
















abraham path

# Arad Atlas







topographical maps &  
route descriptions

a work in progress - v1.0






## Amenities

-  **Accommodations:** Hotel, hostel, guesthouse, homestay, or free “trail angel” room  
*Implies:* Water, Bathrooms with showers, Shade, shelter
-  **Bedouin tent accommodations:** Guesthouse with sleeping arrangements in Bedouin-style tents, not buildings  
*Implies:* Water, Bathrooms, Shade, shelter
-  **Campsite:** An area officially designated for camping, a commercial campsite, or a well-established, often-used wild campsite. In some natural areas, camping is only permitted in designated sites in order to protect the environment  
*Implies:* No services unless otherwise noted  
Free unless otherwise noted
-  **Recommended campsite:** An area suitable for wild camping, but not typically used for it  
*Implies:* No services unless otherwise noted
-  **Drinking water:** A reliable source of potable water  
When appearing next to a spring, well, stream or other natural water source, the water still should be purified before drinking. The symbol will only appear next to natural water sources that have water year-round
-  **Restaurant:** Any establishment selling prepared meals  
*Implies:* Water, Bathrooms, Shade, shelter (possibly only for customers)
-  **Grocery store:** A store selling substantial foods and essentials (rather than simply snacks)  
*Implies:* Water, Bathrooms, Shade, shelter (possibly only for customers)
-  **Bus stop:** A station or stop where public transit can be taken. May be a central bus station or a roadside stop
-  **Bathrooms:** Western-style toilets and sinks unless otherwise noted. Does not imply showers; does imply shelter
-  **Picnic area:** An area with picnic tables and other park amenities. May be a good camp spot, if noted  
*Implies:* Shade
-  **Gas station:** A gas (petrol) station and its accompanying facilities  
*Implies:* Water, Bathrooms, Shade, shelter, and a snack shop
-  **Shade:** A reliably shady spot to rest in. Only appears in stages where shade is otherwise nonexistent; sometimes refers to the point at which a stage begins to have regular shade after having lacked it (see stage notes for details)
-  **All Amenities:** A large town or city generally has everything a hiker needs for resupply, and many shopping, accommodation, and restaurant options; this is used to save space rather than showing all icons  
*Implies:* Accommodations, Restaurants, Grocery Stores, Public Transportation, Bathrooms, Shade, Water, shelter

## Natural Features

-  **Spring:** A natural water source emerging from the ground, or a pool. May have water only in season. Often only visible as an area of heavy plant growth. Does not imply drinking water unless otherwise noted
-  **Well or cistern:** A man-made water source dug in the ground. May not have water; also appears to serve as a landmark. Does not imply drinking water unless otherwise noted
-  **Lookout:** A natural or man-made viewpoint with a view in the specified direction
-  **360-degree lookout:** A lookout point in all directions; usually the summit of a hill, or a watchtower
-  **Cave:** A cave of any size; may be anything from a small nook in a cliff wall to a large cavern system  
*Implies:* Shade and shelter (caves marked on maps are always large enough for people to fit into)
-  **Waterfall:** A wet or dry waterfall; dry ones run only seasonally or after rain. Does not imply drinking water

## Trail Features and Warnings

-  **Scrambling:** A section of trail where rock scrambling (using hands) is required. Note that these are all non-technical; no sections on the Abraham Path require the use of ropes or other climbing equipment
-  **Ladders:** A section of trail where the climbing of ladders, staples or ropes is necessary. Again, it is never necessary to bring any special equipment on the Abraham Path; all ladders, ropes, and handholds are already installed
-  **Exposed trail:** A section of trail that is narrow and exposed to a long drop on one or both sides; path may be slippery or unstable as well. Use extreme caution when crossing.  
**While none of these sections are inherently dangerous, people with extreme fear of heights may find these sections impossible to pass and may wish to plan not to hike these stages**
-  **General warning:** When this symbol is present, a note beside it or in the walking notes will explain why caution or extra attention is required on that trail section
-  **Flash flood risk area:** An area, normally in a narrow or deep wadi or canyon, where dangerous flash floods (large walls of water moving extremely quickly) can occur.  
**It does not have to be raining for a flash flood to occur; rain upstream of a desert canyon can cause flash flooding in the canyon. Always check local weather forecasts before hiking in flash flood risk areas**

## Cultural Features



**Ruins or archaeological site:** Ruins of any age or size. Free admission (or non-maintained site) unless otherwise noted



**Synagogue/Church/Mosque or religious site:** This may be either a significant site for one or more religions (tomb of a famous figure; traditional site of a story or event; etc.) or simply one serving as a landmark



**Point of interest:** Generic symbol for relevant locations not covered by another symbol; see notes beside the point for more information

## Trail Indicators

- Abraham Path route:** Shows the route followed by the Abraham Path on a given stage
- Other Abraham Path route:** Shows Abraham Path routes other than the one that is the focus of a stage map; includes previous and next stages, detours, spurs, etc.
- City Walk routes:** Shows City Walk routes, special spurs/alternates of the Abraham Path



**Begin/End Stage:** Mark the beginning and ending of a stage on stage maps

1.4 ○

**Waypoints and Distance Indicators:** Waypoints mark turn-by-turn directions and navigational landmarks along a trail stage. There may be a distance markers, indicating cumulative distance from the beginning of the stage. Even if no distance is attached, each waypoint has a corresponding entry in the stage's data book which does list its distance as well as a description of the location and directions

## Other Geography



**Roads:** Beige are larger highways, up to expressways; white are smaller roads as well as city streets. Labelled with road number if applicable

Roads marked this way are virtually always asphalt, but in some places with very few paved roads, a wide, smooth, easily driveable dirt road may also be marked as a white road (e.g. Harran region)



**Dirt road or 4x4 track:** A wide, unpaved surface generally large enough to accommodate a jeep or 4x4 vehicle. Should be assumed not to be accessible by normal car unless otherwise noted. The distinction between these and paths (below) is a gradual one, and some trails are on the borderline between both, or change from one to the other over a distance



**Footpath:** A narrow, unpaved walking surface generally too small or too rough to be driven by a 4x4 vehicle. May be wide enough for two people to walk abreast, or a narrow, faint goat path. May be very clear and easy to follow, or faint and more intermittent.



**Wadi or ditch:** A "wadi" is an intermittent streambed which flows with water only in the wet season or after rain. Many of them form very large canyons, and "wadi" can refer either to the broader canyon or to the streambed in the bottom of it



**Stream/River:** Waterways that flow year-round, rather than seasonally. A stream is usually small enough to cross easily by foot, while a river is larger. Canals appear the same as streams or rivers



**Contour Lines:** Show the topography of a landscape; a line is drawn every 10m of elevation, and a thicker line every 100m with a label showing its height. Lines closer together mean a steeper slope; further apart mean a gradual one



**Summit:** A peak or local high point



**Built-up area:** A town, residential, commercial or industrial area



**Forest:** A densely wooded area



**Border:** Country boundaries

## Israeli Trail System



The Israeli trail marking system consists of various-colored trail marks (black, blue, red, and green; also purple and orange for certain longer-distance routes) marked with striped symbols shown at left. They appear on our maps when relevant instead of the "4x4 track" or "path" marking.



The Israel Trail, a long-distance route, is marked with orange-blue-white blazes and a pink translucent line, as it often overlaps with other marked trails. The Abraham Path in the Negev overlaps with the Israel Trail for significant distances.



# Abraham Path

## Arad Region (Israel)

The Abraham Path is a long-distance cultural walking route following the footsteps and memory of Abraham across the Middle East. The Abraham Path celebrates the Abrahamic values of hospitality and kindness to strangers, provides eco-nomic benefits to local communities along the route. For more practical planning information, including downloadable companion GPS tracks and waypoints, visit [www.abrahampath.org](http://www.abrahampath.org).

This map series is part of an effort by local partners and the Abraham Path Initiative to produce the first all-path online guidebook, covering over 400 km of walking trail and Abrahamic memory and heritage across the Middle East. We invite you to take part in this project by walking the path, visiting communities along the way, and by providing comments and suggestions for improvement. These routes are still in development, and map feedback is especially helpful for name corrections (towns, wadis, landmarks), areas which are difficult to navigate, and updates on current path conditions ([feedback@abrahampath.org](mailto:feedback@abrahampath.org)).

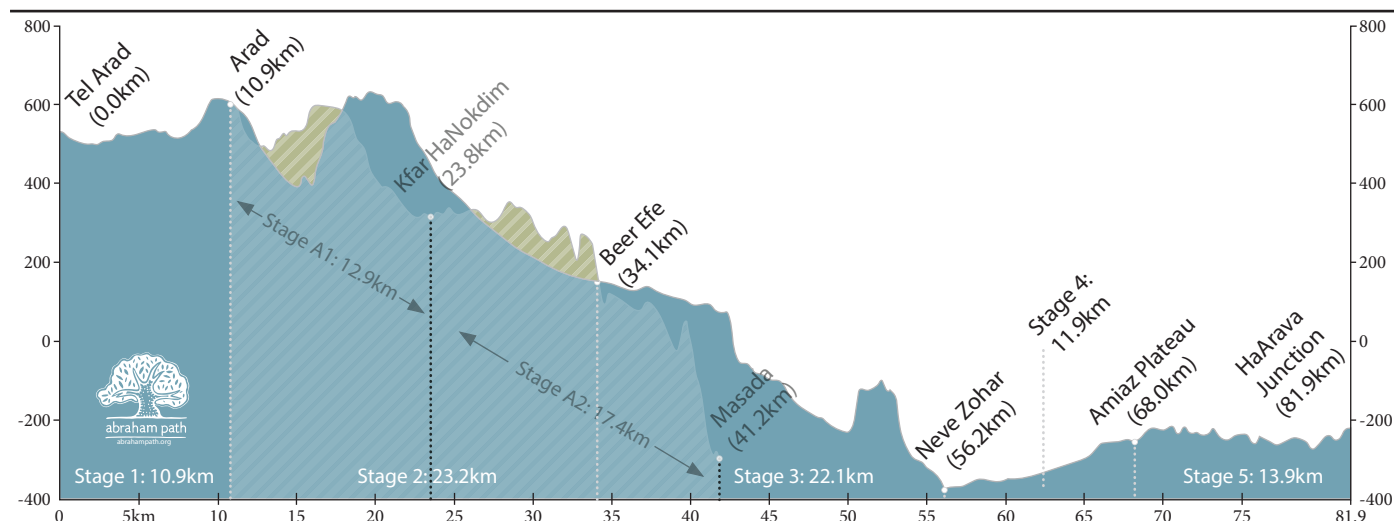
Map data © OpenStreetMap (and) contributors, CC-BY-SA  
Databook & Diagrams © Abraham Path Initiative

### Disclaimer

This map may not be up to date with recent changes on the ground. By making this map available, the Abraham Path Initiative does not assume any liability for use of the information provided or for its accuracy. All hiking and other outdoor activities have potential hazards involving risk of injury or death. The wilderness in and of itself can be a dangerous place and there are areas in the Middle East that can suddenly become subject to security instability.

