

FAQs for Scout Overnights

Q: When are Scout Overnights typically offered?

A: Several Public Scout Overnight dates are scheduled each year. Each event runs from 6:30 p.m. to 7:30 a.m.

Q: What is the registration fee?

A: Registration for a Scout Overnight is \$45 per scout and \$25 per adult. The cost drops to \$35 per scout if you register 10 or more. The cost for additional children attending a Scout Overnight (siblings, non-scouts, etc.) is \$45 per person.

Q: Is there a cost for babies/very young children?

A: There is no cost for children ages 2 and under, however we encourage Science Overnight guests to be at least 5 years old due to the types of activities and late hours of the program.

Q: How do I register? Is there a deadline to sign-up?

A: To register for a Scout Overnight, visit sciencemuseumok.org/scouts, call us at 405-602-3760 or fill out the registration forms on the Scout Overnight webpage and mail them in (we suggest only using this method far in advance, and calling to ensure class availability first). Pre-registration and payment are required, and spots in badge programs are limited. The deadline to register is 3 p.m. on the Monday before the Overnight. No registrants will be accepted at the door.

Q: Will Scouts receive a badge upon completion of the event?

A: No official scout badges will be provided. You must purchase Cub Scout, Boy Scout, and Girl Scout badges through the appropriate office.

Cub and Girl Scouts will receive a certificate upon completion of their badge classes, and Boy Scout blue cards will be filled out by badge counselors. A special Science Museum Oklahoma Scout patch will be available for purchase by any attendees at the event.

Q: Is there a charge for parking?

A: No, parking is free. Park smart! Please lock your vehicle and do not leave any valuables inside of your car.

Q: How do we check in?

A: Upon arrival, bring your belongings in the main entrance on the west end of the building (carts are available should you require them). You must check in with the box office and pick up a schedule for

the evening. You will then be directed to take your belongings to the lunchroom, where they must remain until approximately 11 p.m.

Q: Will dinner or snacks be provided?

A: Dinner is not available at the museum, however guests are welcome to bring their own food and eat it in our lunchroom. We recommend that all guests pack a snack for the evening, as no food will be provided until morning.

Q: Will breakfast be provided?

A: Yes, assorted breakfast items will be provided in the morning.

Q: Are refunds available if I need to cancel my registration?

A: Refunds are available for themed public overnights up to 48 hours in advance of the event. If you find out that one or more of your party cannot attend, please give us a call as soon as possible.

Q: What should I bring?

A: Please bring the following supplies:

- Comfortable clothes (no pajamas, please!)
- A back-up set of clothes (guests can get quite wet in the water area of CurioCity)
- Toothpaste and toothbrush
- Pillow and sleeping bag (cots and air mattresses are welcome too!)
- Toiletries, if needed
- A bag(s) to carry all supplies (please mark with your name!)
- Snacks for the evening

The following supplies are optional:

- An extra blanket or sweatshirt (the museum can get chilly at night!)
- Any necessary medications or snacks for those with food allergies
- Please note that all supplies will be stored in the lunchroom until at least 11 p.m.

Please leave the following at home:

- Valuables
- Weapons
- Alcohol or tobacco products, including vape pens and e-cigarettes

Q: Will staff be present all night?

A: Security staff and one Overnight staff member will be present all night. Basic first-aid services will be available.

FAQs for Cub Scouts

Q: What Cub Scout ranks are programs available for?

A: Tiger and Wolf Cubs will be able to work toward a number of Adventures by participating in hands-on activities and visiting various parts of the museum. A detailed list of opportunities for Tigers and Wolves will be available upon check-in.

Bear Cubs can sign up for one of two Elective Adventure Badges: “Super Science” or “Forensics.” Space is limited in these classes, and registration is on a first-come, first-served basis. All requirements for a badge will be met in class.

Webelos Scouts can sign up for one of two Elective Adventure Badges: “Adventures in Science” or “Engineer.” Space is limited in these classes, and registration is on a first-come, first-served basis. All requirements for a badge will be met in class.

Q: What happens if my scout cannot get into their chosen badge class due to the class reaching capacity?

A: If you register over the phone, we will inform you of the number of spaces remaining in your chosen badge class. If you register via the print form, please indicate your first and second choice when filling it out. If you are only interested in one of the two classes, do not select a second choice on the registration form. If your scout’s first choice class is full, they will automatically be put into the second choice class. If the second choice class is also full, a museum staff member will be in contact with you as soon as possible after receipt of your registration packet to discuss your options.

Q: Can I bring siblings who are not in Cub Scouts, are too young for scouting, or scouts who could not get into a badge class due to the class reaching capacity?

A: Yes, you are welcome to bring these children. The cost will be \$45 per child. Children who are not on the badge class roster may participate in Tiger and Wolf activities, but may not participate in the badge classes due to limited seating and supplies.

