

Ride Description

Death Valley Jeep Safari



Death Valley Teakettle Junction

About the ride

This is a 3 day jeep adventure around Death Valley

This is a scenic style ride around some of the best back dirt roads in the park. Most of the routes do not require 4 wheel drive however sometimes weather conditions like snow or flooding have taken their toll on the roads and 4 wheel drive will be necessary. There are some tougher options that will require experienced 4-wheel drivers and short wheelbase vehicles.

You should ride in groups of 2 to 4 vehicles. You are not allowed to ride in groups of 5 or more jeeps. There are no options to purchase lunch along the trail, so you should make plans to carry a picnic style lunch. Dinners are available in the evening near the hotels.

Enclosed you will find a daily description of the ride and associated plans. You will also find an SD card for your gps unit. This card contains all the custom ride maps which have been created for the ride. You should install this SD card into your gps prior to the ride and check to see that it is working properly.

Day 1, Travel to Beatty NV

Lodging: [Death Valley Inn](#): 651 US-95, Beatty, NV 89003 775-553-9400

Suggestion: Get gas before leaving Barstow in the morning.

Ride length: 224 miles if you take the main Blue route.

Gas Plan: There are several gas stops available: Baker, Shoshone, Furnace Creek and Beatty at the end of the day.

Description: The route leaves Barstow and travels on Interstate 15 to Baker, then heads north on hwy 127 to Shoshone. After Shoshone we enter Death Valley Park and our route turns to graded dirt road at Donut 1B. Next, at Donut 1C, there is a 13 mile (26 mile round trip) optional out and back to Smith Mountain. This is one of the great views of the Badwater Basin. Then at Donut 1D, the pavement starts again and there is an optional out and back to Dante's View. This is one of the best overlooks in the park. At donut 1E, the Red route starts through Echo Canyon. This is a tough route with some deep sand and some rocky step ups. Each year the weather can change the conditions, so you never really know. Come prepared to turn around if necessary. If you continue on the Green route, I recommend you stop in Furnace Creek and enjoy the tourist area for a little while. The Green route continues to Donut 1F and you have the option of the Blue Route through to Chloride City. This route is all graded dirt road and offers some spectacular views of the Valley. At Donut 1K, the Red and Blue routes connect and lead into Beatty.

Lunch Plan: Picnic style along the route (pack your own lunch and bring something to share)

Dinner Plan: Suggested is Gema's Wagon Wheel. It is a 5 minute walk into town, but it closes at 7pm, so don't be late. The backup is Denny's in the StageCoach Hotel & Casino at the other end of town.