By using this map for any use, you recognize this, assume all risks of property damage, personal injury and death, and agree to hold the Abraham Path Initiative, its Board Directors, its staff, its partners, its contributors and authors harmless from any liability and loss. You accept the terms and conditions set forth in this Disclaimer on the Abraham Path Initiative website by downloading, streaming or using any map or other information or materials provided on the Abraham Path Initiative website.

Find out more at [www.abrahampath.org](http://www.abrahampath.org)

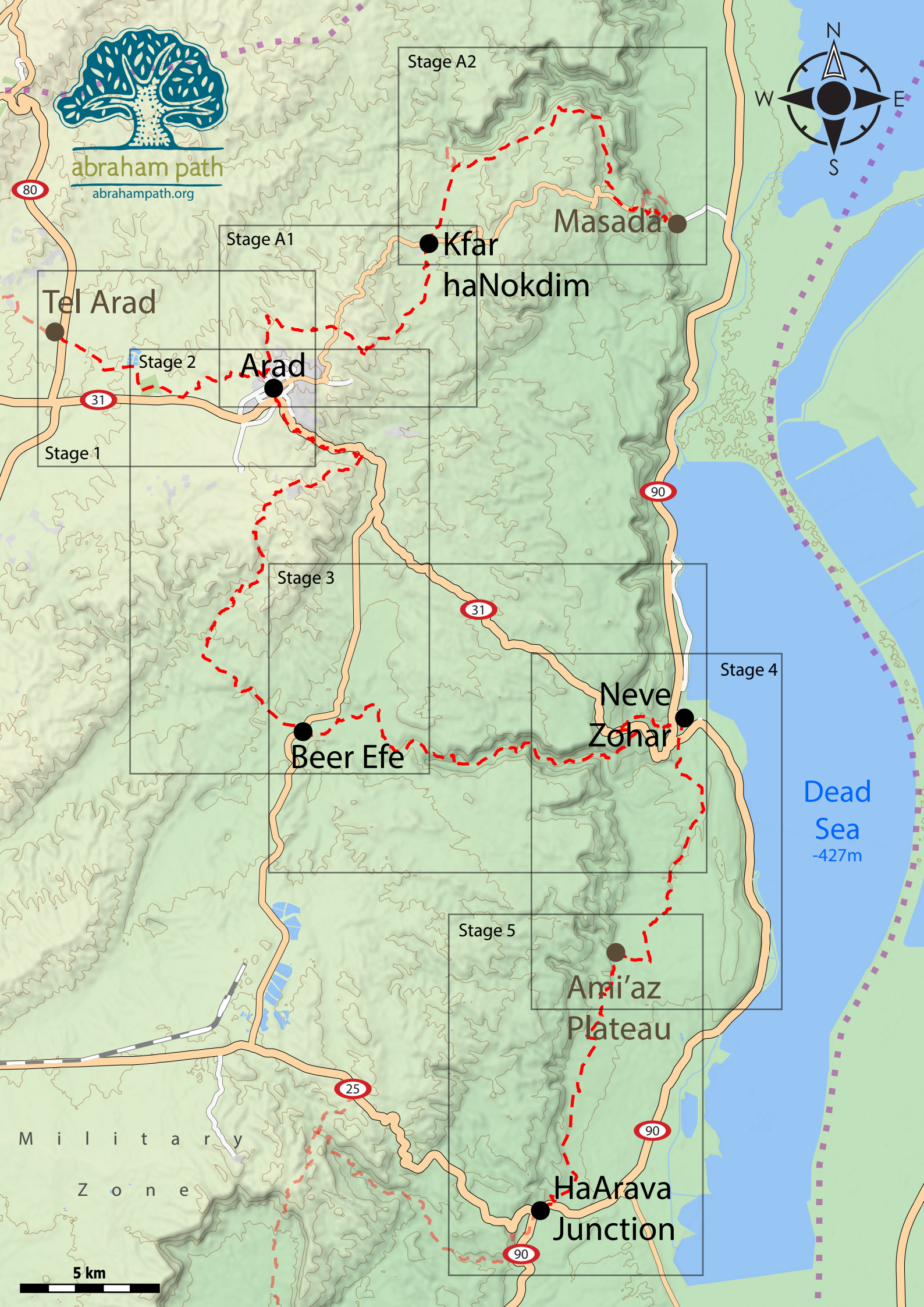






abraham path

[abrahampath.org](http://abrahampath.org)



Stage A2

Masada

Kfar

haNokdim

Tel Arad

Stage 2

Arad

Stage 1

Stage 3

Beer Efe

Stage 4

Neve  
Zohar

Stage 5

Ami'az  
Plateau

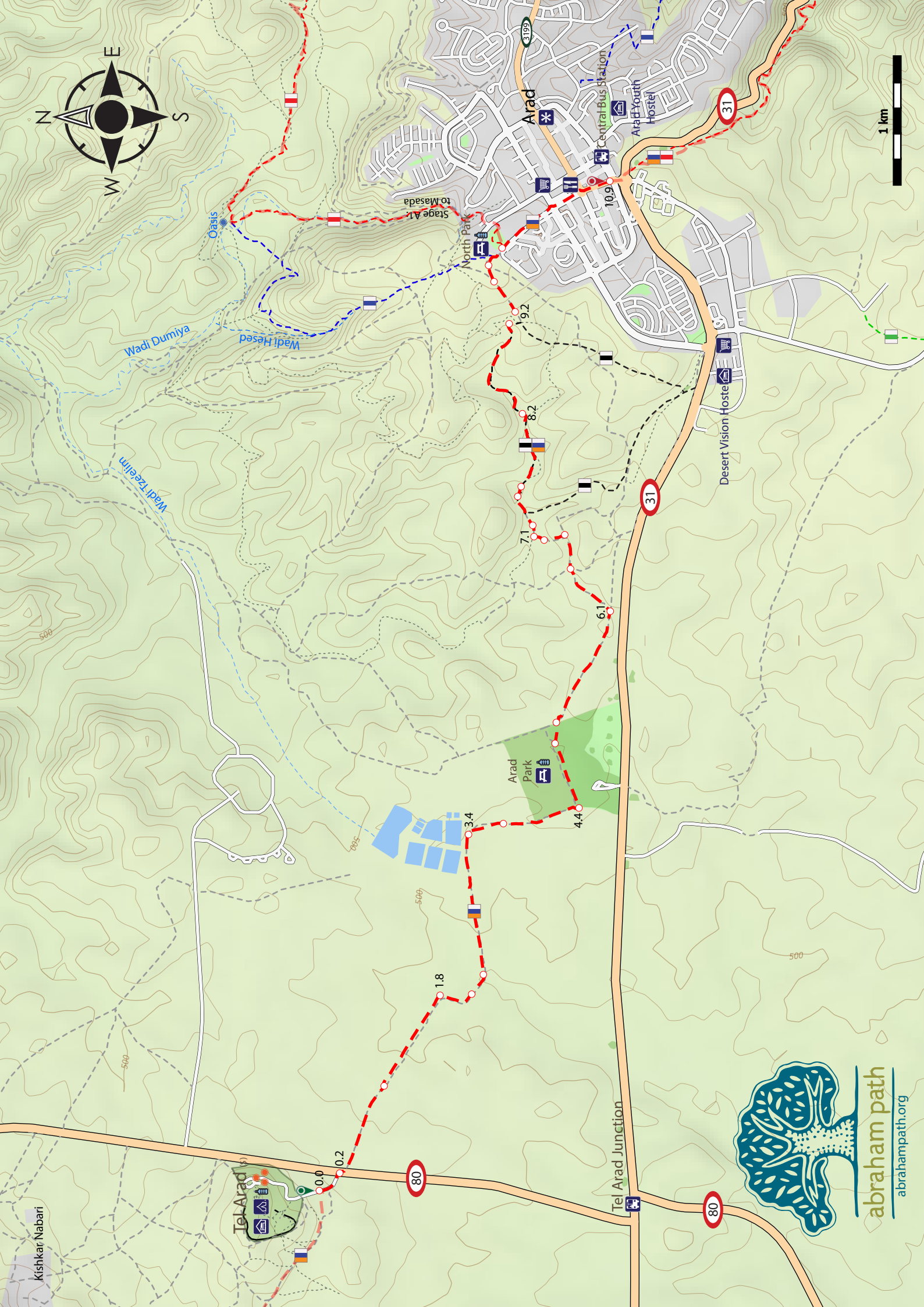
HaArava  
Junction

Dead  
Sea  
-427m

M i l i t a r y  
Z o n e

5 km





abraham path  
abrahampath.org



# 1: Tel Arad to Arad (Arad Region)

Distance: 10.9 km

Time: 2-3 hours

Physical Challenge : easy

Trail Difficulty : easy

km	Walking notes	+km
0.0	BEGIN STAGE. Begin on the access road to Arad National Park about 200 meters from the entrance; head away from the park.	0.2
0.2	Turn R, cross the highway, then turn L onto a dirt road heading E past orchards on L, with the city of Arad visible ahead	0.8
1.0	Continue straight, keeping the fence to R and orchards to L, passing tracks leading off into the orchards	0.8
1.8	Turn R, then soon L, keeping the fence on R	0.3
2.1	Pass a gate on R	0.2
2.3	Turn slightly L, continuing on the dirt road between orchards	0.9
3.4	Turn R, passing a farm shed on R; head S toward Arad Par, the large group of trees visible ahead	0.3
3.7	Continue S, passing another shed on R and a pump on R in another 200 meters	0.7
4.4	Turn L and cross over a small dirt barrier to enter Arad Park. Continue straight ahead past the cypress trees on L and orchards on R unless making a detour into the park	0.2
4.6	Continue straight, over a row of rocks, to exist the park, and continue straight past more orchards on R	0.3
4.9	As the orchards end, make a 45-degree R turn through scrubland, toward the wide dirt road ahead	0.2
5.1	Cross the dirt road at a horizontal pipe; make another slight R turn and take the R of the two dirt roads that run parallel	0.7
5.8	Continue straight, passing two roads heading R	0.3
6.1	Turn L on another dirt road, following it NE toward another large pipe about 100 meters ahead	0.5
6.6	Continue straight past a track heading L	0.2
6.8	Turn L onto a 4x4 track	0.2
7.0	Turn R and descend into the wadi, making for the streambed; you will continue following this wadi for the next 2 km	0.1
7.1	Turn R on a path just above the streambed	0.1
7.2	Cross the wadi to L, join the black-marked trail	0.3
7.5	Throughout this section, black and Israel Trail markers are interspersed with markers for a mountain bike trail - a blue bicycle on a white background	0.0
7.5	Cross a 4x4 track as you continue to follow the wadi	0.7
8.2	Take the L when the wadi splits at a fork; continue following the streambed	0.9
9.1	Turn R uphill out of the main wadi bed, keeping a smaller tributary on L	0.1

9.2	Turn L onto a 4x4, leaving the black trail; come into sight of apartment blocks in Arad	0.3
9.5	Turn R on a path toward the city, leaving the 4x4 track	0.2
9.7	Turn R toward the entrance of town and head toward the barrier to enter the city; continue straight down the road	0.2
9.9	At a sign for North Park, turn L into the park, leaving the Israel Trail blazes, and head across the park toward the road on the other side	1.0
10.9	Reach the traffic circle/junction of Hebron and Yehuda, with three arches in the circle. Just to E on Yehuda is the Central Bus Station. STAGE END	END

## Transportation:

Tel Arad Junction, at the crossing of Hwys. 80 and 31 a few km south of Tel Arad, has regular buses between Arad and Beersheva. Arad itself has numerous public bus routes to other towns.

