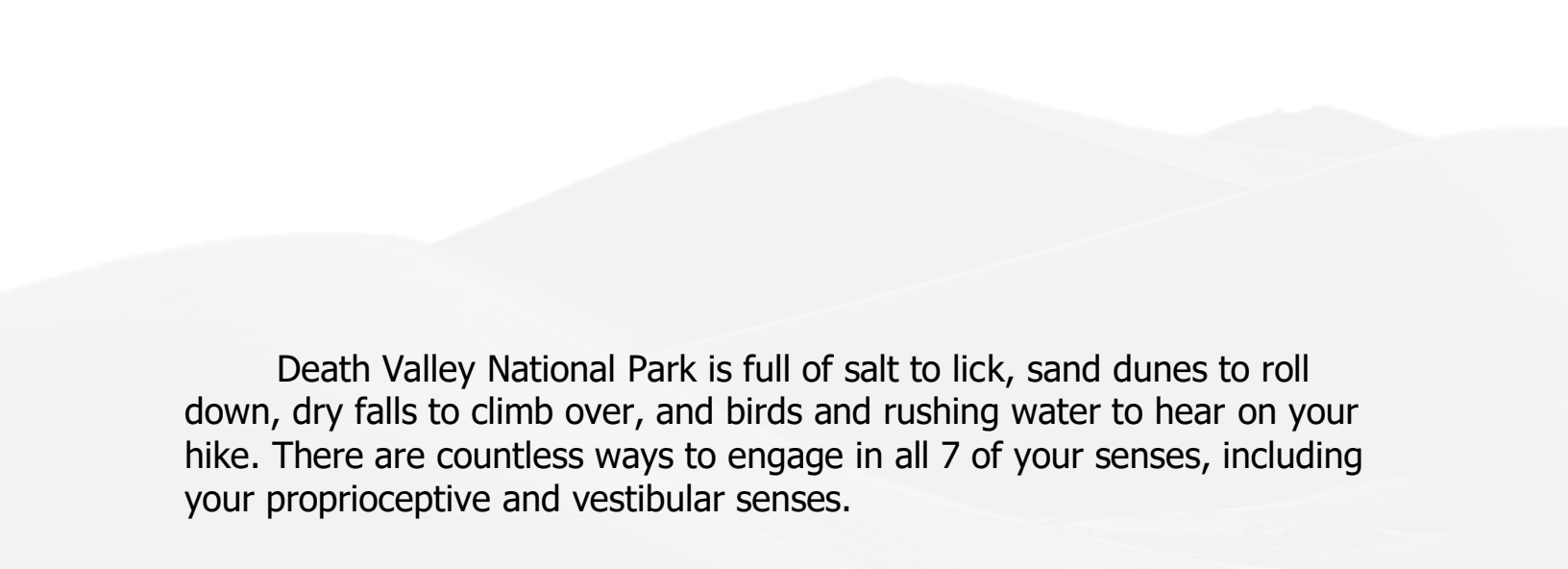




Sensory Guide





Death Valley National Park is full of salt to lick, sand dunes to roll down, dry falls to climb over, and birds and rushing water to hear on your hike. There are countless ways to engage in all 7 of your senses, including your proprioceptive and vestibular senses.

Using this Guide

Sensory Guides are typically used by visitors to identify and understand the sensory stimuli they are expected to experience during their visit. It can also help them address and go to places where they can increase or decrease certain senses according to their needs. This guide will provide a brief and in-depth look into all the senses you might engage in during your adventures here at the park whether you're sightseeing, hiking, or exploring the museum.

The following senses are rated:

- Touch
- Taste
- Sound
- Sight
- Smell
- Proprioceptive (the sense of limb and bodily position while moving)
- Vestibular (the sense of balance and spatial orientation while moving)

These are rated on a scale of 1 to 10. 1 having low sensory stimulation and 10 for high sensory stimulation.

For example, a 1 on the scale for sound would be hiking on Ubehebe Rim where not many other visitors visit. The majority sounds are naturally occurring in outdoor spaces. A 3, on the other hand, would be hiking somewhere like Golden Canyon. It is crowded during the winter and other people's voices can be heard and amplified by the shape of the canyon walls.

Sensory Kit

Sensory Kits for adults and children are available for loan for FREE. Please speak to a ranger at the Furnace Creek Visitor Center or Stovepipe Wells Ranger Station to borrow one of our kits.

What's included?

- Sensory Guide Summary for the Park
- List of kit items
- Backpack
- Hand sanitizer
- Alcohol wipes
- Pair of polarized sunglasses
- Noise canceling headphones
- Cooling towel and squirt bottle
- Death Valley coloring pages
- Scented colored pencils
- Jr. Ranger Book (in the children's version)
- Push pop fidget bracelet
- Monkey noodle
- Wacky tracks
- Weight lap pad
- Communication cards
- Portable whiteboard

Places to Increase or Decrease Sense Stimulation

Visitors can determine what to do and where to go based on their sensory needs at the time. Here's a list of general areas to go based on how you're feeling.

Increase

- Touch: Badwater Basin, Devils Golf Course, Mesquite Sand Dunes
- Taste: Badwater Basin, Devils Golf Course, Mesquite Sand Dunes
- Sound: Badwater Basin, Golden Canyon, Furnace Creek Visitor Center
- Sight: Badwater Basin, Golden Canyon, Mosaic Canyon, Furnace Creek Visitor Center, Zabriskie Point
- Smell: Badwater Basin boardwalk, Charcoal Kilns, any vault toilet, restaurants by the hotels
- Proprioceptive: Museum, Mesquite Sand Dunes, Mosaic Canyon
- Vestibular: Golden Canyon, Mesquite Sand Dunes, Mosaic Canyon

Decrease

- Touch: Courtyard, Harmony Borax Works
- Taste: N/A
- Sound: Courtyard, Harmony Borax Works, Dantes View, Keane Wonder Mine, Charcoal Kilns
- Sight: Courtyard, Harmony Borax Works, Charcoal Kilns
- Smell: N/A
- Proprioceptive: N/A
- Vestibular: N/A



