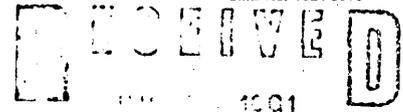


United States Department of the Interior  
National Park Service



National Register of Historic Places  
Registration Form

NATIONAL  
REGISTER

This form is for use in nominating or requesting determinations of eligibility for individual properties or districts. See instructions in *Guidelines for Completing National Register Forms* (National Register Bulletin 16). Complete each item by marking "x" in the appropriate box or by entering the requested information. If an item does not apply to the property being documented, enter "N/A" for "not applicable." For functions, styles, materials, and areas of significance, enter only the categories and subcategories listed in the instructions. For additional space use continuation sheets (Form 10-900a). Type all entries.

1. Name of Property

historic name Carlos Avery Game Farm  
other names/site number N/A

2. Location

street & number off Co. Hwys. 17 and 18 (5463 W. Broadway) not for publication N/A  
city, town Columbus Township Ham Lake  vicinity  
state Minnesota code MN county Anoka code 003 zip code 55025

3. Classification

Ownership of Property	Category of Property	Number of Resources within Property	
<input type="checkbox"/> private	<input type="checkbox"/> building(s)	Contributing	Noncontributing
<input type="checkbox"/> public-local	<input checked="" type="checkbox"/> district	<u>11</u>	<u>1</u> buildings
<input checked="" type="checkbox"/> public-State	<input type="checkbox"/> site	<u>3</u>	<u>      </u> sites
<input type="checkbox"/> public-Federal	<input type="checkbox"/> structure	<u>      </u>	<u>      </u> structures
	<input type="checkbox"/> object	<u>14</u>	<u>1</u> Total

Name of related multiple property listing:  
Federal Relief Construction in Minnesota 1933-1941

Number of contributing resources previously listed in the National Register 0

4. State/Federal Agency Certification

As the designated authority under the National Historic Preservation Act of 1966, as amended, I hereby certify that this  nomination  request for determination of eligibility meets the documentation standards for registering properties in the National Register of Historic Places and meets the procedural and professional requirements set forth in 36 CFR Part 60. In my opinion, the property  meets  does not meet the National Register criteria.  See continuation sheet.

*Ian R. Stewart* Signature of certifying official      Ian R. Stewart      Date 6/6/91  
Deputy State Historic Preservation Officer

State or Federal agency and bureau Minnesota Historical Society

In my opinion, the property  meets  does not meet the National Register criteria.  See continuation sheet.

\_\_\_\_\_  
Signature of commenting or other official      Date

\_\_\_\_\_  
State or Federal agency and bureau

5. National Park Service Certification

I, hereby, certify that this property is:

entered in the National Register. *Beth Boland* 8/9/91  
 See continuation sheet.

determined eligible for the National Register.  See continuation sheet.

determined not eligible for the National Register.

removed from the National Register.

other, (explain:)

\_\_\_\_\_  
Signature of the Keeper      Date of Action

**6. Function or Use**

Historic Functions (enter categories from instructions)

DOMESTIC/single dwelling  
LANDSCAPE/conservation area  
AGRICULTURE/SUBSISTENCE/animal  
facility

Current Functions (enter categories from instructions)

DOMESTIC/single dwelling  
EDUCATION/research facility  
LANDSCAPE/conservation area  
AGRICULTURE/SUBSISTENCE/animal  
facility

**7. Description**

Architectural Classification

(enter categories from instructions)

Colonial Revival

Materials (enter categories from instructions)

foundation Concrete  
walls Wood  
roof Asphalt  
other Stone

Describe present and historic physical appearance.

See Continuation Sheets

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Continuation Sheet

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DESCRIPTION

The Carlos Avery Game Farm Historic District is located nine miles west of Forest Lake on Anoka County Road 18, approximately 30 miles north of the Twin Cities. Located within the 23,000 acre Carlos Avery Wildlife Management Area, the district includes eleven buildings, three structures, and one non-contributing building. The buildings at the Game Farm are designed in the Colonial Revival Style. All buildings and structures are considered contributing unless otherwise noted.