## Water:

Adequate water supplies on the stage, at the start and end as well as at Arad Park.

Grocery stores in Arad.

## Stage Notes:

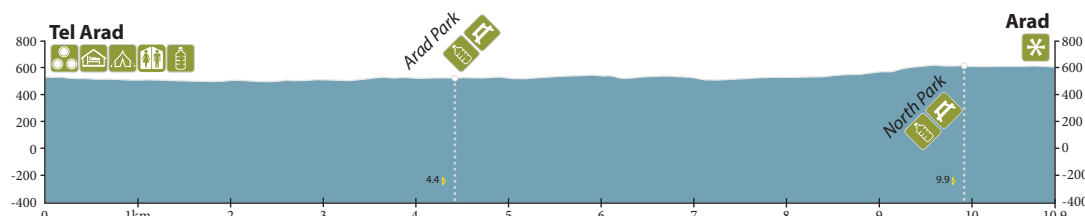
Tel Arad, a truly ancient city dating back as far as 6000 years, contains ruins from many eras of its habitation, as well as religious structures with fascinating significance in the history of monotheism. Admission 15NIS/child 7NIS/student 13NIS. 8am-5pm April-September; 8am-4pm October-March.

Tel Arad also offers camping and rooms for hikers, the availability of which must be checked in advance (see "Accommodations" on the region information page)

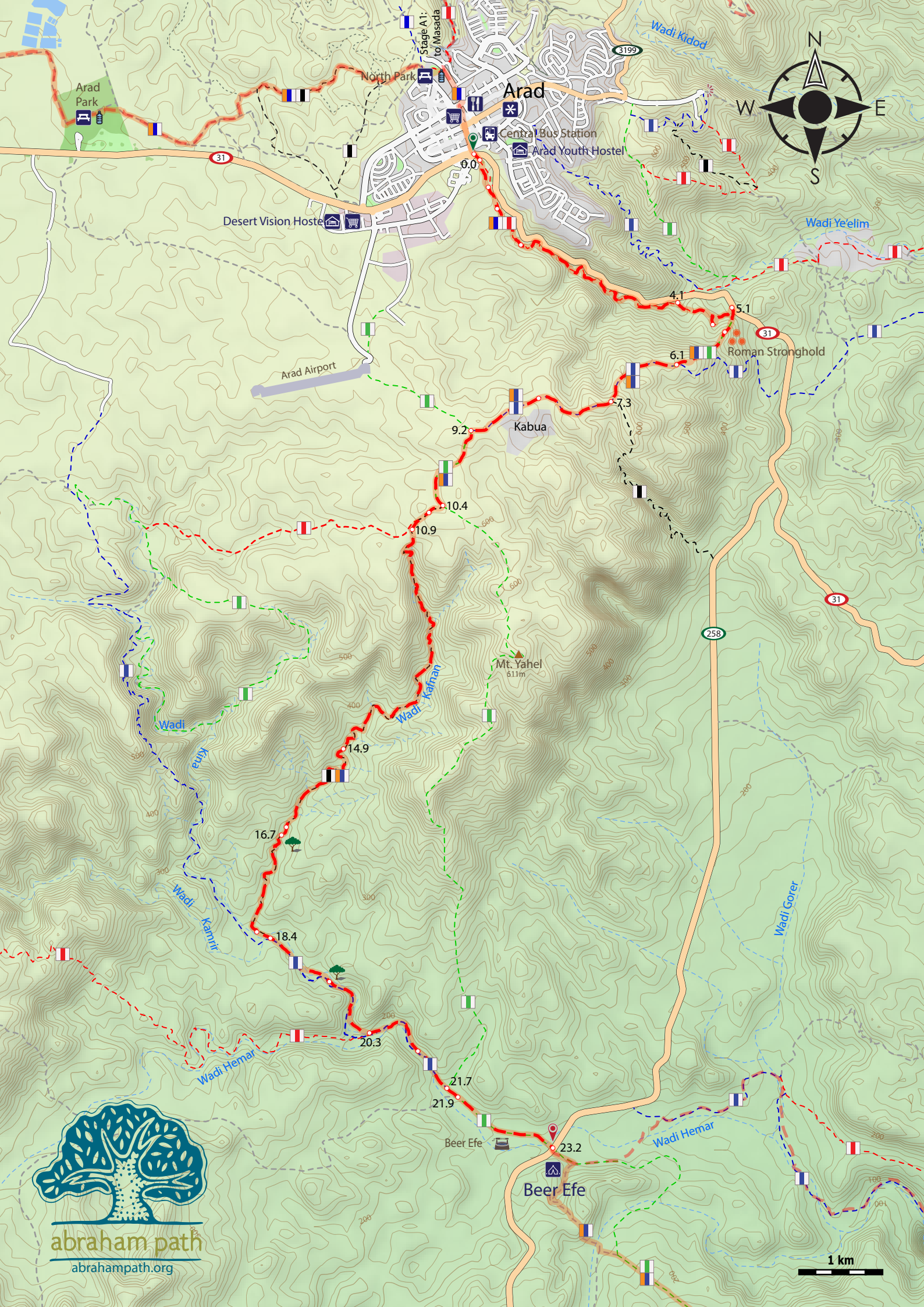
Arad, a modern town, lacks ancient sites, but does have an interesting Artists' Quarter (in the southwest corner of town, around the Desert Vision Hostel) featuring galleries and shops.

Arad is also home to a number of trail angels, who host hikers for free - see pages 20-21 of this atlas for more information.

If hiking south on the Abraham Path through the Arad and Craters regions, keep in mind that Arad is the last point with fully-stocked grocery store; see the region information pages of this atlas for more on this.







1 km



abraham path  
abrahampath.org





## 2: Arad to Beer Efe (Arad Region)

Distance: 23.2 km

Time: 5-8 hours

Physical Challenge: difficult

Trail Difficulty: moderate

km	Walking notes	+km
0.0	From roundabout at junction of Yehuda and Hebron, head S until the next roundabout, junction with Hwy. 31	0.2
0.2	At the roundabout/junction with Hwy. 31 and a sculpture saying "Arad," turn L, following INT blazes and beginning to follow red blazes as well, and leaving town. Go downhill SSE, away from roads, between trees	0.1
0.3	Pass several trees on L, as well as a seasonal stagnant pool. Then pass over a small ridge	0.6
0.9	As the dirt road curves away R, turn L on a footpath toward the small fenced building, down into the valley	0.6
1.5	Cross a gravel road, and turn L down onto a path in the wadi going downstream	2.6
4.1	Turn R, up a smaller wadi, away from the road, and head east	0.6
4.7	As you do a quick loop to S into a wadi, pass a transparent blaze heading R to an ancient cistern just off-trail; then head NE downstream toward the highway	0.4
5.1	Reach the highway and turn R, leaving the red trail for a green trail and continuing with INT. Across the highway is a sign pointing to a trail to Kidod Cistern	0.3
5.4	Pass the large ruins of a fortress and continue SSW with green blazes	0.7
6.1	Turn R past a plaque in the middle of another stone wall. Continue on a green-blazed 4x4 track through a gap in the outer walls of the area, then reach a large gravel road and continue W on it	0.8
7.3	Continue straight past a black trail heading L on a gravel 4x4, staying with blue/INT blazes	1.0
8.3	Continue on the blue-blazed dirt road past a Bedouin village (Kabua) on L and R	0.9
9.2	Turn L off the dirt road to a smaller 4x4, heading uphill. Leave blue blazes for green ones, continuing with INT	1.2
10.4	Turn R on a 4x4 track, leaving green blazes for black ones and staying with INT, as the green-blazed dirt road continues straight	0.2
10.6	Stay R on the black-blazed 4x4 track at the Y	0.3
10.9	Continue with black/INT blazes onto a footpath, past a red-blazed trail heading L. Head S without a defined path, following blazes toward a canyon opening up ahead; continue w/ blazes down toward wadi bed. You will continue downstream with this wadi (and those it feeds into) for the remainder of the stage	4.0
14.9	Reach a steep drop; go R around it to find the easiest way down	1.8
16.7	Across wadi to L is a stone overhang for shade	1.7
18.4	Continue down wadi bed, as the black trail joins a blue trail, staying with INT	0.9
19.3	As the wadi curves L, narrowing slightly, pass a 4m-tall tree, and several more bushy trees of a different species	1.0
20.3	Continue on the blue trail/INT as a red trail joins from the wadi on R. Pass a lone acacia tree some distance away on R	0.8
21.1	Pass a quarry on R and a large walled structure	0.6

21.7	Continue straight on the same 4x4, joining a green trail coming in from L and staying with the INT as the blue trail ends. A pipe also comes down from L and a paved road is visible ahead	0.2
21.9	Continue straight, joining a wide dirt road	1.3
23.2	Reach Hwy. 258, with sign pointing to Dimona; a sign pointing to where you came from says "Negev Minerals." END STAGE	END

### Transportation:

Arad has numerous public bus routes to other towns.

### Water:

Arad is the last water stop; though you might be able to get water in Kabua if needed, Bedouin villages often suffer from lack of water themselves and it is better not to count on it.

Beer Efe is simply an area often used for camping; there is no water there unless you cache it yourself before hiking or have it driven in.