Sensory Guide: Summary

1 - Low Sensory Stimulation 10 - High Sensory Stimulation

Furnace Creek Visitor Center

Place	Touch	Taste	Sound	Sight	Smell
All Vault Toilets	1	0	1	1	5
Front Desk	2	0	5	2	1
Gift Shop	4	0	3	3	1
Auditorium/Park Film	1	0	2.5	2.5	1
Courtyard	1	0	1	1	1
Museum Exhibits	See below				
- Weather	3	0	3	4	1
- Night Wildlife	1	0	2	1	1
- Wildlife	4	0	2	2	1
- Pupfish	1	0	2.5	4	1
- Water	4	0	4 (Thunder sounds)	4 (Flashing lights)	1
- Geology	4	0	3	4	1
- Mining	4	0	2	3	1
- Timbisha Shoshone	1	0	2	4	1
- Tourism	1	0	2	2	1
- Surviving Death Valley	1	0	2	4	1

Sightseeing

Place	Touch	Taste	Sound	Sight	Smell
Badwater Basin	2	3	2	3	2
Devils Golf Course	2	1	1	1	1
Artists Palette	1.5	0	1.5	1.5	1
Dantes View	2	0	1.5	1.5	1
20 Mule Team Canyon	1	0	1	1.5	1
Zabriske Point	1	0	2	1.5	1
Harmony Borax Works	1	0	1.5	1.5	1
Mustard Canyon	1	0	1	1	1
Keane Wonder Mine	1.5	0	1	1	1
Salt Creek Interpretive Trail	[CLOSED]				
Mesquite Sand Dunes	4 (Vestibular and Proprioceptive)	2	2	2	1
Charcoal Kilns	1	0	1.5	1	2
Father Crowley's Vista	0	0	1	1	1
Titus Canyon	[CLOSED]				
Scotty's Castle	[CLOSED]				
Ubehebe Crater	1.5	0	1.5	2	1
The Racetrack	2 (Vestibular)	0	1	1	1

Hiking

Place	Touch	Taste	Sound	Sight	Smell
Bike Path from Furnace Creek to Harmony Borax Works	1	0	2	1.5	1
Harmony Borax Works	1	0	1.5	1.5	1
Salt Creek Interpretive Trail	[CLOSED]				
Badwater Salt Flat	2	3	2	3	2
Natural Bridge	2	0	2	2	1
Mesquite Sand Dunes	4 (Vestibular and Proprioceptive)	2	2	2	1
Golden Canyon	2.5 (Proprioceptive)	0	3	3	0
Mosaic Canyon	2 (Proprioceptive)	0	2	2	0
Desolation Canyon	2 (Proprioceptive)	0	1	1.5	0
Sidewinder Canyon	3 (Proprioceptive)	0	1	1	0
Willow Canyon	2 (Proprioceptive)	0	1	1	0
Darwin Falls [CHANGE IN CONDITIONS]	2.5 (Proprioceptive)	0	1.5	1	1
Ubehebe Crater Rim	1	0	1.5	1.5	0
Dantes Ridge	1	0	1	1	0
Wildrose Peak	2	0	1	2	0
Telescope Peak	1	0	1	1	1

Sensory Guide: In-Depth



All Vault Toilets

Vault toilets can be found at almost every single popular sightseeing area. They tend to also be extremely smelly, especially in the summer when the heat intensifies the stench.

Touch	Taste	Sound	Sight	Smell
1	0	1	1	5
Low impact on this sense	Low impact on this sense	Low impact on this sense	Low impact on this sense	Reeks in the summer

Furnace Creek Visitor Center



Front Desk

The front desk of the visitor center is where visitors can pay their park fee or talk to ranger questions to plan their visit. Ask the rangers about visual schedules and sensory kits!

	Taste	Sound	Sight	Smell
2	0	5	2	1
Standing proximity close to other visitors	Low impact on this sense	During busy times, crowd noise levels can be very high	Bright light from TV screens and other electronic displays Area where many visitors will gather and	Low impact on this sense

Handling maps, and flyers	Half hour announcements over the loudspeaker	can be crowded during busy times
During busy times, touch level can increase	Quiet space to sit located in the back of the visitor center in the courtyard	



Gift Shop

Purchase Death Valley souvenirs and interact with the tactile, light up map of the park.

Touch	Taste	Sound	Sight	Smell
4	0	3	3	1
Handling a variety of	Low impact	During busy times, crowd noise levels can be very high	Light from tactile light up map	Low impact

merchandise for sale	on this sense	Half hour announcements over the loudspeaker	Engagement with different types of materials and merchandise	on this sense
Touch an interactive, light-up map and its buttons		Quiet space to sit located in the back of the visitor center in the courtyard	Area where many visitors will gather and can be crowded during busy times	
Cranking a coin press machine				
During busy times, touch level can increase				



Auditorium/Park Film

Watch the park film "Seeing Death Valley" in the park theater. It plays every half hour from 8:30AM-4PM.

Touch	Taste	Sound	Sight	Smell
1	0	2.5	2.5	1
Seated in theater seats in indoor theater	Low impact on this sense	Movie theater-level audio of park's documentary film	Movie theater-sized screen presenting park's documentary film	Low impact on this sense
Far proximity to other audience members (typically not crowded)		Portions of film may be louder than others	No apparent flashing lights due to documentary style of film Low light in surrounding area for viewing the film	



Courtyard

Relax or eat a snack in the courtyard located behind the visitor center. There are shade awnings, a covered patio and benches throughout. There is also a filled-in platform to sit and walk on.