1. Entrance Gateway - The entrance to the Carlos Avery Game Farm is defined by an elaborate gateway flanked by stone pylons. Each gate is attached to a tall limestone portal, connecting with a curved wall, which terminates with a stone pier. A WPA plaque was once anchored to each outer pier. An ornamental iron sign, supported by the stonework, extends across the drive and contains the following original wording: "Carlos Avery Game Farm, Department of Conservation, Division of Game and Fish."

2. Superintendent's House - The Superintendent's House is a one and one-half story rectangular frame structure resting on a poured concrete foundation. The 51' x 28' building is covered by a gable roof with a medium pitch which is broken by a both shed and gable dormers along the north slope. The south facing principal facade is organized into six bays including four evenly spaced double hung sash flanked by paired sash to the east and the entry to the west. A small entrance porch with a rounded arch is covered by a gable roof supported by slender columns. A stylized wooden fan light is placed above the doorway. The west facade contains a doorway flanked by fluted pilasters. The interior includes a sun parlor, reception hall, living room, dining room, kitchen, office, two bedrooms, and a bath, all on the first story, and one bedroom and a bunk room and the second floor. The basement originally contained a vegetable cellar and an egg storage room. Excavations for the house began on September 1, 1936 and the foundations were poured on December 20. The house was completed on August 10, 1937.

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3. Heating Plant, Power Plant, and Garage - The Heating Plant, Power Plant, and Garage is a T-shaped frame structure covered by an intersecting gable roof. Overall dimensions are 22' x 42' with a 22' x 14'6" extension to the east. A prominent gabled portico supported by four slender columns projects from the east facade. When viewed from the exterior, the building conceals its utilitarian function and appears to be a residence. The main level includes a four stall vehicle garage and a workshop. The lower level is built with reinforced concrete to house the low pressure heating plant and the power plant, which originally consisted of two 12.5 KVH diesel engines and generators. An electric pump was also installed as an auxiliary water supply. Tile pipes, with 12" or 15" diameters, carried the water supply, heating pipes, and electrical wiring to the remaining building of the complex. All doors and window openings are capped with wooden lintels, while each garage door features an elliptical arch with a wooden keystone. This building was completed on June 19, 1937.

4. Game Keeper's House - The Game Keeper's House is a one and one-half story rectangular frame structure covered by a gable roof. The 47' x 20'2" building features a three bay principal facade which includes a central entrance flanked by single double hung sash. A small entrance porch with a rounded arch is covered by a gable roof supported by slender columns. A stylized wooden fan light is placed above the doorway. Two gabled dormers project from the south slope of the second story while a large shed dormer is located on the north slope. The interior includes a living room, dining room, and kitchen on the first floor and two bedrooms and a bath on the second story. Interior features include a fireplace flanked by pilaster columns and a china closet capped by a broken pediment. The building was completed on August 1, 1936.

5. Utility Access Structure - A Utility Access Structure consists of a culvert encased in native limestone which provides access to the underground utility lines leading from the Heating and Power Plant to the remaining buildings within the complex. The circular structure is approximately six feet in diameter and rises in two stages to a height of three feet.

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6. Barn and Storage Building - The Barn and Storage Building is a rectangular frame structure covered by a cross-gable roof with a medium pitch. The dimensions of the building are 24' x 100' with two 24' x 10' lean to additions attached to each end wall. The roof line is broken by a picturesque cupola with a flared roof topped by a weather vane. The Barn and Storage Building was first structure built at the Game Farm. The garage door openings were originally flanked by pilaster columns and capped by elliptical arches with keystones. Each corner of the cupola was also flanked by pilasters and each louvered opening was capped by a rounded arch.