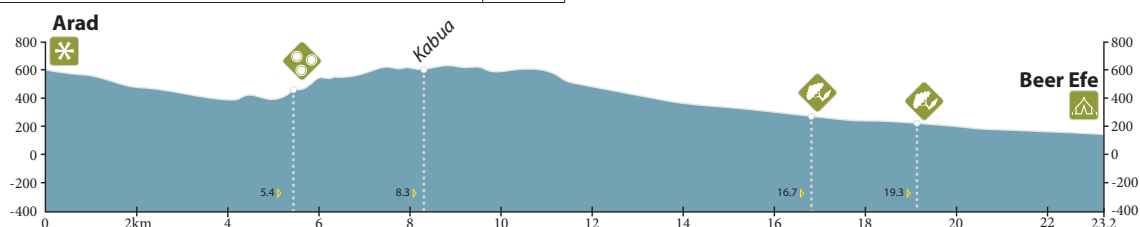
### Stage Notes:

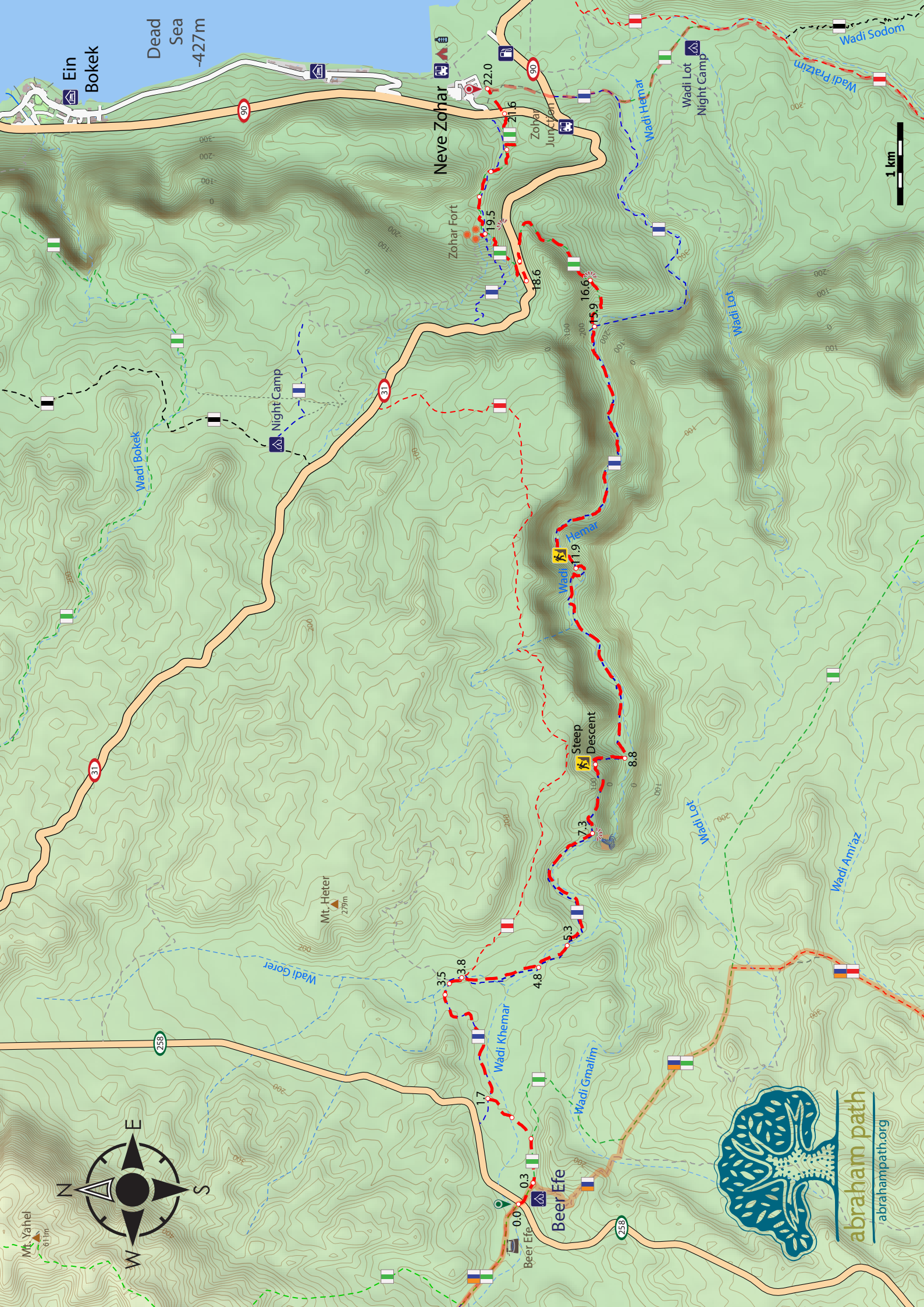
Arad, a modern town, lacks ancient sites, but does have an interesting Artists' Quarter (in the southwest corner of town, around the Desert Vision Hostel) featuring galleries and shops.

Arad is also home to a number of trail angels, who host hikers for free - see pages 20-21 of this atlas for more information.

If hiking south on the Abraham Path through the Arad and Craters regions, keep in mind that Arad is the last point with fully-stocked grocery store; see the region information pages of this atlas for more on this.

The stage lacks shade except where noted; as it is a lengthy and strenuous hike in the desert, bring at least five liters of water per person from Arad, and have a plan in place for supplies and camping or transportation when you finish the stage.





Mt. Yahel  
61m



Mt. Heter  
279m

Neve Zohar

Zohar Fort

Beer Efe

Steep Descent

Wadi Hemar

Wadi Khemar

Wadi Gmalim

Wadi Lot

Wadi Lot

Wadi Hemar

Wadi Lot  
Night Camp

Wadi Prazim

Wadi Am'az

Wadi Sodom

Dead Sea  
-427m

Ein Bokek

abraham path

abrahampath.org

1 km





## 3: Beer Efe to Neve Zohar (Arad Region)

Distance: 22.0 km

Time: 5-8 hours

Physical challenge: difficult

Trail Difficulty: moderate

km	Walking notes	+km
0.0	BEGIN STAGE at the junction of Hwy. 258 and dirt roads coming from either direction. Head E following INT and green blazes	0.3
0.3	Continue straight on green-blazed asphalt road, as INT heads R up a wadi at the end of the guardrail	0.6
0.9	At beginning of guardrails as road begins to climb, turn L across valley on an unmarked 4x4 track, leaving green blazes; head NE across the wide wadi bed. When the 4x4 fades, continue straight until reaching a dirt running roughly E-W	0.8
1.7	Turn R on the blue-marked wide dirt road	1.7
3.4	Pass a sign for Judean Desert Nature Reserve, continuing on the same dirt road	0.1
3.5	Take the R option at the Y to a smaller 4x4 marked blue, as the large road heads L, unmarked. Continue S along a wide wadi bed	0.3
3.8	Continue on the wadi bed, following blue blazes, past a red-blazed trail heading L	1.0
4.8	Along wadi bed, turn L with a blue L-turn blaze between whitish stone walls 3m high, heading downstream	0.5
5.3	Go down a short steep climb, heading L to cross the wadi; then climb up the other side, aiming for the end of a cliff that drops off in the downstream direction	2.0
7.3	Pass transparent blazes heading R - they lead a few meters to an overlook of where the wadi drops off steeply to become a large canyon	1.0
8.3	Begin to follow the blue-marked footpath switchbacking down toward the wadi bed at R - steep, somewhat exposed section	0.5
8.8	Turn L with a blue L-turn blaze as you reach a beautiful view upstream on L; then continue E downstream	3.1
11.9	Make your way down large boulders, without even footing. Possible large pools of water seasonally, which may cause minor scrambling to be required (there are a number of such sections ahead)	4.0
15.9	Follow green trail where it branches L from blue trail, which continues straight down canyon. Minor rock scrambling at start, followed by a steep climb for the next 0.7km. OPTION: Blue trail is an alternate option to Neve Zohar, with less climbing	0.7
16.6	Reach a saddle with views of Dead sea; continue with green trail along hillside to L	1.7
18.3	Reach Hwy. 31, turn L, and go 250m, leaving the green blazes for the moment (or detour R to the lookout)	0.3
18.6	At signs for Wadi Zohar/Zohar Gorge/Zohar Stronghold, turn R and follow the green trail down a footpath	0.9
19.5	Finish descending into the streambed at Zohar Stronghold, and continue along the green trail (directly along the fence around the stronghold) as a blue trail crosses it OPTION: Take the blue trail for an easier way out to Neve Zohar; it's also a better way for those with fear of heights	0.6
20.1	Continue along the wadi bed on the green trail, crossing a black trail that comes in from another wadi on L	0.3

20.4	Continue on the green path in the wadi bed, crossing a blue-marked 4x4	0.5
20.9	Climb onto an exposed ledge above a steep drop just after a waterfall on L and make your way down to continue following the streambed. This segment may be inappropriate for those with fear of heights	0.7
21.6	Cross under a high bridge - Hwy. 90	0.4
22.0	Turn R at the gravel parking lot with town gates on L, leaving green trail and heading S on a dirt road up the low ridge. Go L to enter town of Neve Zohar. END STAGE	END

### Transportation:

Neve Zohar is served by several buses a day which connect Ein Bokek with Tel Aviv, via Arad and Beersheva.

### Water:

Water is available in Neve Zohar. If hiking from Beer Efe, bring two days' worth of water from Arad, or have water cached where you camp.

Wadi Hemar occasionally has pools after rain; this water could be purified for drinking, but should never be relied upon.

