

SCOUT OVERNIGHTS!

INFO AND RESERVATION FORM

GENERAL INFO

What sorts of activities will we do?

Your choice! **Every overnight is very different from one to the next** based on the workshops you choose - check out our program options on our Scout Programs flyer, and choose a workshop focusing on art-making, science experiments, history, or culture. Some scouts pick a theme and leave the details up to us, while others are very specific about what they want to do to earn a specific badge. The sky is the limit! We'll combine activities to form a great evening for your troop.

The **order of a typical sleepover** would be:

- 7:00 Arrival - Welcome
- 7:15 Activities!
- 8:00 More activities!
- 9:15 Set up sleeping spaces; change clothes; evening snack
- 9:30/10:00 Watch movie
- 11:00/11:30 Good night!
- Next Morning: Wakeup at 8 AM
- Breakfast in the workshop, 8:30 Pick up!

How many scouts can come to an overnight?

We are a small museum, so the amount of scouts depends on the ages of the scouts, and the amount of adults that are coming. 18 is the minimum; 35 is usually the maximum, but again, that depends on the amount of adults present. If you have a large group, you can always come on two separate nights!

Do you have requirements for a certain amount of adults?

We require at least 3 chaperones.

Do you have an age minimum? Can we bring siblings?

Troop leaders and parents are the ones to decide if your troop is ready for an overnight. Overnights usually start from age 7 and up, although we have had 6 year olds too. Siblings are welcome to participate; we view them as part of the troop.

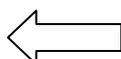


What kinds of food do you provide?

We will have **evening snacks** available for you, such as cookies and pretzels with water. Dinner is not served; please eat before your arrival. **Breakfast** is bagels (plain) with different spreads (butter, cream cheese, and jelly). We will have coffee for adults. Let us know about any vegetarian/vegan/kosher requests at least 2 weeks in advance.

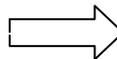
Where do we sleep?

Right in the galleries! That's the fun part! You may choose to sleep around our 30-foot long 1800s whaleboat, or in our back gallery (where we will watch our movie).



Our whaleboat

Our back gallery room



Will museum staff be there the whole night?

Yes. A museum staff member will be on site overnight and will let you know where they will be present if you need them during the overnight hours.

What time/days can we schedule an overnight?

Sleepovers are booked on-demand and most often take place Saturday night into Sunday morning. They occasionally take place Fri-Sat or other days during the week.

How early can we arrive in the evening?

The overnight starts at 7:00 pm and ends at 8:30 am the next morning. 6:45 pm is the earliest your troop can arrive at the museum that evening; please plan your travel plans accordingly, as the doors will not be open until then. Our staff will be setting up for you and do need this time to prepare.



How much does the overnight cost?

Scouts are \$55 each; chaperones are \$25 each. The minimum cost is \$990 (18 scouts). If you have less than 18 scouts, \$990 is still the minimum charge, and *chaperones are additional (\$25 each)* to this cost of an overnight. Cash, credit card (except for AMEX), and check to The Whaling Museum are all accepted. Your overnight supports our mission of ocean preservation and educating the community about our maritime heritage.

Optional GREEN INITIATIVE: Teach your troop the earth-friendly habit of using reusable utensils instead of throwing disposable ones out. If scouts bring their own eating utensils instead of using disposable ones, we discount \$1 per participant. Each child and adult should bring with them: 1) a refillable water bottle or cup 2) plate. Adults, your water bottles should be prepared to carry hot beverages (if you choose to drink these at breakfast).

Please note: this only applies if scouts bring and use REUSABLE items, not paper or plastic disposable tableware.

Do you require a deposit?

- To secure your date ... we require a \$100 deposit; this deposit is not refundable (holding your date takes the opening away from other troops, birthdays, and events we run).
- If you cancel your overnight ... your deposit does not apply to future scout programs.
- Date changes after your booking... incur a \$25 charge – please understand that our staff plan their personal schedules around you! Date changes are accepted up until 2 months before the date.
- The rest of the total charge for the overnight for all scouts and chaperones ... must be paid at least two weeks before your sleepover, either by cash, credit card (except for AMEX) or check. There are no exceptions. Should any scouts or chaperones (above the minimum number of scouts required) cancel last-minute, their money will be refunded if given five days notice prior to the start of the event. If not, there are no refunds (your supplies have already been ordered by then!).



What should we bring?

Get ready to camp out right in the exhibits! Each participant should bring:

- An indoor sleeping bag (flat mats to put under a sleeping bag are ok) – not mattresses!
- Pillow
- Pajamas
- Personal toiletries such as toothbrush, toothpaste, and hairbrush
- Some adults can bring twin-sized air mattresses; let us know how many adults you anticipate, and we'll let you know what will fit. We are a small museum, which means
 - Change of clothes for the morning

you'll have the entire place to yourself, but the more you bring, the tighter your space will be.

- Flashlights are optional (not necessary, but okay to bring)

Clothes... Wear comfortable, art-friendly clothes to the museum, since we may be working with paint and glues, depending on the art projects you choose to do. Dress in layers; temperatures that some people find warm are cool to others (and vice versa).