7. Brood Shelters - Five Brood Shelters survive from a dozen such buildings constructed at the Game Farm. Each 25.5' x 47' shelter consists of a frame section covered by a shed roof while the remaining portion of the structure is enclosed by wire mesh. Each shelter included approximately a dozen individual pens. One of the shelters has been enclosed. The shelters are still occasionally used to house game birds.

8. Incubation Building - The Incubation Building is a sprawling 150' x 30' rectangular frame structure covered by a gable roof with a medium pitch. The building's long facades are varied by projecting gables, a series of dormer windows, and a cupola with a flared roof topped by a weather vane. Beginning at the south end, the interior spaces are arranged as follows: hatchery room (30' x 20'), mess hall and kitchen (30' x 16'), auxiliary heating plant and utensil washing room (30' x 32'), carpenter shop (30' x 24'), paint shop (30' x 30'), and coop storage room (30' x 28'). The second story includes additional storage space and a dormitory for fifteen men. The building was completed on July 15, 1937. A small addition, built in 1949, projects from the southwest corner of the building. The garage door openings were originally flanked by pilaster columns and capped by elliptical arches with keystones. Each corner of the cupola was also flanked by pilasters and each louvered opening was capped by a rounded arch.

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9. Field Station and Laboratory - The Field Station and Laboratory is a 63' x 28' one story rectangular frame structure resting on a raised basement which is covered by a low pitch gable roof. The horizontal siding was selected to match that of the existing buildings. The building was constructed in 1959 and is considered non-contributing.

10. Flagpole and Base - A iron flagpole is supported by a circular limestone base approximately 5' in diameter which rises in two stages to a height of approximately 2.5'.

11. Pump House - The pump house is a 10' x 20' rectangular frame structure covered by a gable roof.

The Game Farm was constructed between 1936 and 1938 with assistance from the Works Progress Administration. All buildings on the Game Farm were originally sided with 1" x 10" clear redwood, which was painted white, and the roofs were covered with wooden shingles with a dark green stain. With the exception of the heating plant, power plant, and garage, the redwood has been replaced with aluminium siding of an identical dimension to the original. The wooden shingles have been replaced with asphalt and modern sash has been installed in many of the buildings.

Today the Game Farm is involved in small scale projects such as a current undertaking to raise Trumpeter swans. However, the majority of the buildings still retain their original use. The complex remains in excellent condition and functions primarily as a support facility for the Carlos Avery Wildlife Management Area.

**8. Statement of Significance**

Certifying official has considered the significance of this property in relation to other properties:

nationally  statewide  locally

Applicable National Register Criteria  A  B  C  D

Criteria Considerations (Exceptions)  A  B  C  D  E  F  G

Areas of Significance (enter categories from instructions)  
Conservation

Period of Significance  
1936-1941

Significant Dates  
1936

Cultural Affiliation  
N/A

Significant Person  
N/A

Architect/Builder  
MacLieth, Walter D., architect  
MN Department of Conservation  
Works Progress Administration

State significance of property, and justify criteria, criteria considerations, and areas and periods of significance noted above.

See Continuation Sheets

See continuation sheet

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Section number 8 Page 1 Carlos Avery Game Farm

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STATEMENT OF SIGNIFICANCE

The Carlos Avery Game Farm Historic District is historically significant under National Register Criterion A as one of the largest and best equipped game farms in the nation at the time the facility was first placed in operation in 1937. The Game Farm was considered one of the most modern and complete of its kind and received praise from conservationists from Europe, Canada, and throughout the United States. The district is also historically significant as one of the first large scale efforts at wildlife management in the state. The Carlos Avery Game Farm Historic District also represents a picturesque collection of buildings and structures designed in an unusual adaptation of the Colonial Revival Style.

In 1933 the Minnesota Department of Conservation purchased a tract of land consisting of 8,478.73 acres located in Anoka and Chisago Counties. The tract had been purchased from the Crex Carpet Company, which had used the property to harvest a wire grass for the purpose of manufacturing rugs. Upon acquisition, the tract was named the "Carlos Avery Game Refuge" after Carlos Avery, Minnesota's first conservation commissioner and of one Minnesota's leading conservationists. The land included three small lakes, several thousand acres of swamp land, and large heavily wooded areas, providing an ideal refuge for all types of game birds and animals.