Touch	Taste	Sound	Sight	Smell
1	0	1	1	1
Sit on a bench in the shade or sun	Low impact on this sense	Typically, very quiet and not crowded	Typically, very quiet and not crowded	Low impact on this sense

Museum Exhibits

- Except overall sound level louder than the rest of the visitor center; Half hour announcements over the loudspeaker



Weather

Learn about why Death Valley is the highest, driest, and lowest park in the lower 48 through videos and displays.

Touch	Taste	Sound	Sight	Smell
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3	0	3	4	1
Touch the replica of the salt flats on the floor	Low impact on this sense	"Why is Death Valley so Hot?" ranger talk video plays looped on TV	Many bright exhibit lights, text displays, and 2 screens playing a slideshow and an informational video	Low impact on this sense
Touch the fake rocks and sand next to the TV screen		Open to main, high-traffic area		



Night Wildlife

Hear the sounds of Death Valley's nightlife. A dark area that cycles through different animal sounds so visitors can learn to identify what they are hearing when the sun sets.

Touch	Taste	Sound	Sight	Smell
1	0	2	1	1

There are no significant tactile elements to this display.	Low impact on this sense	This exhibit cycles through multiple animal noises (owls, crickets, coyotes, etc.)	The area is a small, dimly lit self-contained area portioned off away from the rest of the exhibits	Low impact on this sense
				It is lit up stars and animal shapes that light up different colors when their sound plays



Wildlife

Learn, touch, see and create your own animal that would inhabit the desert.

Touch	Taste	Sound	Sight	Smell
4	0	2	2	1

Multiple cement animal models on rock replicas to touch	Low impact on this sense	There are no videos or specific sound elements for this exhibit but, sound from nearby can be heard	Many animal displays and activities can be observed	Low impact on this sense
Wooden book to flip through to learn more about wildlife		The sound of flipping through the wooden book blocks may be loud if the visitor is letting the blocks impact one another		
A magnetic interactive exhibit				



Pupfish

Discover the unique and endangered Devil's Hole Pupfish only found in Death Valley.

Touch	Taste	Sound	Sight	Smell
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1	0	2.5	4	1
There are no significant tactile elements to this display	Low impact on this sense	<p>A video loops showing the mysteries of Devil's Hole where the pupfish reside</p> <p>Music plays in the background. Sounds from nearby exhibits can be heard.</p>	A video a documentary on the Devil's Hole Pupfish and a screen below plays an informational slideshow	Low impact on this sense



Water

Learn how despite its hot and dry desert environment, Death Valley contains plenty of water and its landscape has been largely shaped by water.

Touch	Taste	Sound	Sight	Smell
-------	-------	-------	-------	-------

4

0

4

4

1

Grab and pull on a wooden, interactive exhibit which demonstrates how alluvial fans are formed

Low impact on this sense

Loud rain, thunderstorm and lighting audio loops

The sound of wooden balls knocking from the alluvial fan interactive exhibit can be heard

Sound from nearby exhibits can be heard

Flashing lights from rain, thunderstorm and lightning visuals and effects that project from an overhead onto the floor and wall on a loop

Bright lights overhead

Wooden balls knocking together at alluvial fan interactive exhibit

Low impact on this sense



Geology

See how Death Valley's fascinating geology came to be with videos, rock samples and displays

Touch	Taste	Sound	Sight	Smell
4	0	3	4	1
There are multiple tactile rock and fossil samples to feel	Low impact on this sense	Sounds from the rain, thunder and lightning projector, as well as other exhibits, can be heard nearby	Many bright exhibit lights, text displays, tactile objects, an interactive exhibit, and a screen playing a ranger talk on loop	Low impact on this sense
Push and pull wooden blocks demonstrate how the valley is formed		Wooden blocks crashing together can be loud		
		A ranger video explaining how Death Valley formed plays on loop		



Mining

Death Valley has a long, rich history of mining. Learn about its colorful and widespread mining history through archaeological artifacts.

Touch	Taste	Sound	Sight	Smell
4	0	2	3	1
Most of the mining exhibit is behind glass. Touch mining ore samples and a minecart coming out of a mineshaft.	Low impact on this sense	A TV over the minecart displays a documentary style video about Death Valley's mining history Sounds from nearby exhibits can be heard	Bright lights are shone over the displays and a TV plays a mining history documentary on a loop	Low impact on this sense



Timbisha Shoshone

The Timbisha Shoshone were the first inhabitants in the land of Timbisha, which was later dubbed Death Valley by European settlers. Listen to firsthand knowledge from the tribe's elders.

Touch	Taste	Sound	Sight	Smell
1	0	2	4	1
Press on the arrow buttons to select topics	Low impact on this sense	A TV plays Timbisha Shoshone videos on demand	Bright lights are shone over the artifact displays and a TV plays a variety of Timbisha Shoshone interviews on demand	Low impact on this sense
Most of the Timbisha Shoshone's exhibit is behind glass.		Sound can be heard from nearby exhibits		



Tourism

Death Valley has a long history of tourism. Early European settlers made several attempts to make this area a prime zone for wealthy travelers.

Touch	Taste	Sound	Sight	Smell
1	0	2	2	1
This exhibit is largely text and pictures.	Low impact on this sense	This exhibit is largely text and pictures Sound can be heard from nearby exhibits	Read and view photos from Death Valley's early days of tourism Lights overhead	Low impact on this sense



Surviving in Death Valley

How can people survive in a place like Death Valley? Learn ranger survival tips for beating the heat in the world's hottest place.

Touch	Taste	Sound	Sight	Smell
1	0	2	4	1
Most of this exhibit is visual and aural	Low impact on this sense	A ranger video on how to survive the summer in Death Valley plays on a loop	A ranger video plays on a loop 3 screens play on a loop displaying basic heat survival information on the wall adjacent to the movie screen	Low impact on this sense
There is a bench available to sit on and watch the video			The exhibit area is dimly lit	

Sightseeing



Badwater Basin

The lowest point in North America is a surreal landscape of vast salt flats. The basin sits 282 feet (86 m) below sea level where a temporary lake may form after heavy rainstorms.

