

SUMMARY OF RULES AND REGULATIONS

1. Do not injure or damage any structure, rock, tree, flower, bird or wild animal within the park (See No. 2). Do NOT gather limbs, brush or trees (either dead or alive) for firewood! It must be allowed to remain to rebuild the natural humus.
2. Any firearm, BB gun, air gun, CO₂ gun, bow and arrow, or spear gun in possession in a state park must be unloaded or un-nocked and stored in a case or locked within a vehicle except when participating in an activity authorized by written permit.
3. Dogs and cats must be kept on leash while in the park.
4. There shall be no vending or advertising without permission of the Department of Natural Resources.
5. Camping is permitted only in the campground. No youth groups in the family campground.
6. Fires shall be built only in places provided. Visitors must put waste in receptacles provided for that purpose.
7. Motorists will observe speed limits as posted, and park in designated areas.
8. Swimming is limited to such places and times as designated by the Department of Natural Resources.
9. Drinking water should be taken only from hydrants or fountains provided for that purpose. This water supply is tested for purity.
10. Report lost or found articles to the property manager.

The programs, services, facilities, and activities of the Indiana Department of Natural Resources are available to everyone without regard to sex, creed, color, or national origin.

THE INTELLIGENT USE OF LEISURE TIME

This trail map is given to you with the compliments of the State of Indiana through its Department of Natural Resources in the hope that it will direct your attention to the primary purpose for which the state parks system has been established.

These recreation areas are parts of 'original America' preserving for posterity typical primitive landscapes of scenic grandeur and rugged beauty.

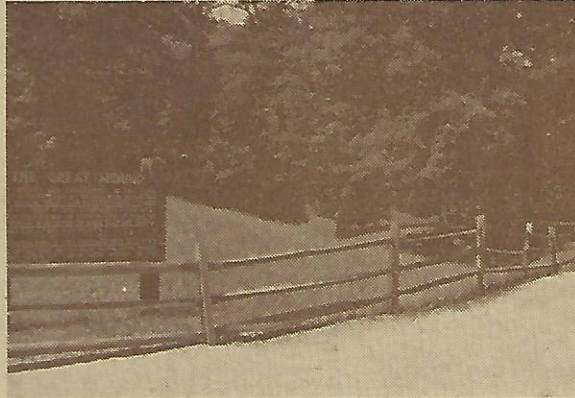
Along the quiet trails through these reservations, it is to be expected that the average citizen will find release from the tension of his overcrowded daily existence; that the contact with nature will refocus with a clearer lens his perspective on life's values and that he may here take counsel with himself to the end that his strength and confidence are renewed.

1-88

MOUNDS

STATE PARK
4306 Mounds Road
Anderson, Indiana 46017
(317) 642-6627

TRAIL MAP
Off 1-69 near Anderson



Established in 1930, Mounds State Park contains and preserves some of the finest examples of earthwork and mound building in the state of Indiana. There are 11 mounds and earthworks located within the park's boundaries, believed to have been constructed about 1-50 A.D. by the Adena and Hopewell moundbuilders (late archaic to early and middle woodland periods). Constructed for burial as well as ceremonial purposes, the largest and best preserved of the park's mounds is the "Great Mound," easily accessible by using trail #1. During the summers of 1968 and 1969, a team of archaeologists excavated a burial mound located in the Great Mound's central platform area. Among the discovery of a variety of artifacts that included bone awls, a stone pipe, potsherds, and projectile points, were 6 human skeletons. The circumstances surrounding the mound builders' disappearance are largely unknown - truly lost in the mists of time.

Other prehistoric earthworks located in the park include five mounds that are circular, two that are fiddle-shaped, one that looks like an open-ended figure eight, and two that are rectangular.

Any artifacts found by the public must be turned in at the park office.

DESCRIPTION OF TRAILS

1. Many hikers feel that this trail passes through some of the park's most beautiful scenery. Beginning at the Pavilion, trail #1 heads west down into a ravine and along lovely White River. Turning then up several stairs, this trail opens upon the most impressive group of earthworks in the park. Then it leads back into the woods, follows a small, babbling stream, and ends at the Pavilion. A moderate trail, especially good for wildflowers and bird watching.
2. Begins behind the Pavilion, descends into a ravine, then follows the White River northward into a rich floodplain bottomland. Joins trail #3 briefly, then loops back to the south to end at the Pavilion.
3. The longest trail in the park starts at the Pavilion and leads north through woodland, which includes some of Mounds' largest trees. Joining briefly with trail #2, trail #3 then follows the White River's bluffs, then turns east along little Bronnenberg Creek. Loops past the swimming pool, back into the woods, then emerges near the horseshoe shaped earthwork. The Trail continues along the wood's edge through a picnic area, entering the woods once more, and finishing at the Pavilion. A long, moderate trail through a variety of terrain.
4. Begins between Great Mound and Fiddleback Mound. Trail 4 follows the ridge above White River through majestic oaks and hickories. Many twists and turns, emerging again near the Great Mound. A short, easy trail.