Following the purchase of the refuge, Frank Blair, the Superintendent of Game Propagation for the Department of Conservation, who was well known for his successful work in introducing and propagating the Chinese ring neck pheasant, became convinced that this tract of land would be an ideal place for the construction of a plant for the propagation of the Bob White quail, a bird which had been plentiful in the past but which was fast disappearing from the state. He instructed Walter D. MacLieth, the architect for the Division of Game and Fish, to prepare plans for a modern and efficient propagation plant and he also entered into negotiations with the Works Progress Administration for the construction of the project on a parcel of land within the refuge which was set aside for this purpose. The

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state's first venture in game bird propagation had been conducted from 1915 to 1921 on a rented farm on Big Island in Lake Minnetonka. It was hoped that some day funds would be sufficient for a modern game farm with an artificial propagation system. However, it was not until the Depression Era, when assistance from the WPA was available, that such plans became possible.

After the project had been approved by both the WPA and President Franklin Roosevelt, A.D. Campbell, the WPA District Engineer, selected a superintendent of construction and assigned a crew of men. On January 2, 1936, Campbell inspected the site along with Emil Anderson, the WPA field superintendent, and A. Nelson, an engineer representing the Department of Conservation, who had previously surveyed the area and had established the locations for the various buildings. It was decided that the Barn and Storage Building would be the first building constructed in order to provide storage space for construction materials and to furnish protection for the workmen during inclement weather. Campbell described the first days of construction at the Game Farm in the following report:

"Since early morning men assigned to work on the project had been arriving at the site. The superintendent collected their assignment cards and set some men to removing snow from the site of building #5 and another crew to excavating for the footings for this building, others hung a large canvas provided by the conservation department between trees for protection during lunch hours. The day ended with the project underway.

The weather the following weeks during construction of #5 was very severe. The temperature at one time dropped to 52 below zero on the local thermometer. There was also an unusually heavy snow fall. Two times during this winter the watchmen were snowed in for 24 and 36 hours, the relief watchmen being unable to reach the site to relieve them."

Construction continued until the Game Farm was completed nearly three years later with the formal dedication conducted by Governor Elmer Benson on October 16, 1938. The facility was constructed at

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a cost of \$40,887, of which 85% was paid by the Works Progress Administration. The Department of Conservation praised the facility and described the WPA workmanship as superlative.

The Game Farm was actually one of several distinct and separate functional areas within the refuge which also included a sanctuary for wild birds and animals, a nursery, and a public hunting ground.

The purpose of the Game Farm was to replenish dwindling small game populations and to increase the opportunities for hunting. Game birds from the farm were distributed throughout the state. The propagation of Bob White quail at the Game Farm actually began in the spring of 1937 with 200 pairs of birds which had been reared at the Blair Game Farm in Mound. This initial group yielded 1,879 birds which were released, and 1,000 pairs which were retained for breeding stock. Seven hundred Chukar partridge eggs were also purchased from which 469 birds were hatched. In 1938 a total of 27,224 quail were produced, the largest single annual output on record, and 2,850 Chukar partridges were reared. Although the normal annual capacity of the plant was set at 30,000 birds of all species, in 1939 an all time record was set with 22,486 quail and 11,772 Chukars. These figures were again exceeded in 1940 when production of quail and Chukars totaled 22,664 and 19,449 respectively. The phenomenal success of the entire program was attributed to the type of equipment, almost perfect sanitation, and the coordinated efforts of the qualified staff.

Additional game farms were also in operation at this time, such as a facility in Madelia. Yet, these farms represented very limited operations and none survive today.

