Death Valley is the largest national park outside of Alaska, with a great mix of both Wilderness recreation and backcountry driving opportunities. The park is over 93% federally protected Wilderness.

**4WD the next two miles to the road’s end due to deep gravel**. **High-clearance first 15 miles off Hwy 95 (road is not signed)**, has a steep technical section. **Impassable in winter due to deep snow**. **4WD beyond**. Lees Flat, Cottonwood Canyon Road (first 8 miles only), Racetrack Rd (from Teakettle Jct to Eureka Dry Camp), Desolation Canyon Rd, Historic Stovepipe Well Rd, and Salt Creek Rd.

- **CAR CAMPS** — park adjacent to the dirt road, on the shoulder, and in previously disturbed areas.
- **BACKPACKING** — camp at least 100 feet from any water source
- **GROUP SIZE** — is limited to 12 persons and no more than 4 vehicles.
- **PERMIT** — when spending the night in the backcountry, please fill out a voluntary overnight Backcountry Use Form or contact Wooden Spider Station during open hours.
- **BACKPACKER PARKING** — vehicles may be parked off pavement along the shoulder of any park road. Vehicles left for more than 10 days along Highway 190 may be impounded.

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**Unpaved Road Definitions** — Subject to change. Weather will impact road conditions, including the possibility of ice and snow at higher elevations in the winter months.

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**Rules and Regulations**

- **Pets are permitted, (on leash, 4ft max.), on dirt roads, and in paved areas. They are not allowed in the Wilderness, on trails, or in buildings. Owners are responsible for cleanup.**
- **It is illegal to discharge a firearm anywhere in Death Valley or to bring one into a federal building.**
- **Feeding animals is illegal and dangerous. Animals will be encouraged to hang out near the roads once fed by people, which endangers the animals and visitors.**
- **Leave what you find. Rocks, plants, animals, and historic objects in Death Valley are protected just like in a museum.**
- **Most vehicles on unpaved road section to kilns, then 4WD required beyond. Section over washboard. May be impassable when mining sites. Entering the high woodlands of the Grapevine Mountains and historic roads to Gold Valley, Deadman Pass, and historic sulfur mines drivers only. South Park Canyon Rd. enables prepared groups to reach the driest reaches of the desert.**

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**Dispersed (Backcountry) Camping**

Camping is allowed one mile away from any developed area, paved road, or "day use only" area. Specific areas closed to camping include:

- On the valley floor, from Ashford Mill in the south to the north end of the shifting sands of Mesquite Flat Sand Dunes
- On the Eureka and Mesquite Flat Sand Dunes
- On the south rim of Greenwater Canyon, Mile 2 of Greenwater Creek
- Darwin Falls Trail
  - "Day Use Only" dirt roads: Titus Canyon Rd, Mastodon Canyon Rd, Natural Bridge Rd, Mustando Canyon, Brazil Canyon, Pinto Mesa, West Side Road, Wildrose Rd, Skidoo Rd, Aguereberry Point Rd, Keane Wonder Mine Rd, Cottonwood Canyon Rd (first 8 miles only), Raccock Rd (from Ickett Jct to Eureka Dry Camp), Desolation Canyon Rd, Historic Stovepipe Well Rd, and Salt Creek Rd.

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**Backcountry Safety**

- **Hazards** — Most areas of the backcountry do not have cell phone service. Mine shafts, tunnels, and buildings are extremely hazardous to enter.
- **Disposal** — Characteristic of old mining operations, backcountry backcountry mining solutions

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**Water**

- Natural spring sources are unmetered and occasional. Illegal marijuana groves and fires occasionally contaminate water sources. Consider carrying all water needs.

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