Touch	Taste	Sound	Sight	Smell
2	3	2	3	2
Feel the grains of salt and walk along the boardwalk	Taste the extremely salty, salt flats.	Salt flats crunch as you walk on top of them	View the pools and flats.	The Badwater Pools at the start of the boardwalk have

above the pools	During busy times, crowds may form	During busy times, crowds may form	a strong, sulfur smell
During busy times, crowds may form		Ranger programs occur here	Natural scents associated with outdoor environment



Devils Golf Course

An immense area of rock salt eroded by wind and rain into jagged spires so forbidding that only the Devil would play golf here.

Touch	Taste	Sound	Sight	Smell
2	1	1	1	1
Walk on top of and touch the sharp, jagged salt	Visitors can taste the	Natural sounds associated with outdoor environment	Walk on top of and view from afar the jagged, salt rock environment	Low impact on this sense

Be aware that the salt formations are sharp and visitors may cut themselves if they fall onto them	extremely salty, salt rocks	Salt chunks make a hollow noise when you walk on top of them Salt rocks may generate a crystalline, popping sound during summer months.
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Artists Palette

The scenic drive to a vista offers a stunning glimpse into Death Valley's colorful volcanic past.

Touch	Taste	Sound	Sight	Smell
1.5	0	1.5	1.5	1

Touch the colorful gravel below them and use their hands to scramble up several, crumbling social trails	Low impact on this sense	Natural sounds associated with outdoor environment Low car and people sounds may be heard throughout the area	Bright, vivid colorful rocks adorn the area and several cars can be seen driving along the route	Natural scents associated with outdoor environment
Can be experienced largely from car				



Dantes View

Considered one of the best scenic vistas in the park, Dantes View provides a birds-eye view of Death Valley.

Touch	Taste	Sound	Sight	Smell
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2	0	1.5	1.5	1
Touch the tactile, metal model of Death Valley	Low impact on this sense	Natural sounds associated with outdoor environment	A bird's eye view of the entire valley	Natural scents associated with outdoor environment
A dirt, social trail by the viewing area offers varied views		During busy times, crowds may form throughout the area and noise levels may vary.	Be aware of the vantage point for visitors who are afraid of heights	
Area is at a higher elevation and can be cold and windy				



20 Mule Team Canyon

Explore a roller-coaster drive through the yellow-hills near Zabriskie point that are hidden just off the main highway.

Touch	Taste	Sound	Sight	Smell
1	0	1	1.5	1
Can be experienced largely from car	Low impact on this sense	Natural sounds associated with outdoor environment Can be experienced largely from car	Crumbling, yellow hills that surround your car as you traverse up and down small hills and through the narrow badlands	Natural scents associated with outdoor environment



Zabriskie Point

Experience the stark beauty of Death Valley at this iconic vista overlooking badlands and salt flats.

Touch	Taste	Sound	Sight	Smell
1	0	2	1.5	1
During busy times, crowds may form throughout the area and proximity to others may vary.	Low impact on this sense	Natural sounds associated with outdoor environment. Can be quite crowded within a small space. It is a popular viewpoint for sunrise/sunset, the trailhead of a popular hike and, typically the first stop for visitors.	See the badlands, red cathedral and salt flats in one view. A popular viewpoint for sunrise/sunset, the trailhead for a popular hike and, typically the first stop for visitors.	Natural scents associated with outdoor environment



Harmony Borax Works

The stories of borax (white gold) and the famous 20-mule teams come to life at this historic borax processing site.

Touch	Taste	Sound	Sight	Smell
1	0	1.5	1.5	1
Visitors can walk along the ¼ mi/ 0.4 km paved, uphill pathway	Low impact on this sense	<p>Natural sounds associated with outdoor environment.</p> <p>During night sky ranger talks, crowds may form throughout the area and noise level may vary.</p>	<p>View historical borax processing machinery, cabins and an old 20-mule team wagon</p> <p>Ranger programs occur here</p>	Natural scents associated with outdoor environment

Ranger programs
occur here

Mustard Canyon

Drive-through a mustard-colored canyon beside Harmony Borax Works. This short drive lets visitors see another variety of Death Valley's diverse geologic terrain.

Touch	Taste	Sound	Sight	Smell
1	0	1	1	1
Can be experienced largely from car	Low impact on this sense	Natural sounds associated with outdoor environment. Can be experienced largely from car.	See the mustard-colored, crumbling canyons from the car.	Natural scents associated with outdoor environment

Keane Wonder Mine

Explore a famous gold mine and its aerial tramway.

Touch	Taste	Sound	Sight	Smell
1.5	0	1	1	1
Explore the area around the archaeological site. Can climb a strenuous trail (0.3 mi/ 0.5 km)	Low impact on this sense	Natural sounds associated with outdoor environment	Many artifacts and historical mining structures to see throughout the entire area	Natural scents associated with outdoor environment

Salt Creek Interpretive Trail [CLOSED]



Mesquite Sand Dunes

Death Valley’s most accessible and popular dune field.

Touch	Taste	Sound
4	2	2
Can choose their own adventure and hike, run, roll or sandboard in the dunes. Sand may get into your hair, shoes, pockets and ears depending on activity and wind conditions.	Depending on visitor activity and wind conditions, sand may enter the mouth	During busy times, crowds may form throughout the area and noise level may vary Walking further into the dunes may reduce sound levels
Sight	Smell	Proprioceptive & Vestibular
2	1	

Many sand dunes will surround visitors and animals may hide amongst the creosote bushes

During busy times, crowds may form throughout the area

Walking further into the dunes may allow visitors to avoid crowds

Ranger programs occur here

Natural scents associated with outdoor environment

Visitors have the chance to run and roll down the sand dunes



Charcoal Kilns

Scenic drive to beehive-shaped structures used by miners in the 1800s to produce charcoal. Area may be inaccessible when it snows in the winter.

