



## Science Sleepover FAQ

Here is some helpful information to help guide you through your night at the New York Hall of Science.

### **What time is the Science Sleepover?**

Science Sleepovers begin promptly at 6:30 pm and end at 9 am the next morning. The Hall is open to the general public until 6 pm, so we cannot allow scouts into the Hall until these visitors have exited. To allow for a smooth check-in and orientation, please instruct your group to arrive between 6 and 6:15 pm. All scouts must depart by 9 am the next morning.

### **Where do we park?**

Groups must be dropped off at the front entrance with their belongings. Please have one adult drive the car behind the Hall to the gated security parking lot. That adult then enters through the rear entrance and meets up with their group at check-in. Children may enter through the rear entrance if there is no other adult chaperone who can wait with them in the front.

### **How do we check in?**

When you arrive in the evening, the group leader will need to check in at the registration table. The leader will be given a packet containing all necessary materials including maps of the Hall and a schedule of the evening's events. The leader will then distribute those materials to the group. All groups will attend a quick orientation and be guided to their sleeping area to drop off their gear.

### **What if I have a late arrival?**

If everyone in your group has not arrived at your scheduled time, your check-in may be delayed. We cannot check in individuals. Please make sure that your group arrives on time and ask that members of your group who are running late contact you as soon as possible. If you know a member of your group will be arriving late, please call in advance to inform us.

### **What do we bring?**

Everyone will need a sleeping bag and a pillow. Adults may sleep on air mattresses (mattresses bigger than a twin size must be shared with another person). Battery-powered air mattresses are preferred, but electrical mattresses are allowed; however, once the lights are out, you may not blow up or refill your mattress. Wear comfortable shoes and layered clothing to sleep in. Also, bring minimal toiletries. Money for souvenirs in the Science Shop and vending machine snacks is highly recommended.

### **Should we bring electrical appliances?**

Electronic appliances such as portable televisions, DVD players, mp3 players, laptops, CD players and cellular phones are not recommended as they can be lost during the night. Devices that light up or have illuminating screens are not allowed after the lights are turned off. Adult chaperones may use a flashlight to guide children to the restroom. Children are discouraged from bringing flashlights as they may not use them during the night.

### **What do we get to eat at the Science Sleepover?**

We recommend that you eat dinner before arriving. You may also bring your own food. Snacks such as chips, soda and candy are available for purchase from our Cafe until 9:30 pm. If you would like to pre-order a pizza and soda for your group, please contact 718.699.0005 ext. 348. A snack consisting of juice and cookies will be provided in the evening. Breakfast (cereal, muffin, juice, milk, bagels, etc.) is available from 6:45 – 7:45 am. Adults will also be offered coffee and tea at breakfast. If you have any special dietary requirements, please bring in your own food. Please note that refrigeration is not provided for any food. All food must be eaten in the Dining Area.

### **Where do we sleep?**

You will be sleeping in an assigned area on the exhibit floor with your group. Please listen carefully to staff requests to leave emergency paths clear.

### **Will the Science Shop be open?**

The Science Shop will be open on the night of the Sleepover. The Science Shop will not be open at any time during the morning and Sleepover staff cannot access it for any reason.

**Will there be staff staying overnight?**

There will be event coordinator staff in the Hall through the entire program. There will also be security, maintenance and custodial staff on duty all night to ensure a safe and fun program.

**What is my role as a leader?**

All adults are responsible for the behavior of their children, but it is not necessary to keep the entire group together during the evening activities. We suggest setting up a buddy system with periodic meeting times for the entire group. It is important that everyone be together for meal times, assigned activities and the evening auditorium program. After the lights go out, leaders should stay with their group until at least midnight. An adult must accompany all children who wish to use the restroom after the lights are out. The Dining Area will be open to adults only from midnight– 5 am. Alcoholic beverages are not permitted at any time. Leaders are responsible for informing all adults and children about sleepover rules and procedures. We recommend that your group meet one week prior to your sleepover date to review and discuss all sleepover information.

**Can I increase the number of my group size?**

If you wish to increase the number of campers in your group, please call 718.699.0005 ext. 348 for approval. The number may increase only if space allows, and all payments must be made before the sleepover date. Payment may be made over the phone.

**Can I plug something in overnight?**

Once the lights are out, many outlets lose power. Also, all electronic devices should be turned off after the lights are out. If an item needs to be powered overnight for a medical reason, please see the sleepover staff and they will guide you to areas with powered outlets.

**What if we have need of first aid?**

A first aid room is available, however, each group must provide their own first aid person to attend to an ill or injured child. We do not provide any types of medication, including aspirin. Please note that it is Hall policy to call an EMT for anything other than very minor bumps and cuts.

**What if I need to leave in the middle of the night?**

Visitors who need to leave during the night are permitted to do so. If you must leave, please inform the security guard located in the entry lobby. If you know that you have to leave before lights out, please inform someone from the sleepover staff so that we can make arrangements for your safe departure.

Evening:

6:30 – 7 pm	Check-in & Orientation
6:30 – 9 pm	Science Shop and Café Open
6:30 – 9:30 pm	Exhibit Exploration
7 – 9 pm	Demonstrations
7:30 – 9 pm	Make-it and Take-it Craft Projects
8 – 9 pm	Snack
9:30 – 10 pm	Auditorium Event
10 – 11:30 pm	Exhibits & Bedtime
11:30 pm	Lights Out

Morning:

Midnight – 5 am	Adult Lounge
6:45 – 7:45 am	Breakfast
7 – 8:30 am	Exhibits & Rocket Park
8:30 – 9 am	Departure

**Please note:**

- Brownie Girl Scout Sleepovers are for girls only (ages 6 and older) with female leaders and chaperones. No male siblings or friends are allowed.
- Cub/Boy Scout Sleepovers are for boys only (ages 6 and older) with male or female leaders and chaperones. No female siblings or friends under age 18 are allowed.

If you have any questions please call 718.699.0005 ext. 348.