Strategic Air Command & Aerospace Museum

Overnight Guide & FAQs
Welcome!

Thank you for choosing an overnight experience at the Strategic Air Command & Aerospace Museum! We look forward to sharing our educational experience with you and your scouts at your upcoming overnight.

Policies

Reservation Policy
- Reservations should be made online at www.SACMuseum.org
- Reservations for overnights will be required at least 2 weeks before the overnight date. Payment is due upon registration, and all sales are final, as this money is used to purchase resources necessary for overnights.
- You will receive a confirmation email upon registration, and a confirmation one week prior to the overnight date.

Cost of Attendance
- $40 per scout*
- $40 per leader/chaperone*
- If less participants attend than the number confirmed, the troop will not be granted a refund. If more participants attend than the number confirmed, the troop will be responsible for paying for the full amount of the confirmed, as well, as $40 per additional person.

*new prices effective January 2020

Credit & No-Show Policy
- Credits or refunds will not be issued for no-shows of the overnight.
- Registrants are responsible for their attendance at the overnight. The Museum does not guarantee a reminder phone call the night-of the overnight for no-shows.

Weather Cancellation Policy
- Overnights are held in rain or shine. In the event of severe weather, it is at the discretion of the Museum to cancel the overnight. In the event of cancellation, registrants will be notified of cancellation by 12:00pm on Saturday.
• In case of weather or other unforeseen circumstance that prevents your attendance at the overnight, we will issue a rain check and will work with you to schedule another overnight experience.
• Unless the Museum cancels the overnight, no credit or refunds will be issued.

Photo Policy
• The Museum reserves the right to take photos of overnight participants for promotion. Your reservation serves as permission for use of photos that may be taken. If you have an objection to your scout’s image being used please contact the Education Manager at 402-944-3100 ext. 204 or edumanager@sacmuseum.org.

General Information

Overnight Hours
• All overnights take place on a Saturday night starting at 5:30pm into Sunday morning ending at 8:00am.
• Doors are locked promptly at 6:00pm. Please arrive by 5:30pm to start check-in for the overnight. Due to the disruption of activities, late arrivals will not be able to participate in the overnight.

Food
• The Museum does not provide dinner. It is the responsibility of the group to eat dinner before the overnight because there will not be time to eat once activities have started.
• The Museum does not provide breakfast during the overnight.*
• There will be a short break in between activities for snack. The Museum will provide this snack for everyone who is registered for the overnight.
• If your troop wants to bring your dinner to the Museum and eat it before the overnight, please contact us to get arrangements made. Any troop that does this will be expected to clean up after themselves and be ready to go by 5:45 pm.

*effective January 2020
Tentative Schedule*

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
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</thead>
<tbody>
<tr>
<td>Saturday</td>
<td></td>
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<tr>
<td>5:30pm</td>
<td>Check-in</td>
</tr>
<tr>
<td>6:00-6:15pm</td>
<td>Rules &amp; Orientation</td>
</tr>
<tr>
<td>6:15-9:00pm</td>
<td>Activities</td>
</tr>
<tr>
<td>9:00-9:15pm</td>
<td>Snack</td>
</tr>
<tr>
<td>9:15-10:30pm</td>
<td>Activities</td>
</tr>
<tr>
<td>10:30-11:00pm</td>
<td>Prepare for Bed</td>
</tr>
<tr>
<td>11:00pm</td>
<td>Lights Out</td>
</tr>
<tr>
<td>Sunday</td>
<td></td>
</tr>
<tr>
<td>7:00am</td>
<td>Lights On</td>
</tr>
<tr>
<td>8:00am</td>
<td>Load Vehicles &amp; Depart</td>
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</tbody>
</table>

*schedule subject to change

What to bring
- Sleeping bag, cot, or small air mattress with pillows and blankets
- Pajamas or clothes to sleep in
- Toiletries

What NOT to bring
- Tents
- Outside food and drinks
- Shampoo, soap, etc. There are no showers
- Alcohol. No alcohol products are allowed on Museum property.
- Pets or other outside animals. No outside animals are allowed on Museum property.
Guest Conduct

As a guest of the SAC Museum we ask that you review the following rule with your scouts and chaperones. Scout leaders and chaperones are responsible for the conduct of their groups. Groups that do not follow the rules or are unruly and disruptive may be asked to leave the premises.

- Scout leaders and chaperones MUST stay with their troop at all times.
- Absolutely no running in the Museum at any time.
- Scouts must use the stairs and escalators in a single file line on the right side.
- Do not play or go up the escalators backwards.
- The elevator is only for those using strollers, wheelchairs, or crutches.
- All guests should treat the Museum and its contents (exhibits, planes, and artifacts) with respect.