Touch

Taste

Sound

Sight

Smell

1	0	1.5	1	2
Touch the charcoal kilns and walk on the gravel around them	Low impact on this sense	<p>Natural sounds associated with outdoor environment;</p> <p>Birds frequent this area</p> <p>If visitors talk inside the kilns, sound levels may amplify and distort.</p>	See the kilns, pinyon pine trees, historical artifacts, feral burros and birds throughout this higher elevation area of the park	Walk inside the kilns and smell pine sap residue .



Father Crowley's Vista

Born from ancient volcanic activity, come stop by this scenic overlook into the colorfully striped Rainbow Canyon. A short walk or drive ¼ mi (0.4 km) on an unpaved dirt road leads to a parking vista overlooking the Panamint Valley, dubbed Padre Point.

Touch	Taste	Sound	Sight	Smell
0	0	1	1	1
Low impact on this sense	Low impact on this sense	<p>Natural sounds associated with outdoor environment</p> <p>Expect typical road noises</p> <p>Occasional planes may fly in the surrounding air space but not within the canyon itself</p>	<p>View the dramatic canyon below them</p> <p>Be aware of both of the vantage points for visitors who are afraid of heights</p>	<p>Natural scents associated with outdoor environment</p>

Titus Canyon [CLOSED]

Scotty's Castle [CLOSED]



Ubehebe Crater

Witness a large, 600 ft (183 m) deep and ½ mi (805 m) across volcanic crater and its accompanying little craters in the middle of the desert. Ubehebe Crater is originally known as “Tem-pin-tta-Wo’sah” to the Timbisha Shoshone indigenous peoples who reside within this land.

Safety: If you walk the rim trail, please stay on the trail. The crater rim and nearby gullies are composed of very loose material making them unstable and dangerous.

Touch	Taste	Sound	Sight	Smell
1.5	0	1.5	2	1
Low impact on this scent	Low impact on this sense	Natural sounds associated with outdoor environment	Visitors can see the massive crater from their car, the viewpoint or by walking down into or	Natural scents associated with
Hike around the rim of the crater				

or down into it. The hike down can be moderately difficult due to the loose footing and steepness. The rim hike is 1 ½ mi (2.4 km) round-trip and has similar loose footing

Tends to be very windy

Tends to be very windy which can make it difficult to hear

around the crater itself

Be aware of the vantage point for visitors who are afraid of heights

outdoor environment



The Racetrack

Caution: Rough and Remote Road 4x4 high clearance vehicles required
Please avoid approaching the playa when it is wet, it leaves behind ugly footprints that may scar the playa forever

A large playa-- a dry lakebed-- best known for its magical moving rocks.

Touch	Taste	Sound	Sight	Smell	Vestibular
2	0	1	1	1	
Walk out onto the playa, climb up on the grandstand rocks in the center and touch (don't move!) the rocks	Low impact on this sense	Can be windy which can make it difficult to hear	See the clear playa, the grouping of large boulders in the center, and the moving rocks and their tracks.	Natural scents associated with outdoor environment	The road to the Racetrack is very rocky and rough Expect washboard, bumpy conditions most of the time The drive can be 2 hours one-way of slow driving on backcountry, rocky roads.
Can be windy					

Hiking

Ratings according to our [Park Guide](#) * Easy ** Moderate *** Difficult

* **Bike Path from Furnace Creek to Harmony Borax Works**

- Round Trip: 2.6 mi (4.2 km)
- Elevation Gain: Minimal
- Grade: Easy, relatively flat compared to other trails
- Terrain: Paved bike path
- Parking: Park either at Furnace Creek Visitor Center or Harmony Borax Works
- Restrooms: Furnace Creek Visitor Center
- Rest Stops: None

Touch	Taste	Sound	Sight	Smell
1	0	2	1.5	1

Walk, run or bike on the bike path	Low impact on this sense	Bike path runs along popular visitor area and beside the Highway 190	Areas you walk past may consist of lots of traffic	Natural scents associated with outdoor environment
Be aware of bikes and other walkers along the pathway		Except typical noises associated with traffic		



* **Harmony Borax Works**

- Round Trip: 0.4 mi (0.6 km)
- Elevation Gain: 50 ft (0.8 km)
- Grade: Moderate-- assistance may be necessary
- Terrain: Partially paved surface with small sections of sand, gravel, broken pavement, and gradual uneven dips
- Parking: 2 accessible parking spaces
- Restrooms: None. Closest at Furnace Creek Visitor Center 1.8 mi. (2.3 km) southeast.
- Rest Stops: 2 benches; 1 at the wagons on the lower loop and 1 past the wagons by the overlook out to the borax field

Touch	Taste	Sound	Sight	Smell
1	0	1.5	1.5	1
Walk along the ¼ mi/ 0.4 km paved, uphill pathway	Low impact on this sense	<p>Natural sounds associated with outdoor environment.</p> <p>During night sky ranger talks, crowds may form throughout the area and noise level may vary.</p> <p>Ranger programs occur here</p>	<p>View historical borax processing machinery, cabins and an old 20-mule team wagon</p> <p>Ranger programs occur here</p>	<p>Natural scents associated with outdoor environment</p>

*** Salt Creek Interpretive Trail [CLOSED]**



*** Badwater Salt Flat**

- Round Trip: 1 mi (1.6km) to edge of salt flats; 5 mi. (8 km) to other side of salt flats
- Elevation Gain: 0 ft (0 km)
- Grade: Flat
- Terrain: Salty flats; ramp/stairs down to badwater pools boardwalk and a ramp thereafter onto the salt flats; there are holes in the flats where the boardwalk ends and the salt flats begin; flats may be thick and muddy after a rainstorm; areas of the flats without social trails may be less flat than others
- Parking: 3 accessible parking spaces;
- Restrooms: 2 accessible vault toilets
- Rest Stops: None