STAY ON MARKED TRAILS!



ACTIVITIES

AND FACILITIES

CAMPING - The campground is fully developed with new shower/restroom facilities. Each site provides picnic table and grill. Electrical sites are available. A dumping station is also available. Occupancy is limited to two (2) weeks. Youth Tent Area - primitive camping for church youth groups, scout troops, under adult supervision.

CANOEING - Canoe rentals, launch on White River. Renters must provide their own transportation. Inquire at campground control station. Why not try your hand at navigating the beautiful and historic White River?

FISHING - White River - bass, bluegill, catfish, and more. State license required for those aged 17-65.

HIKING - More than 4 miles of easy to moderate hiking on the park's 4 trails.

NATURALIST SERVICE Year round; a variety of activities are offered for the entire family. Also available by request for church, scout, school, and civic groups. Inquire at Nature Center, park office, or gatehouse.

PICNIC AREAS - Tables, grills, restroom facilities, timberform playground equipment and open play fields all available. Firewood for sale seasonally. Horseman's Day Use Area - Hitching posts, tables, grills, water; 2½ miles of bridle trails available.

CROSS COUNTRY SKIING - Four miles of easy to moderate ski trails. 4" - 6" snow base required. Inquire at park office.

SWIMMING - New, large, modern pool and bathhouse with wading pool; 500 person capacity. Open the Saturday before Memorial Day through Labor Day. Concessions available here. Swimming is not permitted elsewhere in the park.

SHELTER HOUSES - 2 available year round in picnic area. Use is first come-first served, or may be rented/reserved for specific date. Pavilion - available April through December, must be reserved/rented. Includes chairs, tables, kitchen facilities, fireplace, restrooms. Inquire at park office.