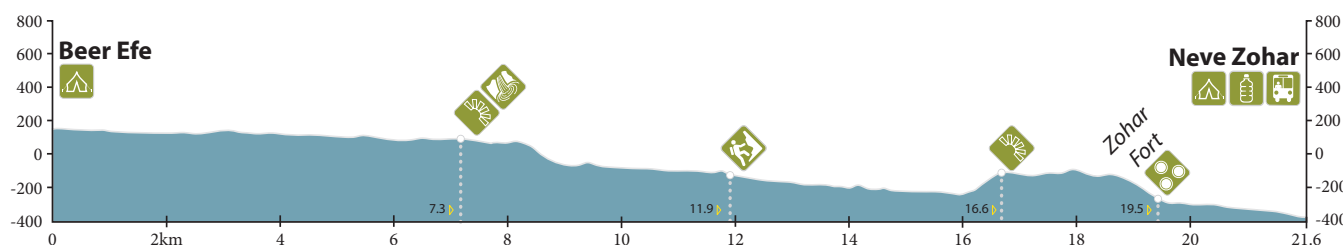
### Stage Notes:

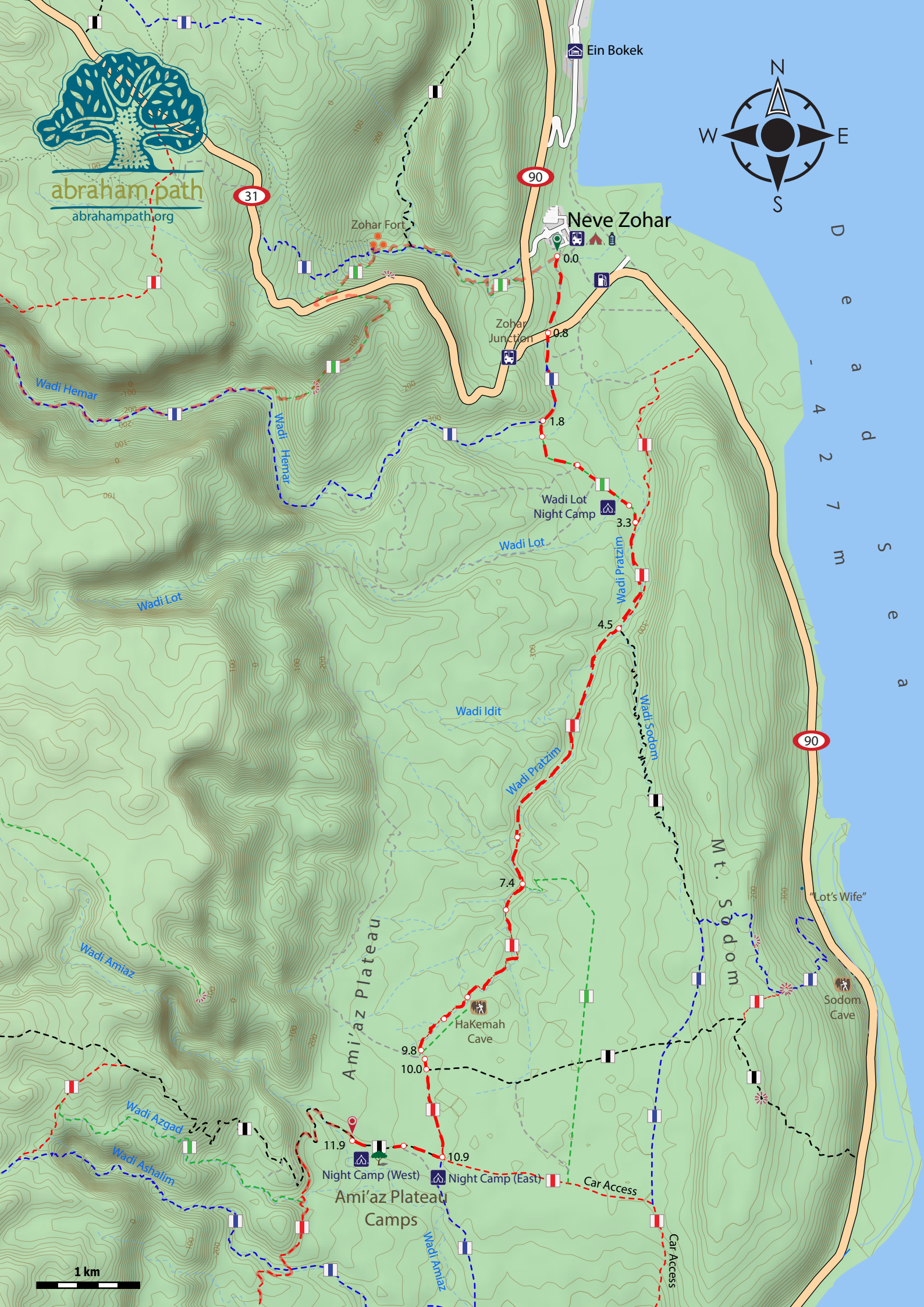
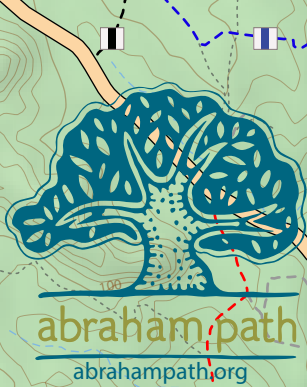
Shade can be found regularly in Wadi Hemar, but the stage is a long one and the hiking route itself is under the sun; plan for a tough day and bring at least five liters per person of drinking water.

Neve Zohar does not have grocery stores, but you can camp on the Dead Sea shore (bring a tent or bug net, as mosquitoes are rampant year round) or stay in a hotel in Ein Bokek just to the north. Camping in Neve Zohar also offers the distinction of the lowest-altitude campsite possible on earth!

Zohar fortress is a Roman-era fortress with later additions; another Iron Age fort lies just northwest of Neve Zohar. These forts guarded an ancient trade route between the Rift Valley and the northern Negev, one of many routes used over the past millennia to travel through this region.

Wadi Hemar holds evidence of even older habitation: Neolithic (Stone Age) relics have been uncovered in caves around the wadi, including not only everyday items, but decorative ones such as masks and beads.









## 4: Neve Zohar to Ami'az Plateau (Arad Region)

Distance: 11.9 km

Time: 2.5-4 hours

Physical challenge: easy

Trail Difficulty: moderate

km	Walking notes	+km
0.0	BEGIN STAGE at the gravel parking lot just S of Neve Zohar, in Nahal Zohar. Head S on a dirt road that climbs a low ridge	0.8
0.8	At road sign for Hwy. 31 pointing L to Arad/Beer Sheva, cross the road and begin following a blue trail S on a wide dirt road. Power lines cross Hwy. 90 around here	1.0
1.8	At a sign for Judean Desert Nature Reserve/Ami'az Plateau/Wadi Hemar, go L with the green trail at the Y, away from the blue trail.	0.1
1.9	Continue straight on the dirt road across a wide wadi (Khemar). Will be wet after rain	0.5
2.4	Continue straight E on the green-blazed 4x4, past a black trail heading R. A signpost indicates a green trail to Wadi Pratzim	0.7
3.1	Pass Wadi Lot Night Camp on R. Continue around the bend just after, staying with the green blazes as you walk parallel to Mt. Sodom to L	0.2
3.3	As you reach a lone rock pillar on R, continue straight onto a red-blazed dirt road joining from L as the green trail ends. Blazed trail follows wadi bed; if this is too muddy, use a parallel 4x4 track 20m to R	1.2
4.5	Continue straight with the red trail, parallel to Mt. Sodom, past a black trail heading L, and a signpost indicating it leads to "Wadi Sedom"	2.9
7.4	Cross the wadi bed, then curve L with the red trail as a green trail heads L up a wadi toward a pipe system	0.3
7.7	Continue past three boulders in a line (blocking passage to cars) as wadi narrows	1.3
9.0	Pass closed cave ("HaKemah Cave") on L with danger signs, and begin seeing more caves and arches	0.3
9.3	Pass a green trail heading up a scramble to L, with a sign for "Loop Trail"	0.5
9.8	Climb out of canyon onto a plateau; stay with red trail onto a 4x4 as a green trail heads L. Pass a sign marking the edge of the Judean Desert Nature Reserve, and nearby, a sign for the lookout over the small canyon. Mt. Sodom is now some distance away on L	0.1
9.9	Continue on a 4x4 with the red trail, passing a black trail heading R and a signpost (go toward "Exit to Rt. 90/Campground")	0.1
10.0	Continue straight with the red-blazed 4x4, past another black-blazed 4x4 heading L and another signpost (go toward "Rt. 90")	0.9
10.9	Turn R at the junction of dirt roads, go R (W) with the black trail as the red goes L. Follow the signpost toward "Ma'ale 'Azgad." Soon pass the first Ami'az Plateau Night Camp on L	0.4

11.3	At the Y, go L, staying with the black trail, soon descending to a wadi	0.6
11.9	Continue heading generally W on the black-blazed dirt road, passing a sign for a night camp on L. This is a continuation of Ami'az Plateau NC; camping areas around trees are indicated by stone rings and signs. Road accessible by any car	END

### Transportation:

Neve Zohar is served by several buses a day which connect Ein Bokek with Tel Aviv, via Arad and Beersheva. The Ami'az Plateau night camps are accessible by car over a rough dirt road.

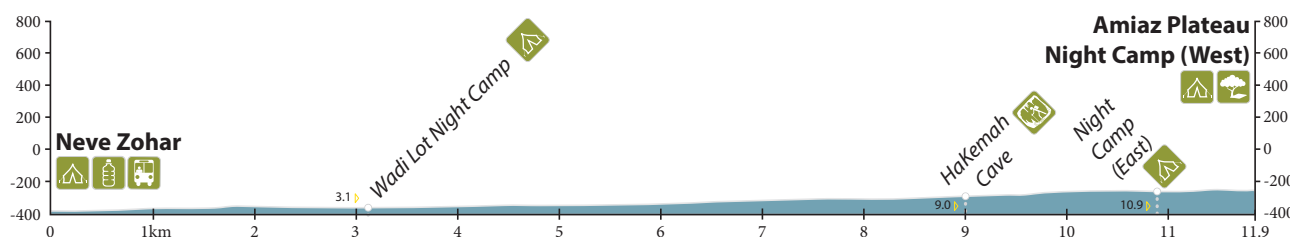
### Water:

Water is available in Neve Zohar; no more water on the stage. Cache before hiking at Ami'az Plateau, or continue the whole distance to HaArava Junction (26km total).

### Stage Notes:

Shade can be found easily in Wadi Pratzim, and the western Ami'az Plateau night camp has many acacia trees. While out on the plateau, shade is nonexistent.