Touch	Taste	Sound	Sight	Smell
2	3	2	3	2
Feel the grains of salt and walk along the boardwalk	Taste the extremely salty, salt flats.	Salt flats crunch as you walk on top of them During busy times, crowds may form	View the pools and flats. Ranger programs occur here	The Badwater Pools have a strong, sulfur smell Natural scents associated with outdoor environment



*** Natural Bridge**

- Round Trip: 1 mi (1.6 km)
- Elevation Gain: 86 ft (26 m)
- Grade: Easy to Moderate, beginning may require some assistance due to steepness
- Terrain: Trail not clearly marked and maintained; Alluvial fan, uneven, small to medium rocks throughout
- Parking: Unpaved, lot; dirt road to lot is typically drivable for sedans

- Restrooms: 1 vault toilet
- Rest Stops: None

Touch	Taste	Sound	Sight	Smell
2	0	2	2	1
Walk up an alluvial fan into the canyon and touch the rocks around	Low impact on this sense	<p>Natural sounds associated with outdoor environment</p> <p>May be busy in parking lot and on trail with voices echoing throughout the canyon</p>	<p>See the natural bridge!</p> <p>May be busy and crowded in parking lot and on trail</p>	Natural scents associated with outdoor environment



*** Mesquite Sand Dunes**

- Round Trip: 2 mi (3.2 km) to tallest dune
- Elevation Gain: 185 ft (65 m) to tallest dune
- Grade: May vary depending on route and approach; quite steep to tallest dune
- Terrain: Start of the dunes is rocky and uneven; Mostly deep sand
- Parking: 4 accessible parking spaces with curb cuts
- Restrooms: 2 accessible vault toilets
- Rest Stops: None

Touch	Taste	Sound
4	2	2
Can choose their own adventure and hike, run, roll or sandboard in the dunes. Sand may get into your hair, shoes, pockets and ears	Depending on visitor activity and wind conditions, sand may enter the mouth	During busy times, crowds may form throughout the area and noise level may vary

depending on activity and wind conditions.

Walking further into the dunes may reduce sound levels

Sight 2	Smell 1	Proprioceptive & Vestibular
Many sand dunes will surround visitors and animals may hide amongst the creosote bushes	Natural scents associated with outdoor environment	Visitors have the chance to run and roll down the sand dunes
During busy times, crowds may form throughout the area		
Walking further into the dunes may allow visitors to avoid crowds		
Ranger programs occur here		



**** Golden Canyon**

- 2 Trailheads: Golden Canyon Trailhead (on Badwater Rd.) and Zabriskie Point (on CA-190)
- Round Trip: 3-8 mi (5-13 km) route dependent
- Elevation Gain: 535 ft - 834ft (163 km- 254 km) route dependent
- Grade: Steep-- assistance may be necessary; a couple of areas with natural, rock steps
- Terrain: Can vary; red cathedral northern section of the loop consists of gravel and fine sand; area approaching the Manly Beacon hill eastern area is fine sand; lower gulch section is largely alluvium with medium rocks all throughout and a narrow, rocky step to the path that loops back to the Golden Canyon parking lot
- Parking: Paved parking lots at both trailheads; 1 accessible parking space at Golden Canyon Trailhead (on Badwater Rd.); 2 accessible parking spaces at Zabriskie Point Parking Lot (on CA-190)
- Restrooms: Located in both parking lots; 1 at Golden Canyon Trailhead; 2 at Zabriskie Point Parking Lot
- Rest Stops: None

Touch	Taste	Sound
2.5	0	3
Hike as far as you'd like along this trail	Low impact on this sense	Very crowded and popular hike 1 mi (1.6 km) from the trailheads
Walk up rocky steps, gravel hills and across pebbly alluvial fans		Expect noises associated with moderately crowded areas in addition to noise bouncing off areas of the canyon
Duck under collapsed rocks to enter the Red Cathedral		Natural sounds associated with outdoor environment
Explore narrow slot canyons within the area		Ranger programs occur here
Can be very crowded-- most popular and busy canyons especially during the Winter		

Sight	Smell	Proprioceptive
3	0	
Very crowded and popular hike	Natural scents associated with outdoor environment	Climb up rock steps and boulders in various areas throughout the hike
Expect to see crowds the first 1 mi (1.6 km) from the trailheads		
See the red cathedral and yellow, sandy badlands		



**** Mosaic Canyon**

- Round Trip: 4 mi (6.4 km)
- Elevation Gain: 1,200 ft (366 m)
- Grade: Moderate to Difficult, 2 slick dry-falls
- Terrain: Mixed alluvial fan, sand, small to medium rocks throughout, slick marble rock within the first 0.5 mi (0.8 km) of the narrows/entrance of the canyon, 2 dry-falls that require rock scrambling (may be slick)
- Parking: Large gravel lot; buses and large RV's are not recommended; dirt road; dirt road to lot typically drivable for sedans
- Restrooms: None; Closest at Stovepipe Wells Village at the general store/gas station and restaurant 3.4 mi (5.5 km) away
- Rest Stops: None

Touch	Taste	Sound
2	0	2
<p>Feel the marble-like surface within the canyon narrows</p> <p>Can climb 2 different dry falls further down the trail</p> <p>Can be very crowded-- most popular and busy canyons especially during the Winter</p>	<p>Low impact on this sense</p>	<p>Very crowded and popular hike 1 mi (1.6 km) from the trailhead</p> <p>Expect noises associated with moderately crowded areas in addition to noise bouncing off areas of the canyon</p> <p>Natural sounds associated with outdoor environment Sound may echo within the canyon</p>

Sight	Smell	Proprioceptive
2	0	
<p>Very crowded and popular hike</p> <p>Expect to see crowds the first 1 mi (1.6 km) from the trailheads</p> <p>Explore marble-colored, narrow, tight canyons within the first mile</p>	<p>Natural scents associated with outdoor environment</p>	<p>Can use hands and feet to scale up and over 2 different dry falls further down the trail</p>