Propagation of quail was discontinued in 1955 after approximately 150,000 birds had been released during a 17 year period. A total of 73,000 Chukar partridges were also raised between 1939-47. Beginning in 1947 the Game Farm concentrated on raising Ring-necked pheasants, a project which continued until 1981. Another important project which operated from the late 1950s to the early 1970s was a plan to reestablish Canada geese in the state. Today only limited, small scale projects are undertaken.

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The Game Farm depicts an era in wildlife management in which the propagation of game birds was recognized as a game management tool. Since the 1930s, modern game management no longer considers it practical to raise game birds for release as a means to replenish the population. Rather, contemporary efforts include improving habitat areas, and providing nesting cover and food.

The Carlos Avery Game Farm Historic District meets the registration requirements for listing Conservation Structures on the National Register of Historic Places as set forth in the Multiple Property Documentation Form entitled, "Minnesota Federal Relief Construction, 1933-41." The Game Farm was constructed between 1936 and 1938 by the Works Progress Administration. The facility was one of the largest and best equipped game farms in the United States at the time of its construction and represents one of the first major efforts at wildlife management in Minnesota. The Game Farm is a rare reminder of the wildlife management philosophy of the 1930s which is no longer practiced in the modern era.

**9. Major Bibliographical References**

Department of Natural Resources. Drawings and Specifications for the Buildings and Structures at the Carlos Avery Game Farm. Bureau of Engineering. St. Paul, Minnesota.  
State Archives. Works Progress Administration Papers. "Report of Work Done in Anoka, Hennepin, Isanti & Chisago Counties From 1935-1941." "The Carlos Avery Game Refuge and Public Shooting Grounds."  
Minnesota Historical Society. St. Paul, Minnesota.

See continuation sheet

Previous documentation on file (NPS):

- preliminary determination of individual listing (36 CFR 67) has been requested
- previously listed in the National Register
- previously determined eligible by the National Register
- designated a National Historic Landmark
- recorded by Historic American Buildings Survey # \_\_\_\_\_
- recorded by Historic American Engineering Record # \_\_\_\_\_

Primary location of additional data:

- State historic preservation office
- Other State agency
- Federal agency
- Local government
- University
- Other

Specify repository: \_\_\_\_\_

**10. Geographical Data**

Acreage of property 16 acres

UTM References

A 

1	5
---	---

4	8	9	7	5	0
---	---	---	---	---	---

5	0	1	4	9	1	0
---	---	---	---	---	---	---

  
Zone Easting Northing

B 

1	5
---	---

4	9	0	1	4	0
---	---	---	---	---	---

5	0	1	4	9	1	0
---	---	---	---	---	---	---

  
Zone Easting Northing

C 

1	5
---	---

4	9	0	1	4	0
---	---	---	---	---	---

5	0	1	4	6	0	0
---	---	---	---	---	---	---

D 

1	5
---	---

4	8	9	7	5	0
---	---	---	---	---	---

5	0	1	4	6	0	0
---	---	---	---	---	---	---

See continuation sheet

**Verbal Boundary Description**

The boundary for the Carlos Avery Game Farm Historic District is shown as the heavy line on the accompanying map entitled Carlos Avery Game Farm. It is drawn to a scale of 1 inch equals 100 feet.