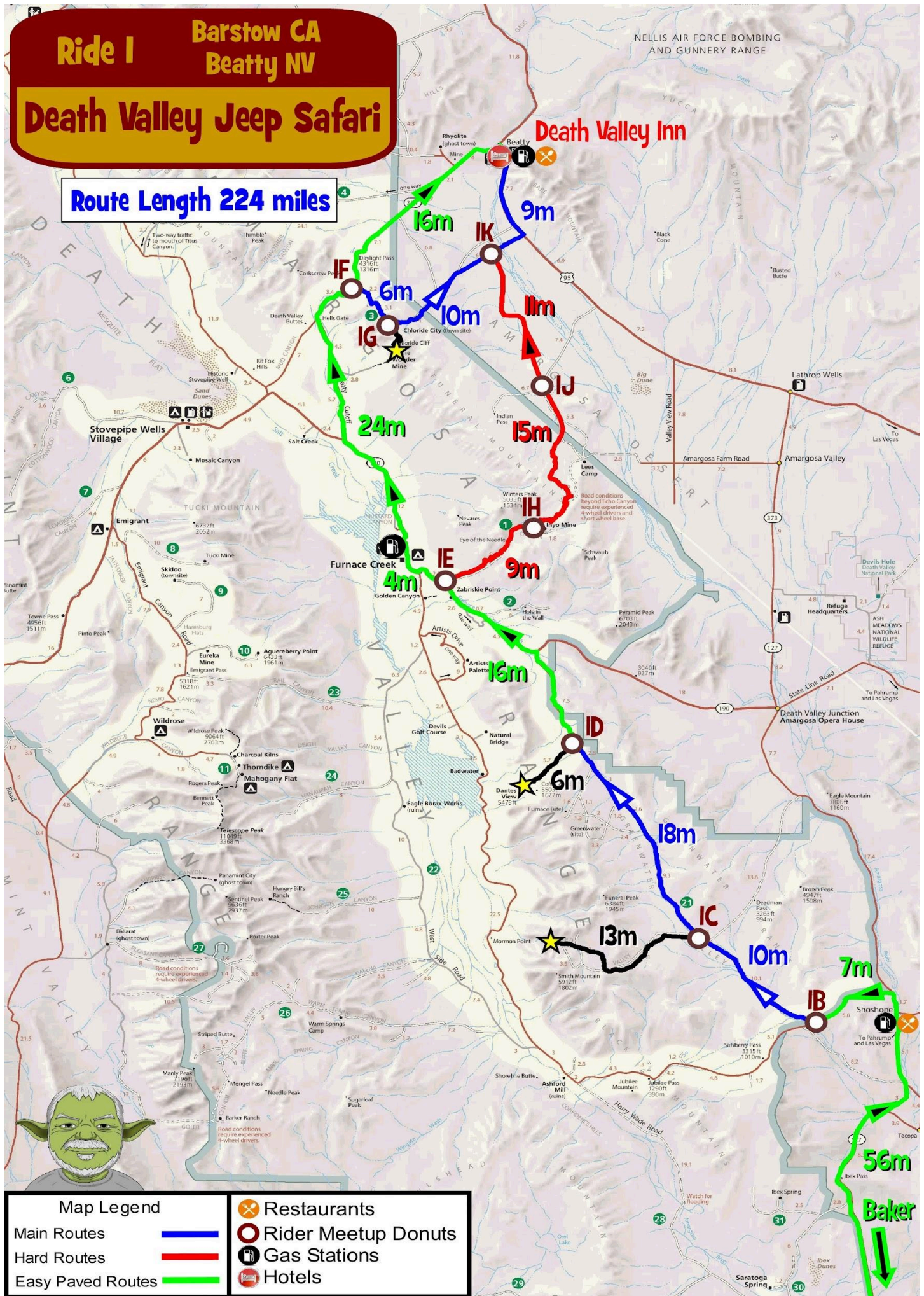


Dante's View

Ride I Barstow CA Beatty NV

Death Valley Jeep Safari

Route Length 224 miles



Day 2, Panamint Springs

Lodging: [Panamint Springs Resort](#): 40440 CA-190, Darwin, CA 93522 775-482-7680

Suggestion: Get gas before leaving Beatty

Ride length: 131 miles

Gas Plan: None, there is no gas on the days route.

Description: In the morning there is an optional short Red route along an abandoned railway. It is not normally too tough so I recommend you try it. This Red route connects you with the short out and Black to the ghost town of Rhyolite. This is a fun place to discover weird desert personalities and take pictures. The Blue Route continues into Titus Canyon. This is a highlight of the ride. Titus Canyon is a deep, narrow gorge cut into the steep face of the Grapevine Mountains of the Mojave Desert. The canyon features limestone rock formations, petroglyphs, and native plants and wildlife. At Donut 2C there are public bathrooms. The route continues on pavement to Donut 2D, Ubehebe Crater. Ubehebe Crater is a large volcanic crater 600 feet deep and half a mile across. The route continues on rougher dirt to the Famous Teakettle Junction. Not a lot of history is known about this location, but it is said to have been put here to show early settlers that there was water nearby. Here you have the choice of a tough Red route through Lippincott or the Blue route over Hunter Mountain. Both routes are good, however the Red route has some steep rocky (boulders) sections. Snow is possible over Hunter Mountain. At Donut 2H is a short out and Black to an old Boxcar Cabin, then at Donut 2J there is another out and Black to Father Crowley Point. We are told this is where, in the 50's, they filmed the scene from the Long Long Trailer of climbing the mountain. And last in the day is an optional Out and Black to Darwin Falls with a short 2 mile hike.