Frequently Asked Questions

What is the Museum’s address?
28210 West Park Highway, Ashland, NE 68003.

Is parking free?
Parking is available for you for free at the Museum. Passenger van and school bus parking lot is located on the South end of our parking lot.

How do I register for an overnight?
You can register at https://sacmuseum.org/what-to-do/education/scout-programs/.

When do overnights take place?
Overnight dates are predetermined by the Museum, and happen one weekend every month (excluding June and July). We do not offer optional overnights outside of these dates. All overnights take place on Saturday night into Sunday morning.

Where do we sleep?
You will be sleeping either under the SR-71 or on the upper level of the Museum. Further instructions on bed set up will be given during the overnight.
When do we set up camp?
Bedding and overnight bags can be checked in and left by the guest services desk by the front doors until beds are ready to be made. Beds will be made after all the activities are done.

Are you prepared for the possibly of boys and girls attending the overnight?
Yes. Boys and girls will participate in activities together, but when it comes to sleeping there will be designated sleeping area assignments.

Can I arrive late?
No. Due to the disruption of activities, late arrivals will not be able to participate in the overnight.

Are we allowed to come and visit the Museum early on Saturday?
Yes, troops are allowed to visit the Museum during the day on Saturday. If the group would like to come, please contact us to schedule the arrangements. Overnight registration includes admission into the Museum.

Are we allowed to stay at the Museum on Sunday?
Yes, groups are able to stay all day following the overnight if they wish. Overnight registration includes admission into the Museum.

Will the Gift Shop be open during the overnight?
No, the gift shop will not be open during the overnight. If the group wishes to purchase something from the Gift Shop they must visit it before close (5:00pm) on Saturday or on Sunday morning when it opens (10:00am).

Will the simulators be open during the overnight?
No, simulators will not be available to groups during the overnight. If the group wishes to ride the simulators, they can do so before 4:00pm on Saturday or on Sunday morning starting at 10:00am.

Can siblings attend the overnight?
Yes, siblings are allow to attend the overnight. However, there can be no children under the age of 4 in attendance at the overnight. Siblings and parents both must stay with the group during rotations and are not allowed to wander in the Museum on their own.
Are Cub Scouts allowed to attend Scouts BSA overnights?
No, this is not negotiable. Scouts must fall within the specified age category for the overnight they are attending. Overnights are designed specifically for their age group and designed around specific activities to meet the needs of that group. Thank you for respecting this policy and ensuring all scouts enjoy their time at the Museum.

Are Scouts BSA allowed to attend Cub Scout overnights?
No, this is not negotiable. Scouts must fall within the specified age category for the overnight they are attending. Overnights are designed specifically for their age group and designed around specific activities to meet the needs of that group. Thank you for respecting this policy and ensuring all scouts enjoy their time at the Museum.

Do overnights often get cancelled?
It is rare that an overnight is cancelled due to low attendance or weather. In the event that either happen, the Museum will give notice to troops registered. Troops will have the option of a refund or being moved to an alternative date.

How fast do overnights fill up?
All overnight dates are very popular, and are on a first-come first-serve basis. The Museum does not guarantee space in any overnight for groups. It is the responsibly of the group to register as soon as possible in order to reserve spots for the overnight.

What is the capacity for overnights?
The Museum can handle upwards of 200 people for an overnight.

Is there a minimum amount of people a group needs to bring in order to register for an overnight?
No, there is not a minimum number needed in order to register for an overnight.

My group registered already, and now I have more registrations to add, how do I add more registrations?
You will need to complete the online registration form again in order to register additional people for the overnight.
My group registered already, and now I don’t have that many people attending, how do I change my registration?
Overnight registrations are final. No refunds will be given, as this money is used to purchase resources necessary for overnights.

I have a CPAP machine, where will I sleep?
Any person who uses a CPAP machine will be able to sleep in the theater, which has closer access to outlets. Further instructions for this will be given during the overnight.

What will scouts complete during the overnight?
For Cub Scouting overnights, we do not meet any badge requirements. These overnights are an offering of the Museum’s most popular activities. For Scouts BSA overnights please see the specific overnight information sheet to know which Merit Badge requirements we meet and which ones we don’t meet during the overnight.

Can I come only for the activities and not spend the night?
Yes, you are allowed to only come for activities and not spend the night. Arrangements for this must be made in advance with the Education Manager.

If there is an emergency in the middle of the night and I need to leave early can I?
Yes. Please make sure you notify the Museum staff working the overnight, as they are the only ones able to let you out of the building. Further instructions for this will be given during the overnight.

Still have Questions?

Contact the Education Department at 402-944-3100 x 204 or at edumanager@sacmuseum.org.