FAQs for Boy Scouts

Q: Which badge classes are offered for Boy Scouts?

A: We offer the “Weather,” “Geology,” “Space Exploration,” “Environmental Science,” and “Chemistry” badge classes. Space in each class is limited, and registration is on a first-come, first-served basis. All scouts will be provided with a copy of a Blue Card signed by the counselor, with the addressed requirements indicated.

Q: What happens if my scout cannot get into their chosen badge class due to the class reaching capacity?

A: If you register over the phone, we will inform you of the number of spaces remaining in your chosen badge class. If you register via the print form, please rank your scout’s choices from 1-5, with “1” being the first choice and “5” being the last choice. If your scout is not interested in a particular class (or has already earned that badge) do not include that class in your ranking. If your scout’s first choice class is full, they will automatically be put into the second choice class, and so on. If none of your chosen classes have spaces available, a museum staff member will contact you as soon as possible upon receipt of your registration packet to discuss your options.

Q: Will all the requirements for the badge classes be met at the Overnight?

A: Barring unforeseen circumstances, all requirements will be met in class for the Weather, Geology, Space Exploration, and Chemistry badges.

The Environmental Science class is much more extensive, as an Eagle Scout requirement, and some portions cannot be completed in class. We encourage all scouts attending the Environmental Science badge to review requirement #2 (the vocabulary terms) before attending the Overnight. If the scouts complete requirements #3e (endangered species report) and #4 (and outdoor study) prior to the event date, our counselor will be able to sign off on their completion. If you would like a detailed description of the requirements that must be completed outside of class, please email bbornstein@sciencemuseumok.org.

Q: Are your staff official Merit Badge Counselors?

A: Yes, all teachers are Merit Badge Counselors registered with the BSA for their subject, and all have completed the Youth Protection Training within the last 2 years.

FAQs for Girl Scouts

Q: What Girl Scout Ranks are programs available for?

A: Daisies will be able to complete several science and craft activities that are a part of the Between Earth and Sky! Journey.

Brownies will be able to attend one of two badge classes: “Home Scientist” or “Senses.”

Juniors will be able to attend the “Entertainment Technology” badge class.

Cadettes will be able to attend the “Special Agent” badge class.

Space is limited in these classes, and registration is on a first-come, first-served basis. All requirements for a badge will be met in class.

Q: What happens if my scout cannot get into their chosen badge class due to the class reaching capacity?

A: If you register over the phone, we will inform you of the number of spaces remaining in your chosen badge class. If you register via the print form, please indicate your first and second choice when filling it out. If you are only interested in one of the two classes, do not select a second choice on the registration form. If your scout’s first choice class is full, they will automatically be put into the second choice class. If the second choice class is also full, a museum staff member will be in contact with you as soon as possible after receipt of your registration packet to discuss your options.

Q: Can I bring other siblings who are not in Girl Scouts, are too young for scouting, or scouts who could not get into a badge class due to the class reaching capacity?

A: Yes, you are welcome to bring these children. The cost will be \$45 per child. Children who are not on the badge class roster may participate in Daisy activities, but may not participate in the badge classes due to limited seating and supplies.

Q: Will this be a “Girls-Only” event?

A: While the majority of guests will be female, be advised that fathers, male caretakers, and male siblings may be present as well with their Girl Scout.

Please note:

- Per Girls Scouts of America (GSA) policy, any girl who will be participating in badge offerings must be a member of the GSA
- Per GSA policy, any adult who plans to stay overnight at a scout event (such as an Overnight) must have passed a background check by the GSA. If you have not registered and received a clean background check, you will not be permitted to stay at the Overnight.

Sample Schedule

WELCOME TO SCIENCE MUSEUM OKLAHOMA'S Cub Scout Overnight

The Science Shop will be open until approximately 9:30 p.m. Get there quick, they won't be open in the morning!

WHEN	WHAT	WHERE
SATURDAY EVENING		
6:30-7 p.m.	Check-in and free time	Entire museum
7 p.m.	Rules & introduction	Science Live Theater
7:15 p.m.	Live Science Show	Science Live Theater
8-10 p.m.	<u>Tiger and Wolf Activities</u>	Museum Floor
8-10 p.m.	<u>Classes for Bears and Webelos</u>	Various classrooms
9 p.m.	Planetarium Show	Planetarium
10 p.m.	Planetarium Show	Planetarium
10-11:59 p.m.	CurioCity open	CurioCity
11:59 p.m.	Lights out	Entire museum
SUNDAY MORNING		
6 a.m.	Rise and shine!	Entire museum
6:30 a.m.	Breakfast	Pavlov's Café
7:30 a.m.	Depart museum	Main entrance