



Journey to the Top (Tram Ride)

Take an adventure to the top of the 630-foot Gateway Arch on a tram and enjoy unparalleled, birds-eye views of St. Louis. There is also an exhibit in each leg of the Arch that educates and entertains visitors as they are waiting to ride the tram. Tram leaves every 10 minutes. **Round trip: 60 minutes.**

Movies

Witness the breathtaking construction of the Arch in the award-winning documentary "Monument to the Dream" at Tucker Theater. **Movie length: 35 minutes.** Or see the adventure of Lewis & Clark on the Odyssey Theater's four-story screen, complete with THX® sound. **Movie length: 45 minutes.** GIANT-SCREEN MOVIE "Lewis & Clark: Great Journey West"

Gateway Arch Riverboats

Listen to the stories of times past as you glide by famous landmarks and new sights along the waterfront. The riverboats *Tom Sawyer* and *Becky Thatcher* each sail for one hour, and an optional hot dog lunch is available. Cruises March-November, weather permitting. **Cruise times: 10:30 am, Noon, 1:30 pm, 3 pm & 4:30 pm**

Old Courthouse (Free)

Visit a restored courtroom from the 1860s, see exhibits tracing the history of the St. Louis Riverfront, learn about the historic Dred Scott case and a lot more. A visit to the Old Courthouse is free and it's just a short walk from the Arch. **Hours: 8 am – 4:30 pm**

THE RESOURCE STEWARDSHIP SCOUT RANGER PROGRAM

invites Scouts of all ages to participate in educational and/or volunteer service projects at national park sites to spark their awareness of the national parks and to provide Scouts with the opportunity to explore the national parks and learn more about protecting our natural and cultural resources. Scouts are awarded certificates and/or patches for participating in the program.

EARNING CERTIFICATES OR PATCHES:

Scouts can earn either a certificate or patch by participating in organized educational programs or volunteer service projects.

- To earn a *certificate* Scouts must participate for a minimum of five hours at one or more national park sites.
- To earn a *patch* Scouts must participate for a minimum of ten hours at one or more national park sites.

For more information, please call 314.655.1635

BOY SCOUT TICKET PRICES

GATEWAY ARCH EVENTS	CHAPERONES AND SCOUTS (16 and over)	SCOUTS (3-15)
JOURNEY TO THE TOP (TRAM)	\$7.00	\$5.00
RIVERBOAT CRUISE	\$14.00	\$8.00
CAPTAIN'S COMBO <i>Tram and Riverboat Cruise</i>	\$20.00	\$10.00
GIANT SCREEN MOVIE <i>"Lewis & Clark: Great Journey West"</i>	\$4.00	\$2.50
DOCUMENTARY MOVIE <i>"Monument to the Dream"</i>	\$4.00	\$2.50
EXPLORER COMBO <i>Tram and Giant Screen Movie</i>	\$11.00	\$7.50
BUILDER COMBO <i>Tram and Documentary</i>	\$11.00	\$7.50

ADD \$5.00 TO ANY CRUISE OPTION FOR A HOT DOG LUNCH.
(On Scout badge cruise, lunch is served after program.)
Please note these prices are not guaranteed and are subject to change.

ONE COMPLIMENTARY TICKET FOR A GROUP OF 20 OR MORE.
ASK ABOUT GROUP PRICING FOR GROUPS OF 20 OR MORE.

**TICKETS AND BADGE PROGRAM
RESERVATIONS, CALL TOLL FREE**
877.982.1410 OR 314.982.1410



Find out more about other National Park Service activities at www.nps.gov/jeff.

Gateway Arch at the Core of Discovery
St. Louis, MO 63102
www.coreofdiscovery.com

BOY SCOUTS LEARN & EARN

SCOUT PROGRAMS AT THE GATEWAY ARCH, THE GATEWAY ARCH RIVERBOATS AND THE OLD COURTHOUSE



BOY SCOUTS OF AMERICA • 2012 – 2013

LEADERS

HERE'S A GREAT WAY TO EARN BADGES AND MORE

We've created a wide variety of FREE programs to help your Boy Scouts fulfill requirements for arrow points, achievements, and Scout badges. These programs are facilitated by National Park Service rangers. In addition, you'll receive a user-friendly Leader Activity Guide to help you prepare your Boy Scouts for their visit, provide information on meeting badge requirements and suggested pre- and post-visit activities. Reservations for Boy Scout programs must be made at least one month in advance.



To make Boy Scout program reservations, call 314.982.1410
Reservations during winter are taken beginning at 9 am and during summer beginning at 8 am.