See continuation sheet

**Boundary Justification**

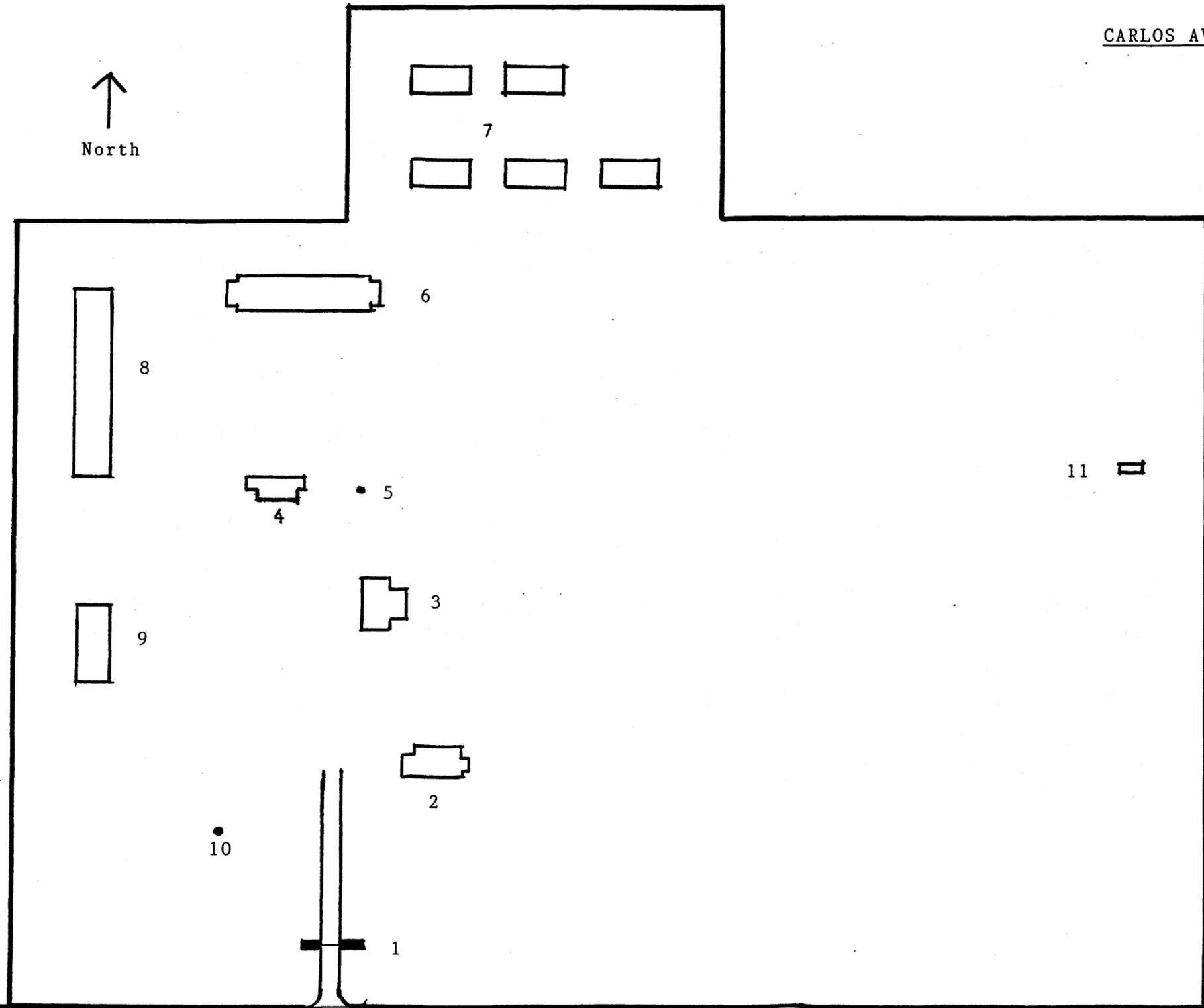
The boundary includes the buildings and structures that have been historically associated with the property and that maintain historic integrity.

See continuation sheet

**11. Form Prepared By**

name/title Rolf T. Anderson  
organization N/A date October 9, 1990  
street & number 212 West 36th Street telephone 612-824-7807  
city or town Minneapolis state Minnesota zip code 55408

CARLOS AVERY GAME FARM HISTORIC DISTRICT



1. Entrance Gateway
2. Superintendent's House
3. Heating Plant, Power Plant, and Garage
4. Game Keeper's House
5. Utility Access Structure
6. Barn and Storage Building
7. Brood Shelters
8. Incubation Building
9. Field Station and Laboratory
10. Flagpole and Base
11. Pump House

1" = approximately 100'

County Highway 18

Boundary

October, 1990