Lunch Plan: Picnic style along the route (pack your own lunch and bring something to share)

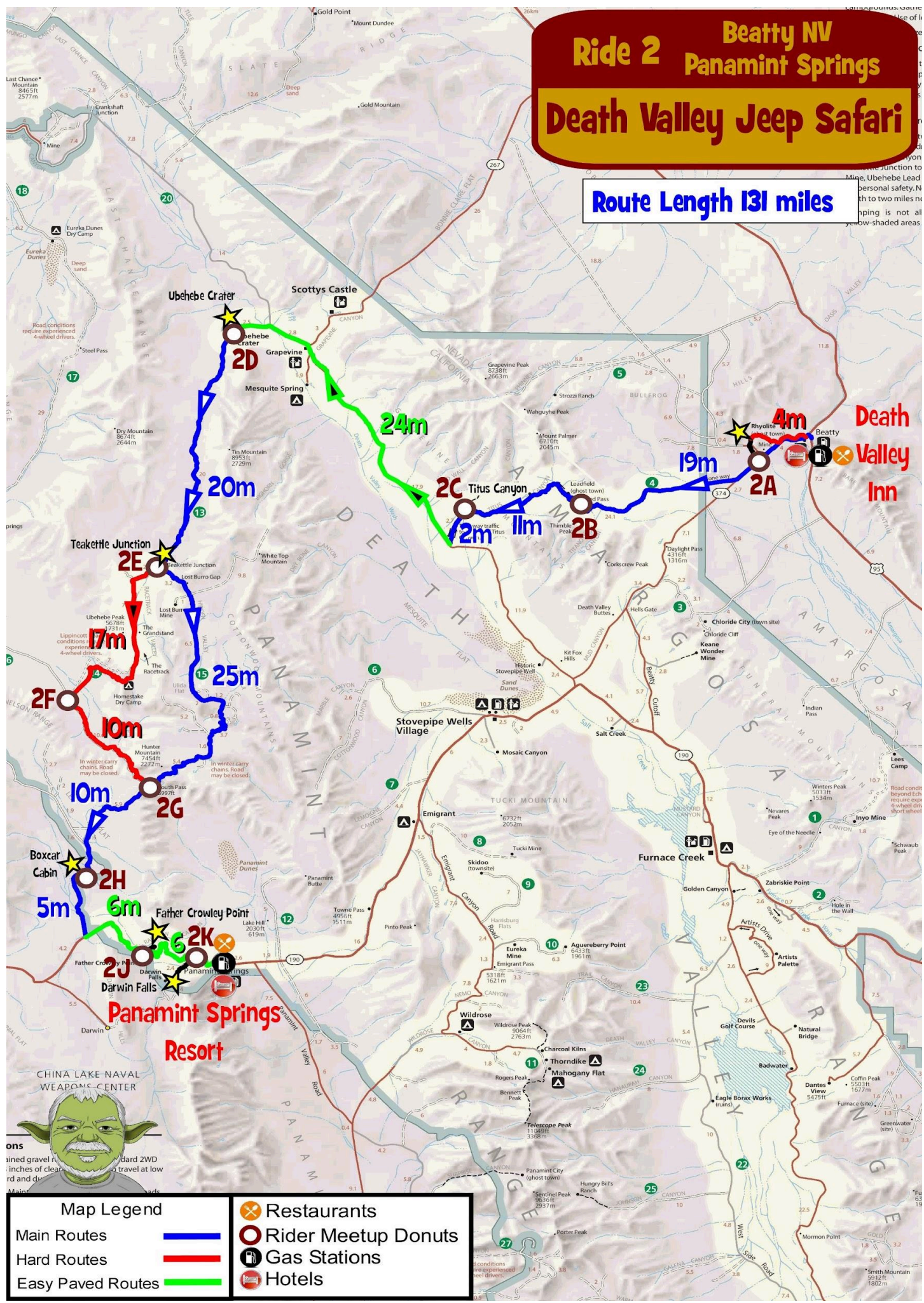
Dinner Plan: The restaurant at Panamint Springs is pretty good and is your only option



