



## MUSEUM MANNERS

While you are visiting the San Diego Natural History Museum, we ask that you agree to follow the standards for museum behavior.

Leaders, please make sure your troop understands these rules before the sleepover:

- Stay with or near your group leader at all times. Chaperones must stay with and be in control of their group.
- Use “indoor voices.”
- Always walk, don’t run. Keep your shoes on unless sleeping.
- Do not touch any exhibits that aren’t hands-on. Do not lean on or use the exhibit cases or walls to fill out paperwork.
- Please do not tap on glass enclosures with live animals.
- No food is allowed in the exhibit areas or theater. Food is contained to the Parker French Learning Labs 1-2. Bottled water at sleeping areas is allowed.
- Do not enter offices or pass through barricades of exhibits. Third and Fourth floor is sanctioned off and should not be accessed. Stay outside areas that are marked “Staff Only.”
- Do not use the elevators, unless you have a disability or injury.
- You are responsible for the replacement costs of any items, including exhibits, you damage or break.
- Leave no trace. Please pick up all trash and personal belongings before exiting the Museum.

## CHAPERONE RESPONSIBILITIES

Thank you for volunteering to chaperone troops on their visit. **We rely on you to help scouts achieve their highest potential by ensuring good group behavior.**

- **Stay with and control your group at all times and in all museum areas.** Take periodic head counts. Go to the main (atrium) desk if a student is missing.
- **Review Museum Manners** with your students and help them follow the rules. Inadequately supervised groups, or groups causing disturbances, will be asked to leave the Museum. No refunds will be given.
- **Accompany your students when visiting the Museum Store.** Staff will advise you as to when you may enter.
- Use the stairs when traveling between floors. No sitting on the stairs. Elevators are reserved for our disabled guests. **NO RUNNING.**