Nearby Parks

If you're having a great time here, don't forget to visit one of the three other state parks!

Dead Horse Ranch State Park (19 miles) Nestled in the cool climate of Cottonwood, this park offers numerous recreational opportunities such as camping, hiking, mountain biking, canoeing, fishing, horseback riding, and more. Cabins and access to the Verde River are also available. (928) 634-5283

Verde River Greenway State Natural Area (20 miles) This 600-acre stretch of the Verde River extends from Tuzigoot Bridge to Beasley Flat below Camp Verde. The conservation area provides excellent fishing, hiking, swimming, bird watching, and kayaking opportunities. (928) 639-0312

Jerome State Historic Park (26 miles) This park reveals the story of the city of Jerome inside the historic Douglas Mansion. The museum features photographs, artifacts, and minerals in addition to a video presentation and a 3-D model of the town with its underground mines. (928) 634-5381





Fort Verde State Historic Park

125 E Hollamon, Camp Verde, AZ 86322 (mail) PO Box 397, Camp Verde, AZ 86322

(928) 567-3275 | 1-877-MYPARKS azstateparks.com/fort-verde

AZStateParks
Like/Follow/Watch us on:







Experience life through the eyes of a frontier soldier at **Fort Verde State Historic Park** in Camp Verde, Arizona. The fort was a base for General Crook's U.S. Army scouts and soldiers in the 1870s and 1880s. From 1865 - 1891, Camp Lincoln, Camp Verde and Fort Verde were home to officers, doctors, families, enlisted men, and scouts.

The park is the best-preserved example of an Indian Wars-period fort in Arizona. Today, visitors can experience three historic house museums that are listed on the National & State Register of Historic Places. The park offers picnic tables, restrooms, RV and tour bus parking, and is ADA accessible. Stop by and step into Arizona's past!

The Visitor Center is open 10 a.m. - 4 p.m. daily and is closed December 25.

Thank you for visiting!



1-877-MYPARKS | azstateparks.com

Visitor Center

The Visitor Center includes admission, book store, and gift shop. Parking is available for buses and RVs. Living history programs can be provided for your group by calling in advance. School and tour groups are welcome. All facilities are ADA accessible.

The Visitor Center also has an are for visitors to dress up in period clothing and take pictures!

Museum and Exhibits

The **Adjutant Headquarters** is also the main museum with artifacts, photos, videos, and interpretive exhibits and artifacts focused on the Indian Wars history and lives of those who lived and served at Fort Verde, including soldiers, Indian Scouts, settlers, post surgeons, and Native Americans.

Three historic house museums remain on Officer's row: Commanding Officer's Quarters, Bachelor Officer's Quarters and the Surgeon's Quarters, all furnished in the 1880s period.

Frequently Asked Questions

Where's the stockaded wall?

None of the 43 forts in the Arizona Territory had walls around them and the fort was never attacked.

Who were the Native Americans in this area?

Yavapai (from the west) and Apache from the south and east.

When was the military present in the Arizona Territory?

From 1865 until 1891.

When was Fort Verde operational? From 1871 to 1891.

Were all of the military stationed here Cavalry?

No. 90% of the soldiers stationed at Fort Verde were actually Infantry.

How many troops were stationed here?

The maximum number was 306 enlisted, 11 officers, 19 civilians, and 36 Apache Indian scouts. The average number of enlisted men was only 110.

Park Rules

General Rules

- Leave all food and drink outside of the park buildings.
- Drive your vehicle only on designated paved surfaces. Park only in designated parking areas. Do not park on the side of the road.
- Do not use glass containers in the park.
- Deposit litter and garbage in the proper containers.
- All of our parks adhere to firearm and hunting regulations. Please familiarize yourself with this information.

Fires

- Fires are not permitted in the park.
- Fireworks are not permitted in state parks.

Pets

- Keep your pets on a maximum six-foot leash at all times. Do not leave pets unattended.
- Pick up after your pet.
- Please keep non-service animals out of park buildings.
- For additional information related to pets, visit our website or ask park staff.

Additional Rules

- Skateboards and bicycles not allowed.
- Commercial use and events are authorized under a special use permit.

The rules of this park are not limited to the rules listed above. Additional park rules may be found at **azstateparks.com**.

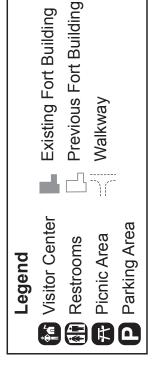
Annual Events

Special events give visitors a glimpse into Arizona's history. These events include:

Buffalo Soldiers	February
History of the Soldier	April
Colonel's Daughter Contest	September
Fort Verde Days	October
Victorian Christmas	December

VERD STATE HISTORIC PARK ٤

former Quarters, Bachelor Officer's Quarters and the Surgeon's Experience three historic homes: Commanding Officer's Officer's Row, all furnished in the 1880s and State Register of Historic Places due to their unique Adjutant Headquarters houses the Visitor Center with interpretive exhibits, period artifacts from military life, and a video presentation on the Indian Scouts that served All of these buildings are listed on the National The significance. historic during the Indian Wars era. and O architectural period.





"Glimpses of the Past" Video Tour

Take a virtual self-guided tour through Fort Verde! Use a QR code reader on your phone, and when you see a code at any viewpoint, scan it to watch an enjoyable interpretive video.

QR codes at the following exhibit can find the buildings You

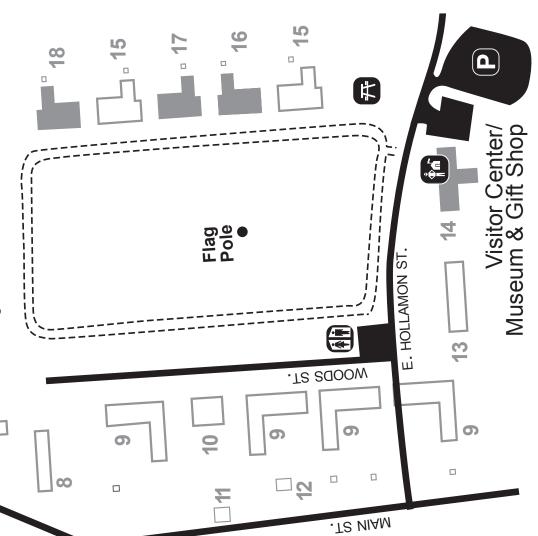
- 6. The Hallway
- **The Parlor** <u>.</u>
- The Dining Room 9
 - The Kitchen <u>.</u>

- The Master Bedroom 9
- The Daughter's Bedroom The Son's Bedroom <u>6</u> 6.
 - Outhouse The
- The Surgeon's Quarters <u>∞</u>

5

2

3



2

- 1. Hay Yard
 2. Cavalry Corrals
 3. Quartermaster Corra
 4. Shops
 5. Hospital Matron's Qu
 6. Hospital
 7. Quartermaster's Stora
 8. Commissary
 9. Company Quarters
- II. Magazine Quartermaster Corral

Guardhouse

Quartermaster's Storehouse

Hospital Matron's Quarters



