

A Trusted Death – Death Valley

You Will Need

Water. Sun Cream. Gas in the tank. Full phone battery. Make sure you have your tow truck details and any phone numbers in case you break down.

Death Valley is about the adventure. Deciding an itinerary is very much a 'pick and mix' as distances are so big that really you could drive all week and not cover it all. Below is our suggested Itinerary but first here are the points of interest according to Wikipedia you may want to visit in whichever order you like.

YOU are in charge - regardless of what any itinerary, trusted website, guidebook, or map may tell you, you must make sure that you take control of the situation. It is a huge area which will take you into temperatures that are not safe if your car is not ready for it. The excitement of the danger is matched by the excitement of the scenery. Lunar landscapes, long stretching roads, salt lakes... There is very little there, whilst also having a great deal there to see from a geological point of view.

A 5 to 7 Hour Itinerary:

| Where | Tips |
|--|---|
| <p>Vegas to Rhyolite. First stop isn't technically Death Valley but a great stop off, a Ghost Town in Nevada. This isn't a stage set, this is a real ghost town before heading into the really strange world of Death Valley</p> | <p>Vegas to Rhyolite. A long journey to begin at around 2 hours. The distances after this are shorter, and stranger. As usual, fill up the tank and the water whenever possible.</p> |
| <p>Mesquite Flat Sand Dunes. If you feel like you're in Star Wars, that's because it was filmed here.</p> | <p>Rhyolite to Mesquite Flat Sand Dunes. Half an hour.</p> |
| <p>To Furnace Creak. The drive here will take you through the heart of Death Valley, including Beaty Junction. There is a visitors centre and a chance to leave the car and refresh at the Furnace Creak Visitors Centre. A nice museum explaining the area, and an oasis of water-filling opportunities.</p> | <p>The last hour of your trip is very different. As you climb higher, the terrain finally turns from desert to green, there is a lot to see.</p> |
| <p>To Badwater Basin via Artists Drive. Artists Drive is a little side road that will take you around an 'off road' course of beauty for five minutes or so. Badwater Basin is further down the track you were on and is a stunning salt flat with strange shapes in the ground. Truly memorable to do! Enjoy it.</p> | <p>Furnace Creek to Artists Drive 28 minutes</p> |
| <p>Badwater Basin to 20 Mule</p> | <p>Badwater Basin to 20 Mule Team Road 30 minutes.</p> |

Team Road. Taking you back on yourself, you're beginning your journey back to Vegas now, and just like Artist's Drive, 20 Mule Road is an off-road road which drives you through an area like you're on Mars. Great fun, not for the bad car...

To Bonnie Springs Ranch. Just before you arrive back in Vegas, stop at Bonnie Springs. This is a fun place, where Wild West Stunt Shows take place, and a petting zoo surrounds. **Eat here.** In Trusted's opinion, the greatest steak in the world is home-cooked here. If you manage to arrive around 5 or 6pm you will arrive just after the crowds leave and you'll get a quiet, home-cooked food that will make you forget you were ever in a city...

The Neon Museum also called the Neon Boneyard. This is the perfect end to a ghostly day, the old neon signs of Vegas live here, and it must be seen at night.

20 Mule Team Road to Bonnie Springs Ranch 1 hour 50 minutes.
Bonnie Springs Ranch to The Strip 45 minutes.

The Neon Museum must be booked in advance, so book a time that allows you to get back from Death Valley with good time. They don't release tour tickets in great advance so you may have to keep this page at hand when you get to Vegas, don't be put off, this is a brilliant thing to do