Anvillake

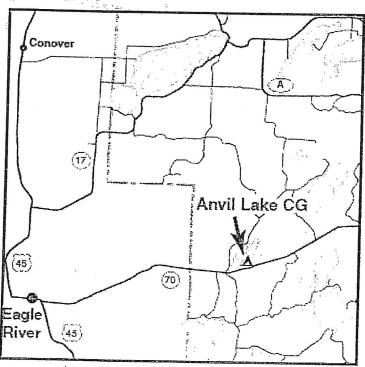


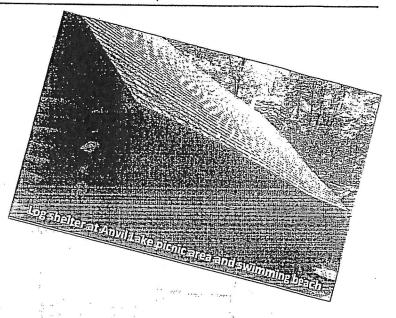
CHEQUAMEGON-NICOLET NATIONAL FOREST

EAGLE RIVER/FLORENCE RANGER DISTRICT

Features

- 18 campsites
- Drinking water
- Boat landing
- Swimming beach and picnic area
- Campground hosts (summer)
- Vault toilets
- Some accessible facilities available
- Access to Anvil National Recreation Trail
- Fishing for walleye, largemouth and smallmouth bass, perch, and panfish





Location

From Eagle River travel east 8.7 miles on Highway 70 to the campground entrance on the left (north) side of the road.

Campsite Capacity

Individual campsite capacity may not exceed 4 vehicles and 8 people.

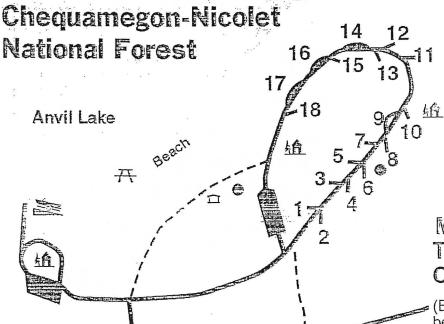
Vehicle capacity limit includes vehicles, wheeled camping units and trailers.





Welcome to

Anvil Lake Campground





Legend		eg	el	1d
--------	--	----	----	----

- ££ Toilet ♥ Well
- 8- Campsite
 Boat Landing
- # Picnic Area
- □ Shelter

Maximum RV/ Trailer Length of Campsites

(Back-in sites unless indicated below)

25 Foot: 1, 13, 18

30 Foot: 12

35 Foot: 7

40 Foot: 2, 3, 4, 5, 6, 8, 10, 11 Pull Through Tent: 9, 14, 15, 16.17

Description

(70)

Anvil Lake Campground is located on the south shore of crystal clear Anvil Lake. The picnic area in the campground has a log shelter and a great view of Anvil Lake and the swim beach. A short trail links the campground to the 12 mile long Anvil National Recreation Trail and Watchable Wildlife Trail. The Anvil Trail is a popular place to mountain bike in spring through fall.

Campground Fees

Individual campsite fee is \$15/night.

Nightly fees are half of price shown with use of Interagency Senior or Access Pass.

Interagency Pass discounts apply only to the fee for the campsite physically occupied by the pass holder.

Eagle River/Florence Ranger District 1247 E. Wall Street Eagle River, WI 54521

Need more information?on the web at:

Parking for Anvil Trail

www.fs.usda.gov/cnnf/ USDA is an equal opportunity provider and employer

Eagle River/Florence Ranger District 5638 Forestry Drive Florence, WI 54121



Printed on Recycled Paper