It's a bit windy at the Ubehebe Crater

Ride 2 Beatty NV Panamint Springs Death Valley Jeep Safari

Route Length 131 miles



Death Valley Inn

Panamint Springs Resort



Map Legend		☒ Restaurants
Main Routes	—	☉ Rider Meetup Donuts
Hard Routes	—	⛽ Gas Stations
Easy Paved Routes	—	🏠 Hotels

Day 3, Ride Ends

Lodging: **None**, Riders go home at the end of the day

Suggestion: Take the challenge and try the Red route depending on weather conditions

Ride length: depends on you route choice

Gas Plan: Gas in Stovepipe Wells or Furnace Creek or Trona

Description: The morning starts with a Blue route choice through Wildrose Canyon. This is mixed broken pavement. At Donut 3B there is an out and Black to the Charcoal Kilns. This is a very unusual site. Next, at Donut 3D, there are public restrooms for a break. At Donut 3D, the west side badwater dirt road starts and at Donut 3E, there is a short out and Black to the abandoned borax works. Then, at Donut 3F, you have a choice of the Red route going over Mengal Pass or the Blue route continuing through the Valley. The Blue route continues to Green pavement and into Baker. The Red route can be a bit rough but is fantastic and remote over the mountains. This route meets Green and takes you south through Kramer Junction on HWY 395

Lunch Plan: Picnic style along the route (pack your own lunch and bring something to share)