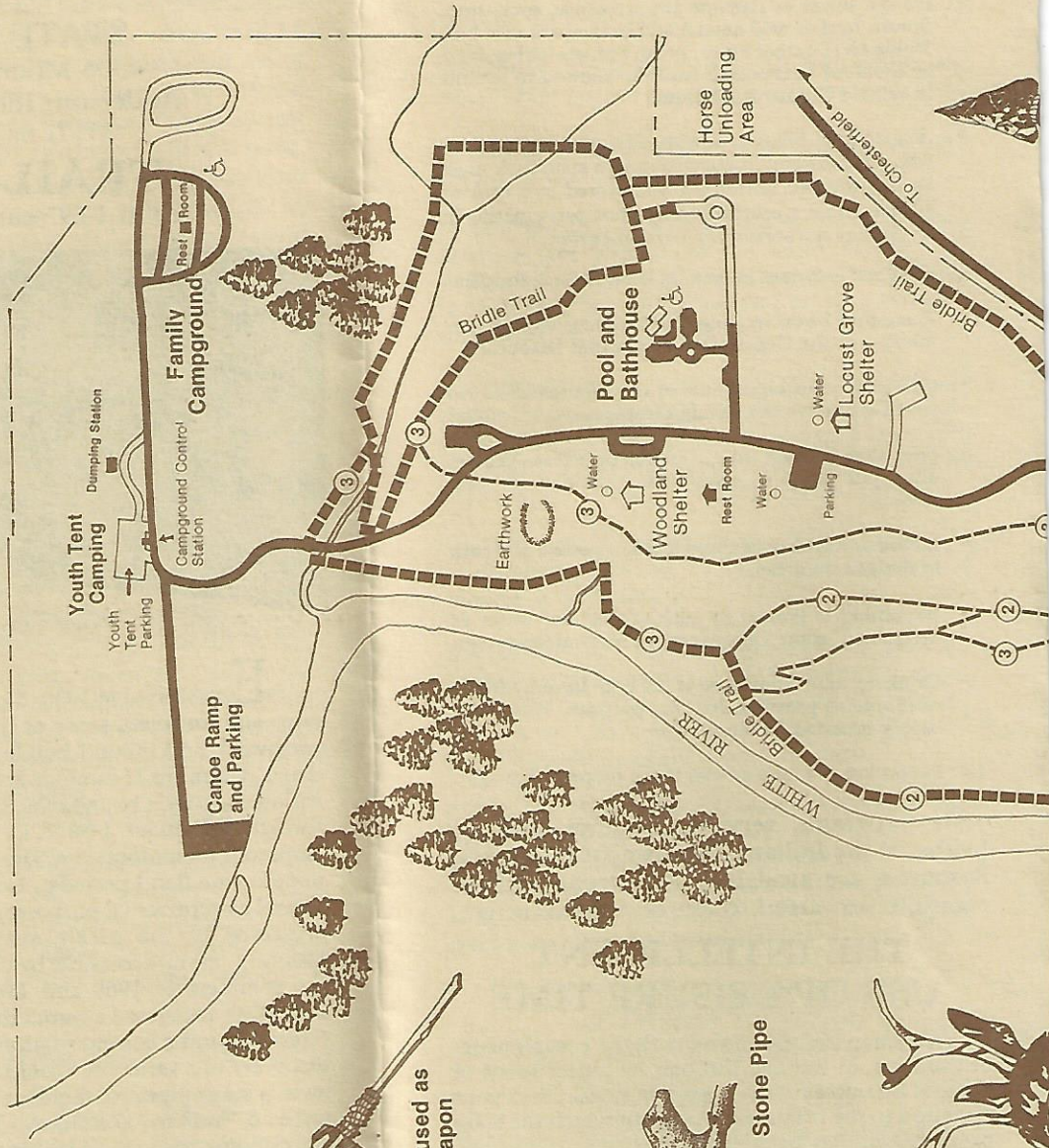
CONSIDER THE RESULTS IF OTHER VISITORS USE THE PARK AS YOU DO

SPECIAL NOTE

Receipts from admission and service charges are used to help defray the operation and maintenance costs of the park. List of fees available in park office.

THIS IS YOUR PARK

All visitors are expected to observe the following rules which are designed to fulfill the purpose for which state parks were established, namely to preserve a primitive landscape in its natural condition for the use and enjoyment of the people.



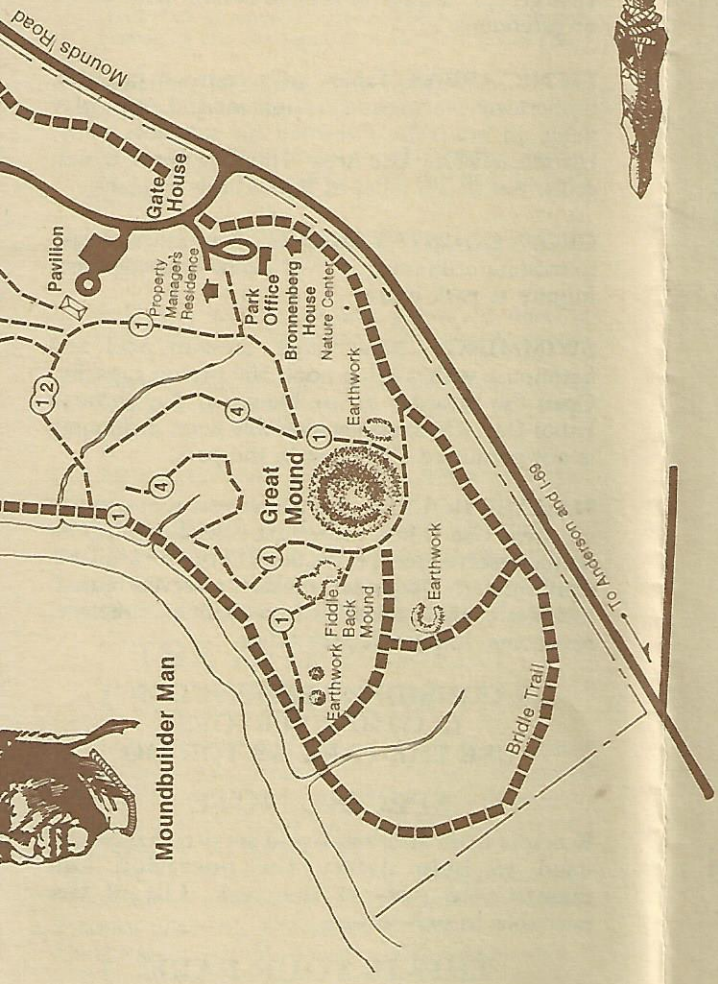
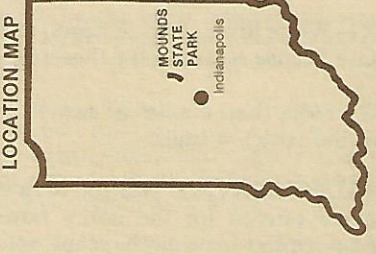
Stone Adz, used as an ax or weapon



Stone Pipe



Flint Arrowpoint



Flint Knife



Hammer Stones

Established 1930 259 Acres
Anderson, Indiana



LEGEND

	Park Boundary
	Road
	Hiking Trail
	Usable by Handicapped
	Bridle and Hiking Trail

TRAIL TABLE

TRAIL	MILEAGE	TRAIL TYPE
1	1	Easy
2	3/4	Easy
3	1 3/4	Moderate
4	1/2	Easy
Bridle	2 1/2	Easy