impassable gorge draining into Death Valley. **Vehicle needed:** High-clearance for the first seven miles, then 4WD as the wash narrows and tops out at a 4,400' pass. **Distance:** 12.5 miles. **Start:** 18 miles south of Dantes View Road on Greenwater Valley Road.

**Deadman Pass Road** is an alternative 4WD route to return to pavement, connecting Greenwater Valley directly to Hwy 127 to the east. **Vehicle needed:** High-clearance to the pass, then 4WD to the highway due to deep, loose gravel. **Distance:** 13.6 miles. **Start:** 18.2 miles south of Dantes View Road. Greenwater Valley is best known for impressive displays of late spring wildflowers. Once bustling during mining booms, little remains of the ghost towns of Furnace and Greenwater accessible via side roads. Drive slowly to help protect desert tortoise.

## 22 West Side Road

**Vehicle needed:** High-clearance due to washboard, deep gravel and dust pockets. Amargosa River crossing at southern end may be impassable when flowing. **Distance:** 37 miles. **Start:** Badwater Road six miles south of Hwy 190 (north entrance) or 39.2 miles south of Hwy 190 (south entrance). **Camping:** No camping along road, must be two miles up side roads before camping allowed. Historic route of the 20-mule team wagons, this road skirts the west side of Badwater Basin and provides access to 4WD roads leading into canyons of the Panamint Mountains.

## 23 Trail Canyon Road

**Vehicle needed:** High-clearance first four miles to top of the alluvial fan, then 4WD beyond. Passage is slow going with many large rocks. **Distance:** 10.4 miles. **Start:** West Side Road, 6.3 miles via north entrance. **Camping:** No camping first two miles. This road leads to a spring and old mining area at the forks of the canyon.

## 24 Hanaupah Canyon Road

**Vehicle needed:** High-clearance first five miles to top of alluvial fan, then 4WD to end of road due to very rocky and rough conditions. **Distance:** 8 miles. **Start:** West Side Road, 11.9 miles via north entrance. From the summit of Telescope Peak—the park's highest point—to the salt flats at the bottom of Death Valley, this canyon has the greatest vertical drop.

## 25 Johnson Canyon Road

**Vehicle needed:** High-clearance first six miles to mouth of canyon, then 4WD the last four miles in the rocky wash. Last 0.1 mile of road is overgrown and very wet. **Distance:** 10 miles. **Start:** West Side Road, 21.9 miles via north entrance. **Camping:** No camping first two miles. Beyond this road's end a two mile hike leads to Hungry Bill's Ranch, with its rock-walled terraces and fruit trees planted in the late 1800s.

## 26 Warm Springs Canyon Road

**Vehicle needed:** High-clearance first ten miles to Warm Springs Talc mine and camp, then 4WD to Butte Valley due to deep ruts and rocky areas. **Distance:** 20.4 to Butte Valley. **Start:** West Side Road, 3 miles via south entrance. **Camping:** No camping first two miles.

**Goler Canyon Road** continues west into Panamint Valley. Barker Ranch, hideout of the infamous Manson Family is up a short spur road. **Vehicle needed:** Rough 4WD. For experienced 4WD drivers only. Section over both sides of Mengel Pass is challenging, steep and rutted. Canyon narrows at west end is sometimes impassable after floods. **Distance:** 12 miles from pass to canyon mouth. **Start:** Mengel Pass. **Camping:** Allowed. Although mined for talc as recently as the early 1980s, Warm Springs Canyon is returning to nature.

## 27 Pleasant Canyon Road

**Vehicle needed:** Rough 4WD. Washouts and large boulders. Narrow, rocky road for experienced 4WD drivers only. **Distance:** 12 miles to South Park. **Start:** Ballarat. **Camping:** Allowed. 4WD road off Indian Ranch Road into west side of Panamints. South Park Canyon Road is very rough, but allows a loop from South Park back down into Panamint Valley.

## 28 Harry Wade Road

**Vehicle needed:** High-clearance most of the time but 4WD when the Amargosa river is flowing. Muddy areas develop quickly during times of heavy rainfall. **Distance:** 31.5 miles. **Start:** Badwater Road, two miles south of Ashford Mill. **Camping:** No camping first two miles. Possible route of the only Lost '49er pioneers to make it out of Death Valley with their wagons intact. The road follows the Amargosa River (usually dry) into the southern end of Death Valley.

## 29 Owl Hole Spring Road

**Vehicle needed:** First nine miles high-clearance, then becomes 4WD. **Distance:** 30.5 miles. **Start:** Harry Wade Road, 19.1 miles south of Badwater Road. **Camping:** Allowed. The only road into the isolated Owl-head Mountains. Keep out of the military bases surrounding the park in this area. Unexploded ordinance and active bombing practice make them extremely dangerous to enter.

## 30 Saratoga Spring Road

**Vehicle needed:** High-clearance. Washboard and possible muddy areas. Amargosa River crossing will be 4WD or impassable when the river is flowing. **Distance:** Four miles. **Start:** Harry Wade Road, 25.7 miles south of Badwater Road or 5.8 miles west of Hwy 127. **Camping:** No camping at the wetland or parking lot. Large springs create wildlife habitat.