Dinner Plan: You're on Your Own (YOYO), there is Trails Drive Inn in Trona

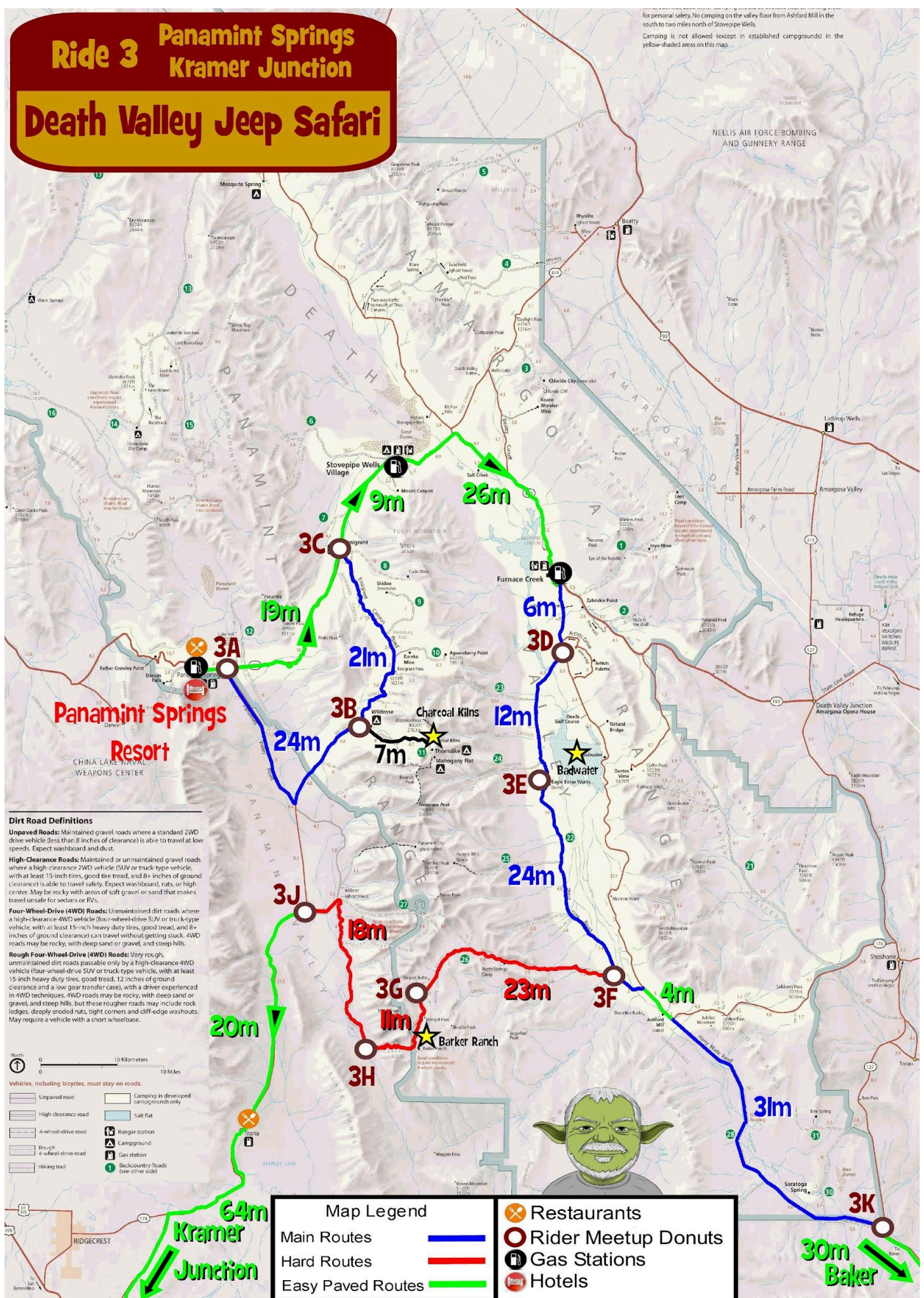


Badwater Basin

Ride 3 Panamint Springs Kramer Junction

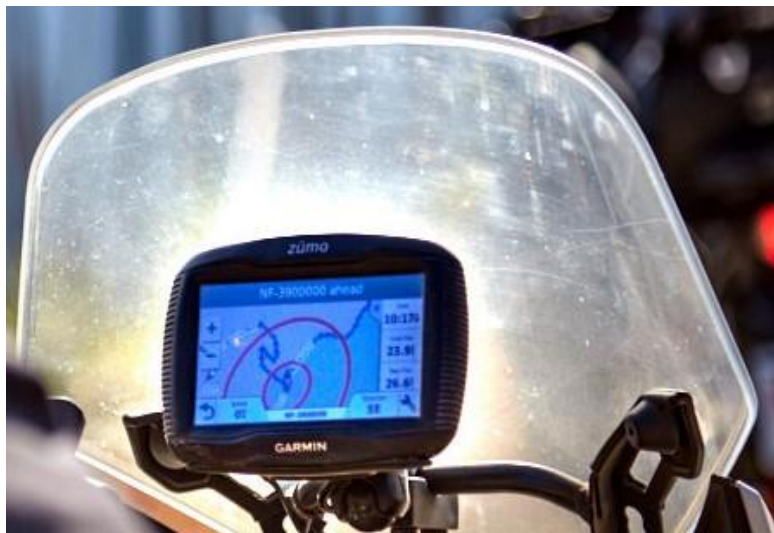
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For personal safety. No camping on the valley floor from Ashford Mill in the south to two miles north of Stovepipe Wells. Camping is not allowed (except in established campgrounds) in the yellow-shaded areas on this map.



Donut Holes: This ride contains Donut Holes “*The Magic of Donuts is you never know who will be first!*”

This ride includes Donut Holes. Donut Holes are suggested as meetup spots for riders riding in groups. It is recommended that you join a group of riders and not ride alone. Ride groups should be 6 people or less. Using gps to navigate while riding in a group presents lots of new challenges and opportunities. First, riders tend to ride at their own pace and often ride out of sight of the others in the group. Some riders may like to stop and take pictures and others simply like to stay out of the dust. When using GPS, riders often unknowingly pass or change their position within the group. While the rider, say Jeff, thinks Brian is in front of him, Brian is now behind. Jeff and both riders don't know that this change has occurred. What happens next is Brian slows to allow Jeff to catch up and Jeff speeds up to try to catch Brian. The gap between them gets ever bigger and the riders may never see each other again. These situations can escalate into big confusion and issues.