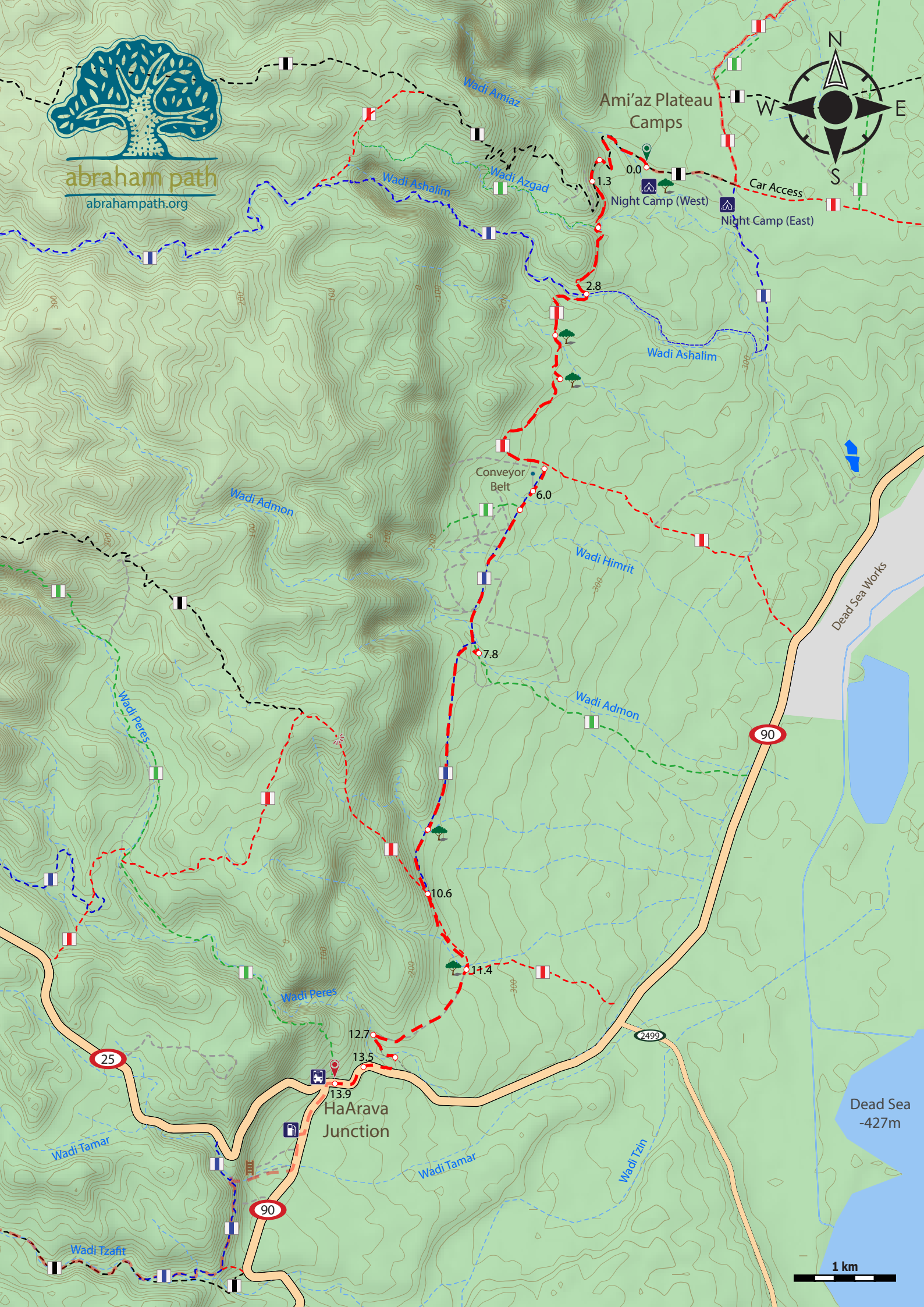
Mt. Sodom, besides its association with the Biblical city where Abraham's nephew Lot lived, is also a geological wonder. An alternate route in this stage (following black and blue trails) takes you over it for Dead Sea views. It's very important to stay on the trail, as the salty makeup of the mountain makes it prone to sinkholes and cave-ins!





abraham path

abrahampath.org





## 5: Ami'az Plateau to HaArava Junction (Arad Region)

Distance: 13.9 km

Time: 3-4.5 hours

Physical Challenge: moderate

Trail Difficulty: moderate

km	Walking notes	+km
0.0	From the western Amiaz Plateau Night Camp, continue W up the wadi along the black-marked trail	1.1
1.1	Pass a water pumping station on R, curving up and L with the black-blazed dirt road	0.2
1.3	At the Y, passing a Judean Desert Nature Reserve sign and a map of Ami'az Plateau, take L option, staying level, leaving the black trail for a red one	0.6
1.9	Continuing S on the 4x4 and red trail, cross a wadi bed and continue up and L; pass a green trail heading R upstream and fences and signs warning of landmines	0.9
2.8	Continue across another wadi bed, passing a blue-marked 4x4 trail goes R, upstream. Pass more landmine signs on L. Pass a sign indicating this is "Wadi Ashelim," and another forbidding camping	0.8
3.6	Continue across a wadi bed with shade trees, staying with the same red trail	0.6
4.2	Cross another wadi, with more acacias with shade	1.5
5.7	Continue straight S across another 4x4 track, toward the conveyor belt. Begin following a blue trail as the red trail goes L	0.3
6.0	Continue straight S under the conveyor belt	0.2
6.2	Continue straight past a green-blazed 4x4 heading R, and a sign about the conveyor belt	1.6
7.8	Turn R at the junction, staying with the blue blazes, away from a green trail going straight. Then curve around, making a short, steep ascent up the 4x4 to a flatter area	2.1
9.9	Stay straight, dropping into a small wadi with shade	0.7
10.6	Continue straight on a red-marked 4x4 as it joins from L and the blue trail ends	0.8
11.4	As red trail heads L, continue straight (SSW) on an unmarked 4x4 at the junction with large shade trees nearby. There is a set of signs in Hebrew; follow the one ending in the number "6"	1.3
12.7	Follow the dirt track down into the canyon and continue S until you find a point to scramble up to the road	0.8
13.5	Reach the road (Hwy. 90) and turn R	0.4
13.9	Reach HaArava Junction and its bus stops	END

### Transportation:

HaArava Junction has a few buses a day to towns throughout the country; connections from Tel Aviv, Beersheva, and Jerusalem to Eilat pass here and also stop at points along the way. As buses are very infrequent, check schedules beforehand at [www.egged.co.il](http://www.egged.co.il)

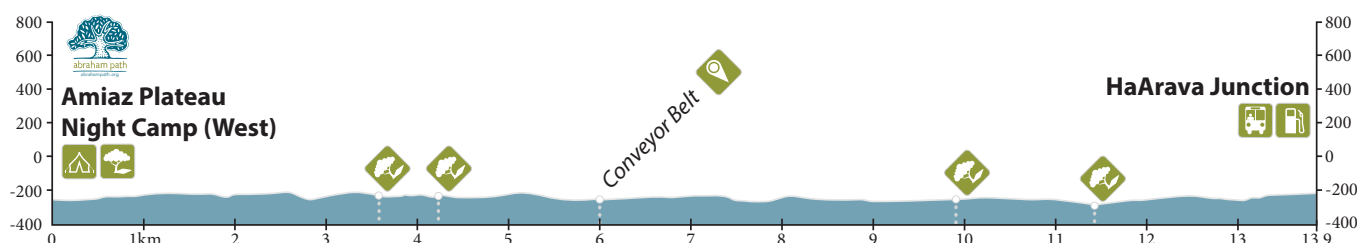
### Water:

Water is available from the gas station at HaArava Junction, as are snacks. If continuing to the Craters region, you are in the middle of a lengthy section of trail without grocery stores - see pages 20-21 of this atlas for more information.

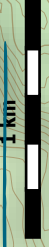
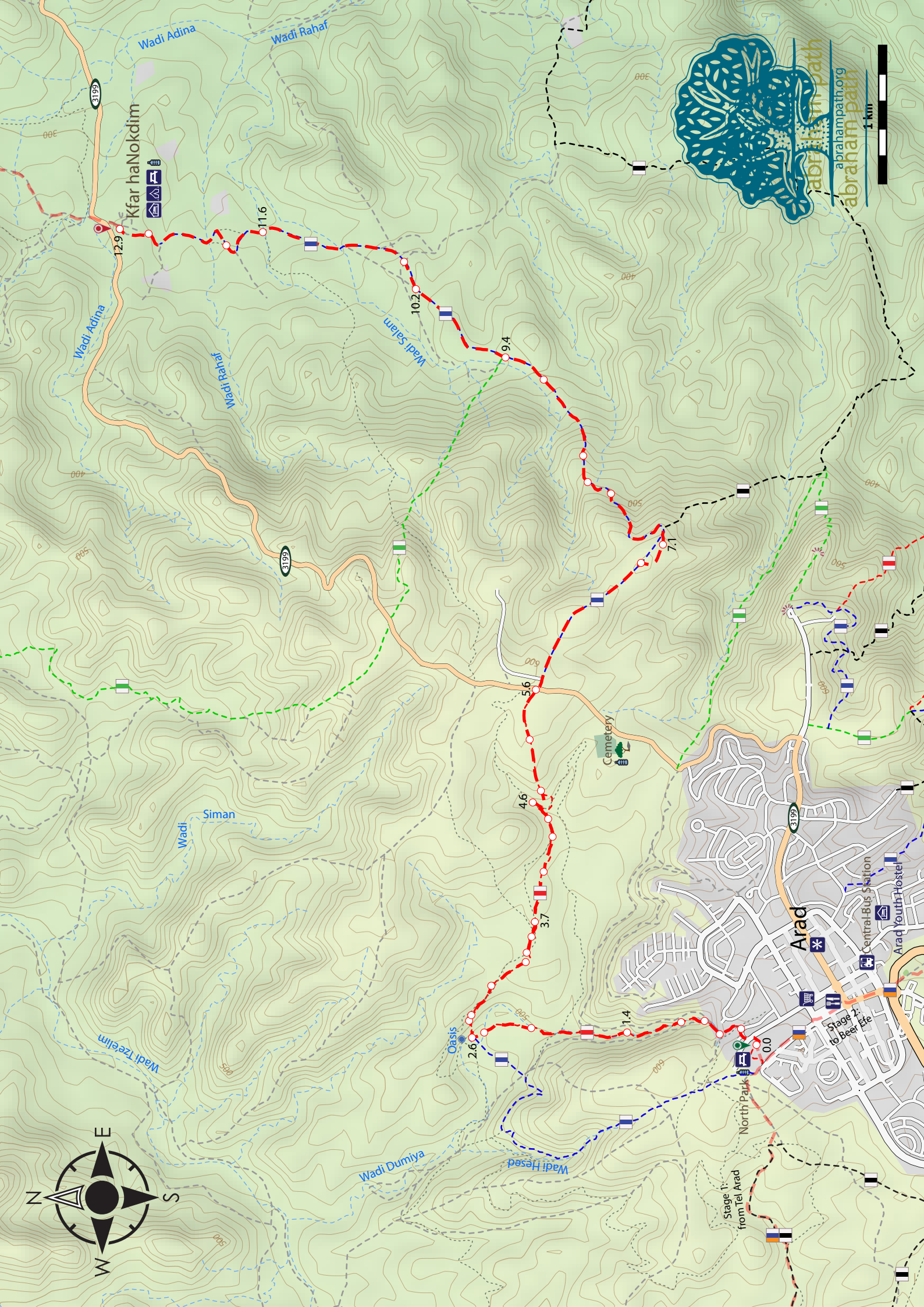
### Stage Notes:

There is no shade on the route except where noted.

The Ami'az Plateau night camps can be reached by normal car, over a rough dirt road. If caching water in the area, be aware that it is a popular attraction, and many people visit the area - so hide the caches very well.







