

# *Cub Scout Camp Out Frequently Asked Questions*

## **How Do We Register?**

Call 215-345-0210 ext. 123. Before your reservation can be confirmed, a 25% deposit must be received. Credit card payment is accepted over the phone. Checks made out to the Mercer Museum can also be mailed to our Education Assistant. The balance of your reservation must be received 14 days before the event. Reservations made less than 14 days before the sleepover must be paid in full at the time of registration.

## **Are chaperones required?**

Sleepover programs require one chaperone for every five children. All attendees pay the same rate.

## **Is this program ONLY for Cub Scouts?**

The Cub Scout sleepover is intended for Cub Scouts and their families. Siblings and parents are welcome to join the program.

## **What is the cancellation policy?**

Any reservation can be changed and/or cancelled without penalty at any point more than 14 days before the event. The 25% deposit is non-refundable for cancellations made less than 14 days before the sleepover. Call 215-345-0210 extension 123 if you need to cancel your reservation. Sleepovers with less than 60 confirmed participants may be cancelled at the Mercer Museum's discretion. Any cancellation will be made at least 7 days in advance of the Sleepover date.

## **What Do We Bring?**

Everyone will need to bring their own sleeping gear. Permitted items include sleeping bags, pillows, sleeping mats, sheets and blankets. Wear comfortable shoes and clothing. Also bring minimal toiletries. All gear should be carried in a bag and marked with camper and group name. For souvenir purchases in the gift shop, don't forget spending money or spare change. DO NOT bring radios, CD players, gameboys, or any other electronic devices that could disturb other visitors.

### **What Time Is the Sleepover?**

Sleepovers begin at 7:00 pm and end at 9:00 am the following morning. The doors to the museum will open promptly at 6:45 pm the evening of the program.

### **Where Do We Sleep?**

Everyone will camp out in designated areas on the second and third floors of the Mercer Museum.

### **What will we get to eat at the Sleepover?**

The evening snack includes juice, cookies, and fruit. Breakfast includes cereal, bagels, fruit, milk, hot chocolate and juice. Coffee will be provided for the adults. Registrants with special dietary needs are welcome to bring their own snack and breakfast; however no food or drink are to be taken out of the Mercer Museum Pavilion. Limited refrigeration is available. Please call 215-345-0210 extension 123 if you need to arrange food storage. Due to the public nature of the building the Mercer Museum cannot guarantee a nut free environment.

### **What will my group do during the evening?**

Your group will be given a program at the beginning of the evening. Throughout the evening your group will have the opportunity to listen to storytelling, make a craft, search the museum on a scavenger hunt, and participate in an activity/demonstration. There will be an evening snack followed by a movie viewing that corresponds with sleepover's theme. Lights out is from midnight to 7 am. In the morning breakfast will be served buffet style and the museum shop will be open.

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

If you wish to increase the number of campers in your group, you must call 215-345-0210 extension 123 for approval. The number of your group can only be increased 14 or more days before the date of the event and if space allows.

### **How does check-in work the night of the event?**

When you arrive in the evening, the group leader will need to check in at the registration desk. He/she will be given one packet containing all necessary materials. The leader will then distribute those materials to the group.

### **What do I do if some people in my group are arriving late?**

Guests arriving late just need to check in with a Sleepover staff member at the registration desk upon arrival.

### **Does it get dark after the lights go out?**

For guest safety, some lights will remain on throughout the night. The Sleepover staff is not able to adjust the emergency lighting at any time. You are welcome to bring flashlights to use in the museum for additional light during lights out to get back and forth to the bathroom.

### **What if I need to contact someone who is attending the event?**

Call our 24 hour Security Desk at 215-345-0210.