To mitigate the group confusion, this ride includes meetup points called Donut Holes. Donut Holes are big circles embedded into your GPS. These circles mark the spot that riders take a quick stop to check in with the other riders and verify that everyone is accounted for without issue. When a rider turns up missing at the Donut Hole, it is up to the group to decide to ride back to the last known sighting of the missing rider. Riders should not skip a Donut as the rest of the group may turn back looking for the missing person. This allows ride groups to catch issues early before they become big problems.

The Magic of Donuts is you never know who will be first!

On GPS Maps

Remember you are not looking to find tracklogs, but rather MAPS. This ride uses a separate map for each day's ride. The SD Card contains 9 separate maps. You will have to turn off all 9 maps and then only turn on the maps for the correct day's ride. You will have to turn off and on a new map every day.

FAQ's

Direction to install the GPS microSD Card: This ride consists of 3 days of riding and has 3 separate maps on your microSD card. You will need to enable only one map at a time in your gps to avoid confusion. The 3 maps are Named: ***DV Jeep Ride1***, ***DV Jeep Ride2*** and ***DV Jeep Ride3***. So for example on Ride day 3 you would enable only map ***DV Jeep Ride3***. It is important that you only turn on one custom map at a time or they will likely overlap and cause confusion. When you insert a new card with multiple maps into your GPS, all the maps, by default, will be enabled. So you will need to go in and disable all the maps except for the one that you want to be current.

A: Garmin makes many different GPS types and there are several different ways to enable and disable maps depending on your GPS model. The best way is to consult your manual. However, I will list the common ways to do this below:

- Older Style GPS's like the Garmin 60, 76, Etrex Vista, and others: Starting From the Map page, select Menu, then Setup Map, then cursor across the top of the screen to highlight the circle icon (second one from the right). Select this icon and then cursor down to the Map Name box and begin selecting the maps that you would like. Do this by checking or unchecking the maps listed. Done.

- Newer Style GPS's like the Garmin Etrex 20, 78, and others: Starting from the Map page, select Menu, then Setup Map, then Select Map. Now you can cursor through the map list here and by selecting each map, you can enable or disable as you would like. Done.
- Automobile Style GPS's like Nuvis and older Zumos and others: From the main page select Tools, then Settings, then Maps, then Map Info, Here you can check and uncheck the selected maps. Done.
- Motorcycle Style GPS's like the newer Zumo's and others: From the main page select Settings, then Map and Vehicle, then my Maps, Here you can check and uncheck the selected maps. Done.

Q: What are Custom GPS Ride Maps?

A: Custom GPS Ride maps are electronic maps designed specifically to show the paths and path choices for a particular ride. The maps show the paths as clear bold lines so the riders can easily see them even on small screens. The lines are often comprised of groups of arrows or chevrons so that riders can easily tell the recommended direction of travel. The lines come in multiple colors so that riders can easily choose between Hard and Easy options. Custom ride maps make ride navigation much easier than ever before.

Q: How do I check my GPS to see if the Ride Map on the MicroSD Card is working?

A: There are two ways you can check your GPS.

See the trail on the GPS yourself. Turn on the GPS and zoom out to about 50 or 30 miles. Use the cursor to pan over to an area where you know the trail should be. Now begin zooming in. Wait for the gps to refresh it's screen as they can be slow. As you zoom in, you should see the trail as a Wide Bold Blue line made up of arrows. OK, good job, you did it right.

Check to see if the map is in the GPS unit's memory: The steps to do this vary depending on which Garmin gps unit you have (and there are hundreds). Most work like this:

Option 1: From the "Map" page select Menu. Then select "Setup Map" then scroll down and select "Select Map." Now you can scroll down and read the maps in your unit. You should find a map called "1BajaLER-CH2." Make sure it is enabled and you are done!

Option 2: Some GPS units (like Nuvi's) work like this. Select "Settings" then "Maps" then "Info" and now you should find the map "1BajaLER-CH2." Make sure that it is checked and you're done.

Option 3: Some work like this. Select "Tools" then "Settings" then "Map" then "Map Info." You should find the map "1BajaLER-CH2." Make sure that it is checked and you're done.

Again, your gps may have a different way to access the maps, but the microSD Card does work in all Garmin gps units with a card slot. Sorry, there are just too many Garmin gps units for me to go through them all.