Arad

Central Bus Station  
Arad Youth Hostel

Stage 1:  
from Tel Arad

Stage 2:  
to Beer Efe

North Park

Cemetery

Oasis

Kfar haNokdim

Wadi Adina

Wadi Rahaf

Wadi Salim

Wadi Rahaf

Wadi Siman

Wadi Tzelem

Wadi Dumiya

Wadi Hesed





# A1: Arad to Kfar HaNokdim (Arad Region)

**Distance:** 12.9 km  
**Time:** 2.5-4 hours  
**Physical Challenge:** easy  
**Trail Difficulty:** easy

km	Walking notes	+km
0.0	BEGIN STAGE. From Hebron Street, at the northwestern entrance to Arad North Park, head E through the park cross two roads to where a red-marked trail begins. The first blaze is on a pole on the edge of the road overlooking a canyon	0.4
0.4	From the beginning of the red trail, begin following the blazes; turn L and down into the canyon, following paths along it	0.2
0.6	Turn R and head down the steep path toward an old dirt road; turn R on the road, which soon turns to dirt	0.1
0.7	Turn L, leaving the road, and cross the wadi; then turn R and follow a path along the wadi	0.2
0.9	Continue straight on the path, passing a path heading uphill and R	0.5
1.4	Turn L on a path just above the wadi; soon after, cross the wadi, passing a building just uphill to R	0.7
2.1	Head L, heading up and slightly away from the wadi bed	0.4
2.5	Continue straight, crossing the wadi again; there is no discernible path	0.1
2.6	Turn R uphill as a blue trail joins from L and a transparent blaze indicates a site of interest (the oasis just ahead)	0.1
2.7	Continue uphill and roughly straight, crossing another small wadi bed; soon after, turn R on a faint path and continue slightly uphill	0.1
2.8	Continue along the faint path for a time, roughly straight across the hillside	0.2
3.0	Continue on the faint path toward the crossroads with a dirt track, turn slightly R and SE from the crossroads, following blazes as there is no clear path	0.3
3.3	Turn L, again following blazes with no clear path, toward a sign for a mountain bike trail (blue bicycle on white field, painted on a rock)	0.1
3.4	Cross the wadi and take the path uphill to R, then, shortly, go L uphill from the path, still looking for red blazes	0.1
3.5	Briefly walk parallel to a 4x4 track, heading towards a junction of two tracks	0.2
3.7	At the junction, continue following red blazes away from the tracks to your L; Arad is visible on a hilltop on R	0.3
4.0	Stay straight, heading E, crossing a wadi and a 4x4 track	0.3
4.3	Continue E, parallel to the path marked as a mountain bike trail	0.1
4.4	Turn L, coming closer to a wadi bed; continue straight down the wadi, joining a path	0.2
4.6	Cross the wadi and do a U-turn; follow this path for less than 100 meters before turn L and uphill, following blazes away from the path	0.2
4.8	Continue E as a very rocky 4x4 track joins from R	0.4
5.2	Continue straight on the 4x4 track as another 4x4 joins from L	0.4

5.6	The red trail ends at Hwy. 3199; continue E and cross the road to the dirt road marked as a blue trail	1.3
6.9	Continue on the large dirt road past a ranch on L; as the road curves R and then L again, see views of the Jordan Valley and mountains of Moab ahead	0.2
7.1	The dirt road becomes much rougher and rockier	0.8
7.9	Continue on the dirt road, past a path heading R	0.2
8.1	Continue straight past a crossroads with a dirt track	0.2
8.3	Continue straight past a path heading R	0.7
9.0	Stay straight on the dirt road, approaching a small Bedouin encampment	0.4
9.4	Continue straight, uphill with the blue-marked dirt road, past another green-marked dirt road heading L through the encampment	0.8
10.2	At the fork, take the R dirt road	0.2
10.4	Continue straight, crossing another dirt road; Kfar HaNokdim is visible not far ahead	1.2
11.6	Pass another small Bedouin encampment as you cross a wadi	0.4
12.0	Continue with the dirt road as uphill toward Kfar HaNokdim, crossing paths with several other tracks and trails	0.7
12.7	As you reach the corner of Kfar haNokdim, go L, keeping the fence to your R	0.2
12.9	Arrive at the entrance of Kfar haNokdim. END STAGE	END

## Transportation:

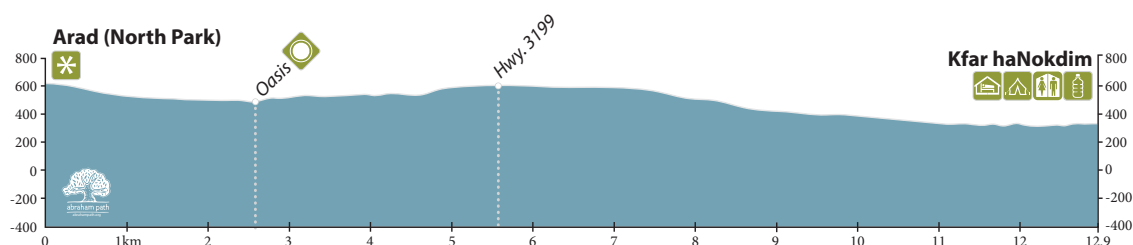
Arad has many public buses. No public transport to Kfar haNokdim; try a taxi from Arad.

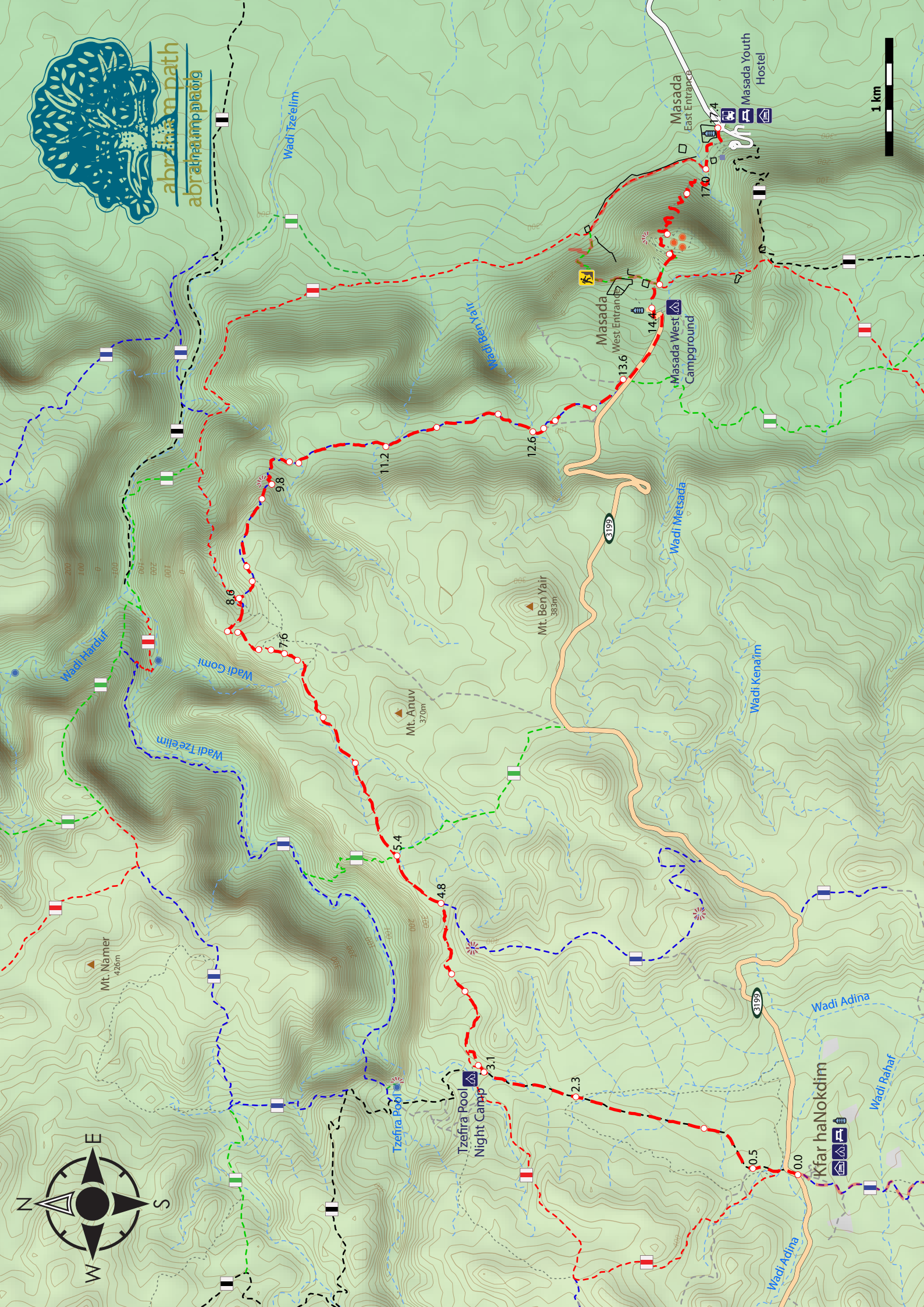
## Water:

Water available in Arad and at Kfar haNokdim. If continuing to Masada, bring water from Kfar haNokdim, as the next 17.5km are without water or shade, and tend toward hot weather. The cemetery off-route along the road also has water if needed.

## Stage Notes:

Kfar haNokdim, in addition to a huge variety of accommodation options (from tent camping to luxury ecolodge-style rooms) offers camel tours. It mainly caters to large groups, but smaller groups are welcome. Meals can be ordered as part of a stay, and tend toward the extravagant.