Money.... The museum has a small gift shop with kid-friendly prices (most items are 50¢-\$5.00). If you anticipate your scouts wanting to purchase anything from our gift shop, they may bring a few dollars with them.

Remember ...

It is best to come to the overnight well-rested. Our floors are carpeted, but participants should know they will be sleeping on a hard, stiff floor. It might not be the best sleep of your life, but it'll be memorable and lots of fun!

What should we leave at home?

Cots, hair dryers, curling irons, loud alarm clocks (we'll take care of that!), nail polish, electronic toys, or unnecessary money.

Bringing snacks from home is fine, but will be kept in the workshop: wet, greasy, oily, or liquidy foods drinks are not permitted outside of our workshop.



What movie do we watch?

Your choice! Request your troop's favorite film at least **1 month advance** and we'll do our best to play your film for you. We highly recommend to **choose a film that most scouts haven't seen too many times**, otherwise we find that scouts tend to lose interest. Options include – but are certainly not limited to - :

*Night at the Museum (1 or 2) • Big Miracle • Dolphin Tale
The Little Mermaid • Finding Nemo • Pinocchio
Free Willy (1, 3, or 3) • Pirates of the Caribbean (1, 3, or 3)
Happy Feet • Surf's Up • Peter Pan*

Inclement Weather

Decisions to cancel due to inclement weather will be made by the Museum by 2 pm of day of the scheduled event. The decision to cancel the overnight is left solely to the Museum, even if participants are driving from a distance. Museum staff will call the Troop or Pack contact that scheduled the event and notify them of cancellation. Deposits for weather-related cancellations will be credited toward a re-scheduled event.



IMPORTANT: Scout Supervision / Medical Release Forms / Emergencies

Please note that your scouts are under the supervision of the troop leader and any present chaperones. Our instructor leads the activities, but does not assume supervision of the children. Be prepared for emergencies; you should have emergency contact numbers for each child present and the authorization to seek emergency medical treatment should the need arise.

SCOUT OVERNIGHT RESERVATION FORM

CONTACT or TROOP LEADER

Contact Person:

Troop Number:

Address:

Phone:

Email:

SCOUTS

Gender of Scouts:

Scout Level:

Number of Scouts:

Number of Chaperones:

Will you be combining with another troop?

If so, provide contact info:

If Siblings are Present: Amount of Boys _____ Ages _____

Amount of Girls _____ Ages _____

Ages of Scouts:

Allergies/Dietary Preferences:

DATE

Overnight Date:

_____/_____/_____ — ____/____/_____
Evening Morning

CHOICE OF ACTIVITIES

- Our scout programs are very diverse, and some themes may not mention whaling. However, some troops have asked for an introduction to our whaling exhibits with hands-on artifact exploration (around 20 minutes). Would you like us to incorporate this into the evening, or do you prefer to only stick by your badge program of choice?
Intro to Whaling & Artifacts : yes no thanks

- Please indicate your **choice of program** from our scout offerings flyer:

Please note we must receive your program choice at the time of your booking.

- **First Movie Choice** _____
- **Second Movie Choice** _____

OR We are bringing our own movie with us (DVDs only; **no Blu Ray.**)



DEPOSIT

We are bringing _____ **scouts** x \$55 each = \$ _____

We are bringing _____ **chaperones** x \$25 each = \$ _____

Is your troop bringing **reusable utensils** from home? If so, discount \$1 per participant.
Please note: this only applies if scouts bring and use REUSABLE items, not paper or plastic disposable ones.

Please deduct \$ _____ from our total

Overnight Total: \$ _____ *Total payment is due 2 weeks before overnight*

I am putting down a \$100 deposit on ____ / ____ / ____

My Method of Payment is (circle) **cash in person** **check** **credit card**

If paying by credit card:

- *Type of Card: (except for AMEX)* _____
- *Number on Card:* _____
- *Name on Card:* _____
- *Expiration:* _____ *Security Code:* _____

ACKNOWLEDGEMENT OF RULES

Initial Here	Overnight Policies
	I understand that the minimum is 18 scouts, and chaperones are additional to the cost of \$990. There are no refunds on any deposits . Last-minute individual scout/chaperone cancellations (above the minimum) are accepted up to 4 days before the event.
	I understand that no alcohol is permitted on the overnight at any time, or anywhere on museum property.
	I understand that chaperones are expected to be part of learning group at all times , and help scouts stay focused, attentive, and on-task . While the educator oversees the activities, chaperones are responsible for the safety and behavior of the scouts .
	I understand the museum’s policies on changing the date, changing the program topics , and the non-refundable deposit .
	I understand the start (7:00 pm) and end times (8:30am) to the overnight, and that the earliest arrival time is 6:45pm.
	I’ve read and understand your policy on bringing mattresses into the museum.
	As the troop leader, I will relay these policies to the chaperones and scouts .
	I will also have a lot of fun!

Signature of Troop Leader

Date

What’s Next: Please mail your form to The Whaling Museum – Scout Overnights, 279 Main Street, Cold Spring Harbor, NY 11724, or email Katie Kelly, Business Manager at kkelly@cshwhalingmuseum.org

Sea you real soon!