**** Desolation Canyon**

- Round Trip: 3.6 mi (5.8 km)
- Elevation Gain: 600 ft (183 km)
- Grade: Moderate, 2 dry-falls
- Terrain: Trail not clearly marked and maintained; Small to medium alluvium towards entrance, uneven gravel throughout the trail (same substance as Artists Palette), 2 dry-falls that require rock scrambling (have decent footholds)
- Parking: Large gravel parking area that's big enough for buses and RV's; dirt road to lot typically drivable for sedans; On unmarked access road
- Restrooms: None; Closest at Golden Canyon Trailhead (1.7 mi/ 2.7 km) or Natural Bridge Trailhead (9.7 mi/ 15.6 km)
- Rest Stops: None

Touch	Taste	Sound
2	0	1
Hike within a rainbow-colored canyon	Low impact on this sense	Natural sounds associated with outdoor environment
Use hands and feet to scale up and over 2 different dry falls further down the trail		Can be mildly to moderately crowded during busy times

Sight	Smell	Proprioceptive
1.5	0	
Can be mildly to moderately crowded during busy times	Natural scents associated with outdoor environment	Can use hands and feet to scale up and over 2 different dry falls further down the trail
Walk inside a gravelly, rainbow colored canyon.		

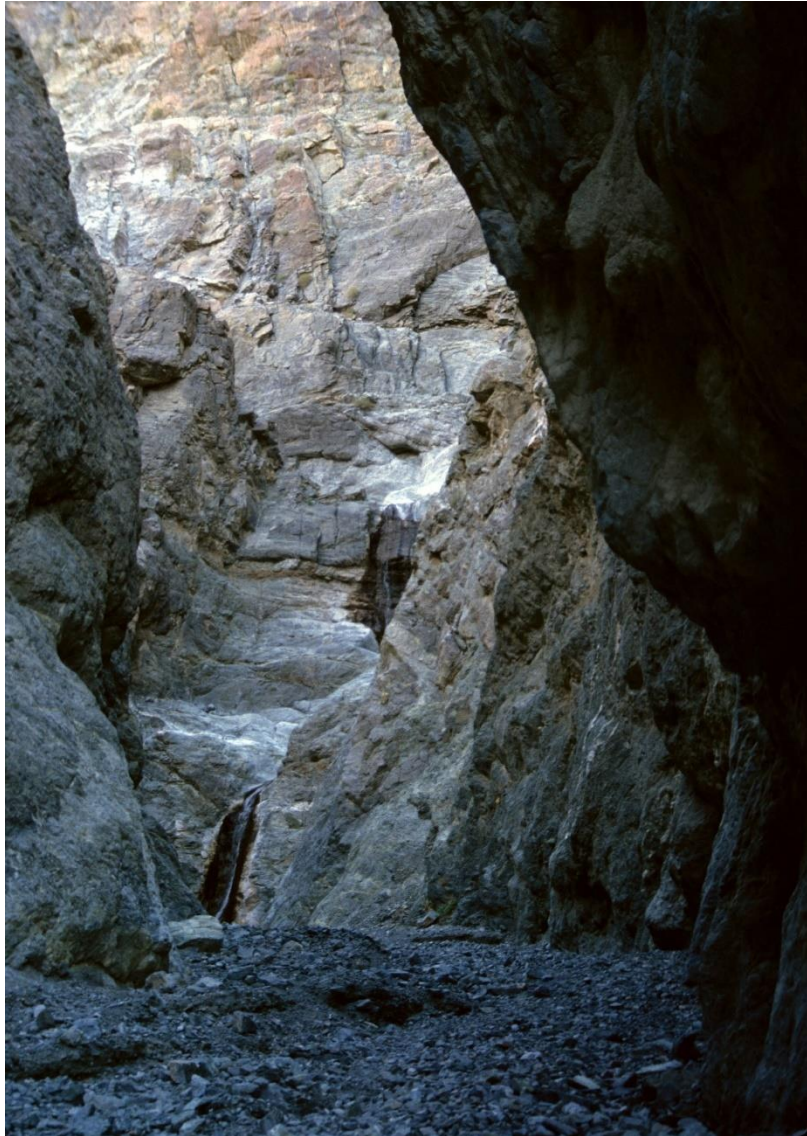


**** Sidewinder Canyon**

- Round Trip: 5 mi (8.4 km)
- Elevation Gain: 1,580 ft (482 m)
- Grade: Moderate
- Terrain: Trail not clearly marked and maintained; Alluvium and large chunky rocks throughout; Many opportunities for rock scrambling
- Parking: Large gravel area that's big enough for buses and RV's; Same location as willow canyon; On unmarked access road
- Restrooms: None; Closest located at Badwater Basin (17.4 mi/ 28 km) or Ashford Mill (12.6 mi/ 20.2 km); Or follow [principle 3 of Leave No Trace](#)
- Rest Stops: None

Touch	Taste	Sound
3	0	1
Scramble up boulders and explore multiple sidewinding canyons	Low impact on this sense	Natural sounds associated with outdoor environment
Lots of scrambling throughout		May hear other visitors

Sight	Smell	Proprioceptive
1	0	
See several different canyons that narrow and widen dramatically throughout	Natural scents associated with outdoor environment	Lots of boulder and dry fall scrambling opportunities



**** Willow Canyon**

- Round Trip: 4.2 mi (6.8 km)
- Elevation Gain: 776 ft (237 km)
- Grade: Moderate to Difficult, optional, steep, rock climbing to view additional fall
- Terrain: Trail not clearly marked and maintained; Alluvium throughout; Mixed medium rocks throughout; to access 2nd falls, requires climbing onto an active, 3.5ft waterfall (can be slick and could require balancing on a stack of rocks)
- Parking: Large gravel area that's big enough for buses and RV's; Same location as sidewinder canyon; On unmarked access road
- Restrooms: None; Closest located at Badwater Basin (17.4 mi/ 28 km) or Ashford Mill (12.6 mi/ 20.2 km); Or follow [principle 3 of Leave No Trace](#)
- Rest Stops: None

