



# Scout Overnight Camping and Programming Packet

UNCOVER INDIANA'S SECRETS



**ANGEL MOUNDS**  
INDIANA STATE MUSEUM  
HISTORIC SITE • EVANSVILLE



# Camping at Angel Mounds

Are you looking for a local place to camp  
for just your troop/pack?

**Angel Mounds is the place for you!**

Angel Mounds' scout camping area is an Eagle Scout project that  
has been in place for many years and a trailhead for  
the Muskogean Trail.

The camping area gives you the flexibility to plan your own pro-  
gramming or coordinate with one of the Angel Mounds' staff led  
programs.

Contact us at:  
[angelmoundssh@indianamuseum.org](mailto:angelmoundssh@indianamuseum.org)  
812-853-3956

# Camping and Programming Fees:

## Overnight Fees:

Primitive Camp Ground\* (60-100 campers): \$100/night

-Water available

-Fire rings provided

Lab Building\* (25-30 campers): \$150/night

-Building heated and cooled

- Sink with running water

\*Both options have port-o-pot facilities; both locations can be rented concurrently.

## Programming Fees:

\*Programs descriptions on the following page

Can You Dig It?: \$4/scout

Indiana's Original Rivertown- \$4/scout

Orion vs Long Sash- \$4/scout

Corn Husk Dolls- \$2/scout

## Weekend/After Hours Programming Options:

**Can You Dig It?**- Scouts will get their hands dirty while they participate in a simulated excavation and learn skills used by real-world archaeologists to discover facts about ancient cultures. Please note we are able to accommodate only 25 participants at a time during this activity.

**Indiana's Original River Town**- Scouts will get hands-on with artifacts and animal pelts during this presentation about the people who lived at Angel Mounds and the archaeologists who have uncovered the culture and lifeways of these Mississippians.

**Orion vs. Long Sash**- Scouts will climb inside of our portable StarLab planetarium and look to the stars during this program. Learn the lore of cultures that predate European exploration and discover how they explained the mysteries of our galaxy. Please note we are able to accommodate only 25 participants at a time during this activity.

**Corn Husk Craft**- Scouts will learn about the many uses Mississippians found for corn and create a corn husk doll to bring home with them. Custom programming available upon request.

If you would like to work towards a specific badge or participate in an activity not listed above, please contact us at: [angelmoundsshs@indianamuseum.org](mailto:angelmoundsshs@indianamuseum.org).

# Overnight Camping Registration for Angel Mounds State Historic Site

## Contact Information for Individual Booking the Reservation:

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Email: \_\_\_\_\_

Phone Number: (\_\_\_\_\_) \_\_\_\_\_

## Event Information:

Date of Overnight Camping (Day/Month/Year): \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

Number of Campers: \_\_\_\_\_ Numbers of Leaders/Chaperones: \_\_\_\_\_

Organization/Scout Troop Designation: \_\_\_\_\_

Requested Programs (optional): \_\_\_\_\_

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Please note: Listing a program does not guarantee staff will be able to accommodate your request. Please verify with staff at the time you submit your registration form.

## Emergency Contact Information:

On-Site Emergency Contact 1:

Name: \_\_\_\_\_

Phone: (\_\_\_\_\_) \_\_\_\_\_

On-Site Emergency Contact 2:

Name: \_\_\_\_\_

Phone: (\_\_\_\_\_) \_\_\_\_\_

Off-Site Emergency Contact 1:

Name: \_\_\_\_\_

Phone: (\_\_\_\_\_) \_\_\_\_\_

Off Site Emergency Contact 2:

Name: \_\_\_\_\_

Phone: (\_\_\_\_\_) \_\_\_\_\_

\*\*\* NOTE: This form must be submitted with the overnight camping registration fee 30 days prior to your reserved camping date. Failure to do so will result in cancellation of your reservation. \*\*\*

# Regulations for Overnight Camping at Angel Mounds State Historic Site

1. Camping is only for official scouting groups registered with an official council.
2. Camping is primitive. There are two port-a-lets on the site. No access will be granted to indoor restroom facilities outside of business hours at the Interpretive Center.
3. Fires are limited to rings only. Fires may be banned due to climate and ground conditions. Torches are not permitted anywhere on the grounds.
4. Camping is relegated to designated areas only. Camping is not permitted on the actual village site.
5. Digging of any type will not be allowed, and is in violation of state and federal laws.
6. All trash must be removed from camping area at time of departure. Failure to do so will result in a State littering fine and being banned from the camping site in the future.
7. Nothing is to be removed from the site, including natural and cultural items.
8. Wildlife on the site is not to be disturbed, only observed.
9. As in the daytime, all trail rules are to be followed. Areas off limits during the day are off limits at night unless through a special program arrangement with the staff.
10. Any troop using the property must provide proof of insurance before access to the site is granted. Please verify with staff that Angel Mounds has updated proof of liability insurance for overnight camping from your Scout Council. If it is not on file, your troop is responsible for seeking out the insurance document through your Scout Council and providing it to Angel Mounds staff.
11. Overnight camping access includes access to the grounds after closing time, use of electrical outlets, water spigots, fire rings, and access to the museum during regular business hours. Site-specific programming can be arranged pertaining to merit badges for an additional fee (see Programming Options).
12. Due to high demand during peak seasons, failure to submit a registration form and payment on time will result in cancellation of your reservation.