RULES AND REGULATIONS
• Do not injure or damage any structure, rock, tree, flower, bird, insect, fish or any other life forms, such as snakes, bushes, trees (either dead or alive) for firewood because they rebuild the natural home.
• Any firearm (except lawfully possessed handguns), BB gun, air gun, CO2 gun, bow and arrow, paint gun or spear gun in possession in a state park must be unloaded or un-rodded and stored in a case or locked within a vehicle, except when owner is participating in an activity authorized by written permit.
• Dogs and cats must be attended at all times and kept on a leash no longer than 6 feet.
• Vending or advertising without permission of the Department of Natural Resources is prohibited.
• Fires shall be built only in designated places.
• Please comply with the Carry In/Carry Out trash policy in all day use areas. Overnight guests must put waste in receptacles provided for that purpose.
• Motorists shall observe posted speed limits and park only in designated places.
• Swimming is limited to places and designated times by the Department of Natural Resources.
• Drinking water should be taken only from pumps, hydrants or fountains provided for that purpose. This water is tested regularly for purity.
• Report lost or found articles to the park office.
• All motorized vehicles shall remain on paved roadway.
• Snowmobiles are prohibited.
• Use of metal detectors prohibited.
• Motorcyclists shall observe posted speed limits and park only in designated places.
• Pool is closed from 11 p.m. to 7 a.m. No one is allowed in the park, between these hours, except for campers using their sites.

Please let wild animals remain wild. Feeding or distorting the feeding habits of animals can result in harm to both animals and people. Animals who depend on human handouts become a nuisance to visitors and danger to themselves. Please lock all food and coolers inside cars or campers. Roll up car windows tightly.

This is your park
Visitors shall observe the rules, which are designed to fulfill the purpose for which state parks were established, and to preserve a pristine landscape in its natural condition for the public’s use and enjoyment.

DNR PROPERTIES NEARBY
• Summit Lake State Park—boating, boat ramp, camping, cross-country skiing, fishing, hiking trails, seasonal interpretive services, picnic area, boat rental, shelter house, swimming beach, youth tent areas, wildlife watching
• Fort Harrison State Park—Dog park, recreation buildings, interpretive services & center, picnic area, hiking trails, multi-use trails, fishing, horseback riding, inn, restaurant, swimming, sledding hill, cross-country skiing, shelter house
• Wilbur Wright Fish and Wildlife Area–dog training areas, fishing, hunting, target ranges, trapping, wildlife watching

ACTIVITIES AND FACILITIES
FAMILY CAMPING—The campground is fully equipped with rest rooms and showers. Each site provides a picnic table and grill. All campers are Electric Sites. A dumping station is also available. Occupancy is limited to 14 consecutive nights. Firewood for sale seasonally. Reservations are available through the Central Reservation System.

YOUTH VENTURE AREA—the online camping for church and other youth groups, scout troops, etc., under adult supervision. Equipped with water and vault toilets. Reservations are available through the Central Reservation System.

FISHING—Silver Lake—fishing, bluegill, catfish, and more. State license required and may be purchased at the camp store. It’s a great trail for a short hike and enjoying the outdoors.

Please stay on marked trails. Bicycles are prohibited on trails.

CENTRAL RESERVATION SYSTEM
Reservations for all types of camping, family cabins, and inn and forested camps can be made online or by calling toll-free:
Call: 1-866-636-camp (1-866-622-6746) Online: camp.IN.gov

FOR MORE INFORMATION
White Mounds State Park
4306 Mounds Road
Anderson, IN 46017
Call: (765) 642-6627 Online: on.IN.gov/mounds

SPECIAL NOTE
Receipts from admission and service charges are used to help defray the operation and maintenance costs of the park. Receipts from admission and service charges are used to help defray the operation and maintenance costs of the park. Receipts from admission and service charges are used to help defray the operation and maintenance costs of the park.

For a list of park events, visit interpretweservices.IN.gov

DESCRIPTION OF HIKING TRAILS
TRAIL & DESCRIPTION DISTANCE DIFFICULTY
Trail 1 1 mile Easy
You will find the 20 most common trees in Indiana marked for your convenience along this trail. The trail also winds around four prehistoric mounds, one is the Great Mound, the focal point of the park. A tree guide and mounds history guide can be obtained at the Visitors Center.

Trail 2 2 miles Rugger
Begins at pavilion. Going to the left, it descends to a boardwalk that skirts a spring-fed creek and onto the backside of the Great Mound. When starting from behind the pavilion, it provides a short descent down to the White River and intersects with Trail 5.

Trail 3 9 miles Moderate
The trail descends into the woods from the first two parking lots on the left side of the road in the picnic area. It winds through the forest, along the edges of several species of trees and birds. It intersects with Trail 5 and skirts the backside of the pavilion.

Trail 4 7 miles Rugger
Begins from the back parking lot at the pool. This trail is suited for avid hiker because of its rugged terrain and steep hills. It can be traveled to and from the campground via a long boardwalk, which descends into a ravine with a creek and then climbs up the bluff. It provides a scenic overlook with all types of wildlife and many feathered friends. It intersects Trail 5 three times.

Trail 5 2.5 miles Moderate
Begins at the main gate and skirts the boundary of the park. It provides a scenic view as it follows along the White River and the limestone bluffs. One might catch glimpses of different types of waterfowl and aquatic life. It crosses several creeks and goes on into the woods, where songbirds and upland game make their home. This is a great trail for spring wildflower enthusiasts and fans of the majestic hardwood trees that populate the forest. It is the longest and most popular trail in the park.

Trail 6 4 miles Moderate
Begins at the campground control station and leads to either the campground or the boat launch area. This trail is great for campers who wants to fish or purchase items from the camp store. It’s a great trail for a short hike and enjoying the outdoors.

Please stay on marked trails. Bicycles are prohibited on trails.

As the name suggests, Mounds State Park contains and preserves some of the finest examples of earthwork and mound building in Indiana. Built by the Adena and Hopewell cultures around 1600 B.C., the 10 mounds and earthworks within park boundaries range in size from a few feet in diameter to several feet high. These mounds were used primarily for ceremony, celebration, and observation of solstices, equinoxes and stellar events. Research indicates that these mounds were used in ancient times as a sort of observatory, the tallest earthwork is of more than 100 of the brightest stars, as well as those of the moon and visible planets. The largest and best preserved of the park’s mounds is the “Great Mound,” easily accessed by Trail 1. Technically referred to as a “circle enclosure,” this earthwork is the largest of its kind in the state, and is nearly a quarter-mile in circumference.

Among the first inhabitants of this area were the Adena, who dated to 1,000 B.C., and were primarily a hunter/gatherer society. They left their mark by the construction