



715 S. Forest St., Denver, CO 80246

SCOUT & DEN EXPERIENCES AT FOUR MILE HISTORIC PARK

JOIN US FOR A FUN-FILLED, HANDS-ON PIONEERING EXPERIENCE!

\$60.00 for a 2-hour experience
Choose 4 activities from the following list:

Farm Chores: draw water from the well, wash laundry on a scrub board, sweep the walks, beat the rug, and feed the chickens.

Museum Tour: a costumed guide will lead your group on a 25-minute tour of Denver's oldest standing house (15 Scout Maximum for this activity).

Gold Panning: pan for gold just like the '59ers. You, however, will have guaranteed success.

Pioneer Games: learn to play the games that existed before video games like stilts, tug-of-war, and sack races, and more.

Native American Games: learn games that taught young American Indians life skills such as hunting and survival on the plains.

Prairie School: experience what it was like to be a student in a country school long ago.

Footprints on the Trail: create rubbings of animal tracks the pioneers might have encountered on their trek. See and feel animal hides.

Celebrations: Celebrate pioneer-style! Enjoy the rhythm and fun of pioneer-era music while learning dances.

Quilt Craft: glue small squares of fabric onto paper to make a quilt pattern.

For an additional \$10.00 per activity – you can add any one of the following:

Butter Making: learn how to turn cream into butter and then enjoy the tasty treat on a cracker.

Setting Up Camp Cooking: Measure/mix ingredients of a real trail recipe and cook it over an open fire.

Pollinate Your Mind: Learn about bees, pollination and harvest; historic and modern bee-keeping practices, and why bees are so important.

Jack Rabbit Hit: make American Indian corn husk toys similar to a badminton birdie.

Sand Painting: Draw Native American symbols and "paint" over them with colored sand.

Cornhusk Dolls: Make and take this pioneer toy home with you.

Woodstove Cooking: Mix and bake a home-style recipe and sample it at the end of your group's field trip.



Scout groups must be scheduled during regular business hours (Monday-Friday 8:00 am-4:00 pm) at least 15 business days prior to the date of the trip. The group is not booked until full payment is made. To hold a date and time, full payment for the program is required as a deposit. Scheduling and cancellation policies are as follows:

- Scout Programs may be rescheduled up to 15 business days prior to the scheduled date of the program and the deposit will be transferred.

- All non-weather cancellations or reschedules must be made at least 15 business days prior to the date of the scheduled program (via email or phone). Cancellations or reschedules made less than 15 business days prior to the scheduled party forfeit \$50.00 of their deposit.
- Any cancellations due to weather concerns where Four Mile Historic Park (FMHP) is officially open to the public will result in a \$50.00 cancellation fee. All weather related cancellations must be made by 8:00 am on the day of the party/program, by calling the Education Department at [720-865-0814](tel:720-865-0814).
- FMHP reserves the right to cancel the program if the Park determines the weather conditions are dangerous. In the event that FMHP cancels the program due to weather conditions, or if FMHP closes to the public, FMHP will issue a full refund or apply the funds to a later date scheduled within 90 days of the original booking date.

FMHP reserves the right to change these policies without notice.

\$60.00 is the base cost for a group of up to 20 children (ages 4 and up) for four activities (from the top list) – adults are free. If you select one or more activities from the second list, please add an additional \$10.00 for each activity selected to the base cost of \$60.00. Saturdays & Sundays | 10:00-noon or 1:00-3:00 pm.

CALL 720-865-0814 TO RESERVE YOUR FIELD TRIP TIME AND ACTIVITIES