## 31 Ibox Spring Road

**Vehicle needed:** High-clearance first 2.8 miles, then 4WD to the spring. Road turns off Hwy 127 south of Ibox Pass. Ibox Valley Road provides a connection to Saratoga Spring Road. Loose gravel and deep sand makes 4WD with a low gear a must. **Distance:** 5.3 miles. **Start:** Hwy 127, 1.9 miles south of Ibox Pass. **Camping:** Allowed. Site of old silver mill and later talc mines.

## BACKCOUNTRY SAFETY

### Travel prepared.

Things can go wrong quickly in the backcountry. Pre-trip planning could save your life. Bring basic tools, a shovel, extra water and food with you. In the higher elevations, snow and ice conditions may require tire chains. Top off your gas tank before starting a trip.

Flat tires are a common problem for backcountry visitors due to rough road conditions or from having unsuitable tires. Make sure your vehicle is equipped with "off-road" tires rather than highway or street tires. Carry at least one inflated spare tire (preferably two), a can of fix-a-flat or tire plug kit, a 12-volt air-compressor, a lug-wrench, and be sure all parts of your jack are on hand. Know how to use your equipment before you head out.

### Bring water

Always carry extra water for you and your vehicle. In hot weather you need at least a gallon per person per day. A 5-gallon container of water is standard emergency backup. Springs and other natural water sources may be dry or contaminated. Do not depend on them.

### If your vehicle breaks down

It is best to stay with your vehicle if it breaks down. On main roads, another traveler should come along sooner than you could walk for help. Leave the car's hood up and/or mark the road with a large X visible to aircraft. If you decide to out, stay on the main roads—do not cut cross-country. If it's hot, walk out only if you can carry sufficient water and wait until after sundown. Leave a dated note describing your plan with your vehicle.

Dial 911 in case of emergencies, but remember, cell phone reception is non-existent in most areas of the park. Towing charges are high and AAA often doesn't cover tows on dirt roads.

### Be a good road neighbor

Stop to help those in need. Report anyone in trouble to the nearest ranger. You may need help yourself some time.

### Safety in numbers

Travel in a group of two or more 4WD vehicles in remote areas and on rough roads. If that is not possible, leave a trip plan with a reliable person that will do follow-up on your safe return.

### Don't expect road signs

Most backcountry road junctions are unmarked, so carry good maps and study them in advance. Be alert for washouts and other road damage.

### Know the weather forecast

Rain or snow can alter road conditions and make travel dangerous. Flash flooding is possible almost anywhere in the park, but is more likely in canyons. Do not camp in dry washes or drainages due to the possibility of a flash flood.

### Keep out of mines.

Do not enter mine tunnels, shafts or dilapidated buildings. Always keep children near you, especially in the vicinity of mines.

### Rattlesnakes

Be alert for rattlesnakes, especially near old structures and vegetated areas near water. When climbing or walking, look before you reach or step. Use a flashlight when walking at night.

### Hantavirus

This potentially fatal disease is spread through breathing the dust from feces, urine and saliva of rodents. Avoid disturbing or camping near rodent burrows or dens. Follow the procedures on hantavirus posted at backcountry cabins.

## PARK RULES

### Park Resources

Removal or disturbance of rocks, historic artifacts, plants, or animals is prohibited. Do not feed or approach wildlife. The use of metal detectors is prohibited. Please leave the park undisturbed for others to enjoy.

### Stay on established roads.

Driving off roads is prohibited. The desert environment is extremely fragile and slow to recover from vehicle damage. Honor road closures. If in doubt, do not drive.

### Vehicles

Vehicles must be street legal. Vehicles with off-the-highway registration (California green-sticker) cannot be operated anywhere within the national park. All vehicles must have valid license plates and highway registration including two-wheel-drive and four-wheel drive vehicles, motorcycles, all-terrain vehicles, dune buggies, trail bikes, mini-bikes and every other mechanically-driven means of transportation.

### Bicycles

Bicycles are allowed on paved and dirt roads and the bike path near the Furnace Creek Visitor Center. Bikes are not allowed off roads, on trails, on closed roads, or in the wilderness areas of the park.

### Wilderness

The wilderness boundary is 50 feet from the center line of most backcountry dirt roads. Only foot or horseback traffic is allowed within the park's wilderness.

### Weapons

All weapons are strictly prohibited. This includes firearms, air guns, bow and arrows, slingshots and other similar weapons.

### Horses

Horse use is allowed except in developed campgrounds, on paved roads and many trails. Water and forage is scarce, so grazing is not allowed. Use of weed-free feed is required. See the Superintendent's Compendium for details.

### Pets

Pets are permitted in developed areas and on park roads. Pets are not allowed off roads, on trails, or in the wilderness areas of the park. They must be leashed and restrained at all times. Owners are responsible for clean-up of pet feces.

### Weapons

All weapons are strictly prohibited. This includes firearms, air guns, bow and arrows, slingshots and other similar weapons.

### Campfires

Campfires are prohibited, except in fire pits in developed campgrounds. Gathering wood is unlawful. Campstoves and barbeque grills are allowed. Charcoal ashes must be packed out.

PRESENTED BY

Jeep

