



SCOUT OVERNIGHT CAMP-IN FAQs:

Check-in Procedure

Arrive on time! You will be checking in as one group, therefore you will need to wait for your scouts to arrive. Upon arrival, put personal items in the area you would like to sleep but do not set up sleeping bags. Put all items out of foot traffic as we may be walking through exhibition areas during our badge activity rotations.

Parking

Parking is permitted in the lot directly East of the Museum, which is the lot to your left as you enter on Village Place. Place the parking permit on your dashboard. Leaders will distribute the parking permits to all chaperones.

Food

Please eat dinner before you arrive. You may bring a picnic dinner to be eaten on the lawn.

Evening snack and breakfast will be provided and eaten "picnic style" in the Parker French Learning Labs 1-2 only. No food is allowed in other parts of the museum. Only bottled water can be brought inside the museum and stored in your sleeping area.

People with special dietary needs must make their own arrangements for food. They may keep their food in the Parker French Learning Labs 1-2 during the program.

Sleeping Arrangements

You will be sleeping in the second floor exhibitions. Large items such as cots, futons or foam mattresses cannot be brought into the museum due to space limitations. Participants may bring only one sleeping bag, a pillow and a pad. Scouts should be able to carry their own gear.

What to Bring

Chaperones:

Sleepwear
Toiletries
Sleeping Bag, pillow, and pad
Change of clothing
Flashlights
Camera (optional)

Leaders:

Your packet with schedule, activities, etc.
Permission slips, health histories, emergency contacts
Names and phone numbers for each scout
Final headcount of all attendees

Scouts:

Sleepwear
Change of clothing
Toiletries
Sleeping bag and pillow
Flashlight
Camera (optional)

What Not to Bring

Campers cannot bring radios, iPods, hair dryers, curling irons, or any other electrical appliance.