PROGRAMS AND WORKSHOPS

Tiger Cubs



Fun & Games (Old Courthouse)
Explore the Old Courthouse and learn about the lives and past times of nineteenth century boys and girls. Scouts will make and take home a pioneer toy.

Cooperation on the Trail (Museum of Westward Expansion)
See the Museum of Westward Expansion, under the Gateway Arch, in a whole new way. Scouts will experience some of the difficulties and challenges faced by early pioneers traveling by wagon across prairies, rivers, and mountains to reach a new home in the west. Scouts will make and take home a pioneer toy.

Wolf Cubs



Native American Lore (Gateway Arch)
Explore the culture of the courageous Plains Indians, how they lived, dressed and interacted with each other. Scouts will take part in sign language and picture writing activities. Addresses Wolf Cub Scout Elective 10.

Bear Cubs



The Past is Exciting and Important (Old Courthouse)
Often, people do not think of their own community as a place where spirited events happened. In this program, scouts discuss the importance of local history and family lore as they explore the Old Courthouse. Addresses Bear Cub Scout Achievement 8.

Wolf/Bear Cubs



Native American Life (Gateway Arch)
Early residents of this area had a great number of challenges to overcome. Scouts investigate the culture of the Illini and Osage Indians of the woodland areas of the Mississippi Valley and compare it to the lifestyle of the Plains Indians. Addresses Wolf Cub Scout Elective 10a and Bear Cub Scout Elective 24.

Webelos



Scholars (Old Courthouse)
Education has frequently taken two tracks: the practical and the cultured. Both provide for different societal needs and take effort to complete the process. Scouts encounter the apprentice system and compare it to more conventional forms of learning. Addresses the Scholars Activity Badge.



Engineer (Gateway Arch Riverboats)
Almost everything we use in our daily lives was designed by an engineer. From the iPod in your pocket to the plane flying overhead was the work of a skilled engineer. In this program scouts will board the Gateway Arch Riverboats for a historic tour that will take you from the 1800s to the future of bridge building as you cruise under four very different bridges and right next to the impressive new Mississippi River Bridge under construction. Addresses the Engineer Activity Badge. Offered the 1st and 3rd Saturdays, March - October.

Boy Scouts Merit Badge Workshops



Law (Old Courthouse, 9 am - 1 pm)
Investigate the judicial system

and its important role in our society. Scouts re-enact trials in historic courtrooms and debate historic and contemporary issues. An attorney and a National Park Service Law Enforcement Ranger discuss their roles and responsibilities in society. Addresses the Law Badge.

Thursday, December 27, 2012
Thursday, August 1, 2013



Railroading (Amtrak Train to Springfield, IL, 6:30 am - 3 pm)

In this full-day workshop scouts will travel aboard Amtrak from St. Louis to Springfield, Illinois, accompanied by staff members from Jefferson National Expansion Memorial. Check our website at www.nps.gov/jeff or the Greater St. Louis Area Boy Scout Council website at www.stlbsa.org for more details.

Thursday, June 6, 2013
Thursday, June 13, 2013
All Day

Call-in reservations for winter 2012 workshops begin October 1, 2012.

Reservations for Tiger, Wolf, Bear, Webelos are taken year round and are approximately 50 minutes in length.

Each program highlights a different, age-appropriate theme. Scouts and their families will enjoy a ranger-led program followed by a hands-on craft activity. A 30-day advance reservation is required. A minimum of six counts or maximum of 30 scouts is required. If you have



American Heritage (Old Courthouse, 9 am - 1 pm)
Journey along

the St. Louis riverfront to learn about the important role St. Louis played in the growth of our nation as a river city during the 19th century. Addresses the American Heritage Badge.

Tuesday, June 11, 2013



Indian Lore (Gateway Arch, 9 am - 1 pm)
In this half-day workshop,

participants will explore the Plains Indian culture. Scouts will participate in simulations of the Plains Indians' daily activities: constructing a tipi, handling authentic reproduction items, communicating in sign language, and learning traditional songs and games. With the help of the National Park Service staff, Scouts will be able to complete the merit badge. Reservations required; space is limited.

Wednesday, August 7, 2013
Thursday, August 8, 2013

Call-in reservations for summer 2013 workshops begin January 2, 2013.

less than six scouts, we will try to place you with a previously scheduled group. No e-mail or voicemail reservations will be accepted. Space is limited. Make your reservations early.



A Jefferson National Expansion Memorial patch is available for purchase upon completion of a park Scout program.