## A2: Kfar HaNokdim to Masada (Arad Region)

Distance: 17.4 km

Time: 3-5 hours

Physical Challenge: moderate

Trail Difficulty: moderate

km	Walking notes	+km
0.0	BEGIN STAGE. From the entrance of Kfar haNokdim, head N, toward the road	0.1
0.1	Cross Hwy. 3199; the blue-blazed trail ends. Continue N on a black-marked dirt road	0.4
0.5	Continue N with the black trail as a green trail heads L	0.6
1.1	Continue straight N on the dirt road, crossing a wadi bed	1.2
2.3	Continue straight N, crossing a dirt track marked as a green trail	0.8
3.1	Turn R away from the black trail to a red trail; follow red blazes, as there is no path. Option: to reach the night camp, continue N for 100 meters on the black trail. To reach Tzefira Pool, continue N on the black trail, then turn R on a blue trail uphill, and at the cliff top, turn R on a green trail, then carefully rock-scramble down to the pool	0.1
3.2	The red trail joins with a faint path, but continue looking for blazes	0.8
4.0	Continue NE with the red trail as the path widens for about 200 meters	0.2
4.2	Take the R path at a fork above a view of the canyon to L	0.6
4.8	Turn L with the red trail on a wide path at the crossroads, as a blue trail joins from R. Option: Take the blue trail up about a half-kilometer of steep climbing to reach a 360-degree lookout.	0.6
5.4	Continue straight, with the red trail, as it crosses a green trail	1.0
6.4	Near where two wadi beds join, continue NE following red blazes, keeping the wadi to L	0.5
6.9	Turn R and uphill away from the wadi at L; then shortly, turn L and continue climbing up a very rocky path	0.6
7.5	Turn R on the plateau as the climb levels out and continue roughly N on a faint path	0.1
7.6	Continue N with a very small wadi on your R - a small groove in the round surrounded by plant life	0.1
7.7	Take the R track at the junction of two 4x4's	0.2
7.9	The trail narrows to a path again	0.2
8.1	Turn L and take a steep, rocky downhill into a wadi	0.1
8.2	Do a U-turn, heading downstream in a larger wadi	0.4
8.6	Turn R, away from the red trail and onto a blue trail, up a steep climb	0.2
8.8	Continue ahead with the blue trail as the climb levels out onto a plateau	0.2
9.0	Continue E, roughly parallel to a 4x4 track to L; follow blue blazes, as the presence of a distinct path is inconsistent	0.6
9.6	Begin a steep descent	0.2
9.8	Do a U-turn and stay on the path as it continues downhill	0.4
10.2	The descent levels out in a wadi bed; turn R and go upstream	0.1
10.3	Turn L and begin a short but steep rock-scrambling section out of the wadi bed	0.1
10.4	The climb becomes easier, following a path; continue S, following blazes over very rough footing	0.8
11.2	Cross over a wadi bed and turn L	0.5
11.7	Continue S, crossing a small wadi	0.5

12.2	Turn R, joining a 4x4 track heading generally S	0.4
12.6	Continue with the 4x4 track, crossing another wadi	0.1
12.7	Stay L at the fork of two tracks	0.1
12.8	Follow the red blazes straight, as the 4x4 track heads R	0.4
13.2	Turn L on another 4x4 track headed SE	0.4
13.6	Turn R on a dirt road, heading S to the paved road, then turn L and follow the paved road downhill	0.8
14.4	Reach the western entrance of Masada	0.3
14.7	Pass a green trail heading L, signposted as "runner's trail." This is the northern bypass loop around Masada; it has a lengthy steep and difficult portion, and is not recommended unless you are choosing not to see the park on the mountaintop, or if you arrive too late to enter the park	0.1
14.8	Pass a sign on L indicating a short trail to ancient cisterns, then begin climbing the Roman Ramp	0.4
15.2	After gaining about 75 meters of elevation, enter the top of Masada mountain through a gate in the walls	0.3
15.5	Cross the mountaintop on paths to reach the gate to the cable cars and Snake Trail; walk onto the balcony and turn R to head downhill (note that these directions do no account for distance walked while seeing the site)	0.9
16.4	Pass a small shaded shelter on L	0.6
17.0	Pass a red-marked trail heading L; this is where the northern bypass loop rejoins our route	0.4
17.4	Arrive at the Masada East parking lot; bus schedules are posted on the entrance booth to R. STAGE END	END

### Transportation:

The west side of Masada has no public transportation. The east side is reached by Egged buses (every 1-2 hours) to Jerusalem, Arad, and Eilat.

### Water:

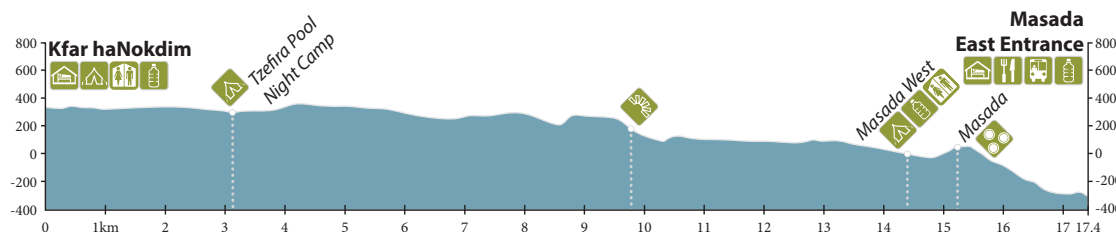
Kfar haNokdim is the only water stop before Masada. If camping at Tzefira Pool night camp, bring enough water for the night and the following day.

### Stage Notes:

There is virtually no shade on the route; prepare for a long, hot walk and bring plenty of water (at least five liters per person).

Tzefira Pool, a few km off-route, is a fairly popular swimming hole, accessed by a steep scramble down some cliffs.

Plan to spend around 2 hours seeing Masada (admission 29NIS/child 15NIS). A cable car ride (one-way 29NIS) to the east entrance is available to shorten the hike if desired, but you must still climb to the top of the mountain from the west side.





# Abraham Path

## Arad Region (Israel)

The Arad region is the gateway of the wilderness of the Negev. Though it begins in populated areas, the trail stretches south into remote desert, where striking landscapes and immense canyons appear in the Rift Valley, and civilization is no longer close at hand. Evidence of ancient usage still fills the region, though; millennia-old fortress stand atop ancient routes up and down the sides of the Rift, and caves nearby the trail hold Neolithic remains, evidence of human habitation 10,000 years ago.

From the northern Negev plains where Abraham dwelled, the Arad region of the Abraham Path descends to the scorching shores of the Dead Sea. Here is the traditional location of Sodom, the ill-fated city that was once home to Abraham's nephew Lot; today, "Sodom" is the name of a geologically unique mountain filled with caves and salt formations, while an eye-catching rock pillar in the cliffs along Highway 90 has earned the nickname of "Lot's Wife."

The region is best suited for the self-supported backpacker, given its ruggedness and remoteness. Wild camping is possible at each stage end, but sources of water and food are few and far between - hikers should plan their route carefully, and consider caching supplies before they begin their trip. At low elevation, heat can be very intense through much of the year - bring plenty of water and be physically prepared.

The A1-A2 spur to Masada provides an alternate experience or a short trip in its own right, but does not reconnect with the main Abraham Path route.

### **Accommodation (Main Route):**

Tel Arad: Camping with own tent 50 NIS/person; with provided tents or dormitory-style 60 NIS; Shared room (up to 5 people) 450 NIS. Price includes park admission. Is sometimes fully booked by large school groups; must call in advance to ensure availability: 057-776-2170.

Arad has numerous hotels as well as "trail angels" (see following page). Some of Arad's trail angels (Rachel Paine and Arie Schiff) have directly expressed interest in hosting Abraham Path hikers, but all trail angels have published their contact information out of a willingness to take in hikers.

Night camps are places where camping is permitted; as much of the desert is set aside as nature reserve, camping elsewhere is not allowed (in order to concentrate the environmental impact of camping). Beer Efe is not an official night camp, but simply the de facto area used by trekkers; Wadi Lot and Ami'az Plateau are official night camps, and as such have explanatory signs. Camping in to towns (like Neve Zohar) is also possible. Beer Efe and Ami'az Plateau are accessible by car to bring in supplies (the latter by rough dirt road). Finally, camping within about a kilometer of the roads at haArava Junction is permissible, though the surroundings may not be the most scenic.

### **Stages A1-A2 (Masada Spur):**

Kfar haNokdim offers a wide variety of accommodation options: <http://www.hanokdim.com/>

Tsefira Pool Night Camp is the only legal camp spot on the way to Masada. Accessible by normal car.

Masada West Entrance Campsite: 50NIS for camping, bathrooms and showers. Must call 48 hours in advance to reserve, and must arrive by 4pm October-March/5pm April-September.

Masada Youth Hostel (east entrance): Dorm \$68, double \$104. Offers meals, pool, free wifi. [massada@iyha.org.il](mailto:massada@iyha.org.il); 02-594-5623

# Abraham Path

## Arad Region (Israel)



### Trail Angels:

“Trail angels,” or “malakhei shvil” in Hebrew, are people who volunteer to host hikers for free. They exist along the length of the Israel Trail, a long-distance route with which the Abraham Path overlaps for much of the Negev, including in the town of Arad. Trail angels may put hikers up in a spare bedroom, on their living room floor, in their backyards, or sometimes even in separate cabins; some are very social and eat a meal with hikers (often asking the visitor to help cook or clean), while others prefer to provide a place to sleep other but keep mostly to themselves.

Staying with trail angels is a very unique and possibly unpredictable cultural experience, and anyone who is open to the unexpected and interested in meeting friendly locals is encouraged to try it. Trail angels prefer to be contacted several days in advance, and many prefer to host only long-distance hikers - those hiking for a week or more.

Two trail angels in Arad have specifically expressed interest in hosting Abraham Path hikers:

Rachel Paine: 050-3070544. Room for up to 4 hikers

Arie Schiff: 054-4649258. Large tent

Other trail angels may also be happy to host Abraham Path hikers - for contact information, scroll down or search for “Arad” on this page: [http://shvil.wikia.com/wiki/INT\\_Trail\\_Angels](http://shvil.wikia.com/wiki/INT_Trail_Angels). Keep in mind not to contact trail angels with the “SHO” notation on Friday night, Saturday, or Jewish holidays.

### Water and Supplies:

The ends of stages 2 and 4 both lack water options, and the entirety of stages 2-5 lack places to buy groceries, after Arad. Hikers through the Arad region should plan to cache water (or arrange delivery) at Beer Efe and at Ami'az Plateau night camp. Hikers on the Masada spur won't need to cache water - if camping at Tzefira Pool night camp, you can bring water 3km from Kfar haNokdim for the night and following day.

Food options are limited to carrying four days' worth of food out of Arad, caching food along with water, or a combination of both (for example, caching non-perishable or canned goods, while carrying more fragile items). Hikers continuing on to the Craters region are faced with a lengthy stretch of wilderness devoid of grocery stores: From Arad to Mamshit (close to the town of Dimona, the nearest supply point) is 7-8 days' walk. This makes carrying food rather impractical, and caching a more appealing option.

HaArava Junction does provide a resupply option; from the junction, it's a short bus, taxi or hitchhiking ride up to Dimona along Hwy. 25. Resupplying in this way would reduce the number of days between grocery stores along the Arad and Craters regions to 4.

Regardless of your plan, be aware that these regions are best suited for strong, well-prepared hikers, and the physical challenge will be substantial. The Masada spur (Stage 1, then stages A1 and A2) offers an easier, but still scenic, alternative to the main route.

### Transportation:

The only transit hub in the region is Arad, but Neve Zohar, haArava Junction, and Masada are served by several Egged buses a day connecting to major transit hubs (Arad, Beersheva, Eilat, Jerusalem, Tel Aviv). If depending on bus transport, plan schedules carefully ([www.egged.co.il](http://www.egged.co.il)). Find more information on transport to the Arad region at [www.abrahampath.org](http://www.abrahampath.org)