Touch	Taste	Sound
2	0	1
Hike within a hole-filled canyon and up an alluvial fan	Low impact on this sense	Natural sounds associated with outdoor environment
Use hands and feet to climb up an active waterfall		Sound of running water can be heard near waterfall
May get wet		

Sight	Smell	Proprioceptive
1	0	
Explore the canyon and falls at the end of the trail	Natural scents associated with outdoor environment	Can use hands and feet to climb up at active water in order to view the second falls further down the trail



**** Darwin Falls [CHANGE IN CONDITIONS]**

- Round Trip: 2 mi (3.2 km)
- Elevation Gain: 450 ft (137 m)
- Grade: Moderate

- Terrain: *Due to recent flooding, trail conditions have changed. Heavy erosion has left debris and steep, unstable dirt edges. Hikers are advised to use caution*
Riparian environment with slippery mud and reeds, stream crossings, minor rock scrambling
- Parking: Small gravel parking area; On unmarked access road; High-clearance recommended to drive access road (steep grades at unmarked entrance)
- Restrooms: None; Closest at Panamint Springs Resort (4.1 mi/ 6.6 km)
- Rest Stops: None

Touch	Taste	Sound
2.5	0	1.5
Due to recent flooding, visitors will be walking in and across mud, water, unstable dirt edges, debris, and reeds.	Low impact on this sense	Natural sounds associated with outdoor, riparian environment
May get wet	Please do not drink the water!	Many birds and frogs throughout the area
Please do not swim in the water!		Water and mud squishing noises throughout
		Can be mildly crowded

Sight	Smell	Proprioceptive
1.5	1	
See the waterfall, flora and fauna! Lots of trees, shrubs and reeds surround the area	Natural scents associated with outdoor environment	Natural scents associated with riparian outdoor environment
Many birds and reptiles as well	Scent of damp foliage and riparian foliage	Smelly, mud water and/or foliage may be present



**** Ubehebe Crater Rim**

- Round Trip: 1.5 mi (2.4 km)
- Elevation Gain: 500 ft (152 km)
- Grade: Moderate; exposed edges, not good for those with fear of heights
- Terrain: Small to medium sized gravel throughout; steep exposed edges; Please stay on the trail. The crater rim and nearby gullies are composed of very loose material making them unstable and dangerous
- Parking: Paved parking lot that directly overlooks the crater; 2 accessible parking spaces with curb cuts
- Restrooms: None; Closest restroom at Grapevine Ranger Station 5.8mi (9.3km)
- Rest Stops: None

Touch	Taste	Sound	Sight	Smell
1	0	1.5	1.5	0
Hike along the crumbly rim	Low impact on this sense.	Natural sounds associated with outdoor environment	See the giant crater. There are exposed edges nearby	Low impact on this sense

Wind may
create a loud
sound

Not good for those with
fear of heights

The crater rim and
nearby gullies are
composed of loose
material making them
unstable and dangerous



*** Dantes Ridge

- Round Trip: 9 mi (14 km)
- Elevation Gain: 2,090 ft (637 m)
- Grade: Difficult, steep walk along mountain ridgeline, ends with large boulder field crossing by Mt. Perry
- Terrain: Trail not clearly marked and maintained; Fine gravel social trail throughout, medium rocks upthrust in some sections, last 1-2 mi (1-3 km) includes steep climb made of crumbling dirt and walking on top of large boulder field to Mt. Perry
- Parking: Dantes View paved parking lot; 2 accessible parking spaces with curb cuts

- Restrooms: Vault toilet ¼ mile (0.4 km) before viewpoint; not accessible
- Rest Stops: None

Touch	Taste	Sound	Sight	Smell
1	0	1	1	0
Hike along Dantes Ridge line	Low impact on this sense.	Natural sounds associated with outdoor environment	Birds eye view of the valley	Low impact on this sense
Boulder field towards Mount Perry peak at the end along the crumbly rim		First short section may be mildly-moderately crowded	Some areas not good for those with fear of heights	



*** Wildrose Peak

- Round Trip: 8.4 mi (13.5 km)
- Elevation Gain: 2,200 ft (671 m)
- Grade: Trail not clearly marked and maintained; Difficult, steep switchbacks at the beginning;
- Terrain: Fine pine needles and occasional big rocks imbedded into the ground in the first half;
- Parking: 25 ft (7.62 m) vehicle limit in open gravel area
- Restrooms: 1 vault toilet in parking area
- Rest Stops: None

Touch	Taste	Sound	Sight	Smell
2	0	1	2	0
Hike up the steep switchbacks along the trail	Low impact on this sense.	Natural sounds associated with outdoor environment	Steep switchbacks throughout. See a view of the forest and valley at the top.	Low impact on this sense



*** Telescope Peak

- Round Trip: 14 mi (22.5 km)
- Elevation Gain: 3,000 ft (914 m)
- Grade: Gradual, difficult ascent before Arcane Meadows, moderate grade around Arcane Meadows; difficult, steep switchbacks passed Arcane Meadows and towards the final leg to the peak
- Terrain: Trail not clearly marked and maintained; Dirt, minimal gravel or rocks on majority of the trail; gravel by Arcane Meadows halfway point; switchbacks supported by stones and logs towards top of the peak; large boulders by peak; entire trail can be icy or snowy depending on the time of year
- Parking: 25 ft vehicle limit in open gravel area
- Restrooms: 1 vault toilet in Mahogany Flat campground 200 ft (60 m) away
- Rest Stops: None

Touch	Taste	Sound	Sight	Smell
1	0	1	1	1
Hike to one of the tallest peaks in Death Valley at 14,000 ft/ 4,267 m	Low impact on this sense.	Natural sounds associated with outdoor environment May hear distant military jet sounds	See all of the valley and Mount Whitney	Low impact on this sense Smell the various pine trees during the hike