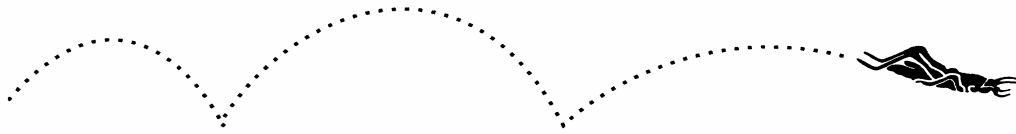


Old Sturbridge Village introduces...



Hop into History Overnight

New!

- Grades 1 to 6 – or – ages 6 to 12
- \$50 per person (students & adults). Minimum of 36 participants.
- One adult required for every five children (one-to-one ratio for children under age 8).
- Held in our **Museum Education Building**.

An exciting new overnight adventure designed *for scouts, schools, and other youth groups* of up to 100 participants! Join in hands-on activities and engage in entertainments from long ago. The evening program begins at 6:30 p.m. and concludes at 9:30 a.m. the next morning. During either day, explore the historic Village on your own. Program fee includes activities, an evening snack, continental breakfast, and two-day museum admission. Participants bring their own bedding and sleep in our unique Museum Education Building.

~ Please contact us today for reservations or for more information ~

508-347-0285 or 800-SEE-1830 x285
osved@osv.org



REGISTRATION INFORMATION

The overnight fee is \$50.00 per person. Open to students in grades 1 – 6 only. The program is designed for a minimum of 36 people (from one or more groups) and a maximum of 100 people. Groups fewer than 36 may pay the minimum amount of \$1800.00. More than one group may register on any given night to reach the minimum number of participants. If you cannot meet the minimum number required, Old Sturbridge Village may be able to combine your group with other interested groups to obtain the minimum required. You may request an “exclusive” sleepover just for your group if you can guarantee the minimum of 36 participants.

Old Sturbridge Village requires one chaperone for every five children (one chaperone for every child under 8 years of age). Pre-registration is required. A non-refundable deposit of \$25 per person is required with your reservation form. Full payment along with a finalized list of participants is due two weeks prior to the date of your sleepover.

REGISTRATION AGREEMENT

By initiating the registration process you understand that your organization agrees to:

- Pay a minimum participant fee equivalent to 36 total participants (for an exclusive sleepover) or pay for total participants attending when greater than the minimum group size. 50% non-refundable deposit due with registration/booking form. Balance due two weeks prior to Overnight.
- Provide final participant numbers, payment, and registration list two weeks before the sleepover date.
- Organize registration and collect participant fees for your group or organization and make one full payment to Old Sturbridge Village.
- Meet the established ratio of one adult to every five children (one adult to one child under 8 years of age).
- Follow the event schedule while at the Museum for the Overnight.
- Arrive and depart according to schedule.
- Follow Museum policies and sleepover guidelines.

CANCELLATIONS/REFUNDS

Old Sturbridge Village does not issue any refunds after a final count and payment has been made. Refunds will be issued only if Old Sturbridge Village cancels due to inclement weather. Every effort will be made to reschedule your event. Cancellation information will be available by calling 1-800-733-1830.



SAMPLE OVERNIGHT SCHEDULE ~ (Times and Activities May Vary)

6:30 – 7:00 p.m.	Arrival and Check in at the Museum Education Center
7:00 – 7:15 p.m.	Group Orientation
7:15 – 9:30 p.m.	Hands-on Studio Activities** (4 activities per student)
9:45 p.m.	Evening Snack
10:15 p.m.	Prepare Areas for Sleeping
11:00 p.m.	Lights Out
	MANDATORY QUIET TIME
6:30 a.m.	Wake-up Call and Pack-up
7:00 a.m.	Breakfast
7:45 – 8:30 a.m.	Hands-on Activities++
8:30-9:30 a.m.	Games (indoors and outdoors)++

**** Hands-on Studios may include hearth cooking, decorative arts, working with historic Printing Press, weaving, games, farming, home remedies.**

++ Hands-on Activities may include making period thaumatropes, family register, and “Chinese puzzles”. Games include period indoor and outdoor games (weather permitting), such as Hoops, Graces, Battledore & Shuttlecock, Jacob’s Ladder, 9-Men’s-Morris, and Fox and Geese.

ARRIVAL AND PARKING

The sleepover program takes place in our Museum Education Building. Please plan on arriving no earlier than 6:30 p.m., as participants are not admitted earlier. Please follow the signs for Museum Education & School Groups. Parking is available in the lot outside the Museum Education Building. There is no charge for parking.

FIRST AID AND EMERGENCIES

Security staff are trained in first aid; however, all groups attending an Overnight must designate their own first-aid person. Be sure to bring a first-aid kit and medications for members of their group as needed. Any medication needs to be self-administered or administered by your group's leader. Refrigeration for medicine is available. It is advised that leaders bring a list of emergency phone numbers for each participant in case of an emergency. For medical emergencies, notify Old Sturbridge Village staff members.

Each organization should provide several of the chaperone’s cell phone numbers to all parents whose children are participating in the overnight event in the case of a family emergency.

Also, families needing to reach you can call Old Sturbridge Village Security at 508-347-0273. This is to be used only in case of emergency. Be sure that all families know to ask for the Overnight Program at Museum Education and can give the camper's full name, leader's full name, and the group name or troop number.



SLEEPOVER GUIDELINES AND SAFETY RULES

- Children in grades 1 - 6 are eligible to participate.
- All groups will be signed in individually and will turn in an Overnight Attendance Form listing the names and emergency contact information for each person attending the Overnight program.
- Each guest should bring a sleeping bag, pillow and basic toiletries. Adults may want to bring an air mattress, foam mat, or camping mat as floor surfaces consist of industrial carpet, wood, or tile. Because of space constraints, we ask that children do not bring air mattresses to the museum.
- Sleeping spaces will be assigned. Please do not trade sleeping areas with another individual or group. Changing your sleeping assignment could compromise the safety of your group in case of an emergency.
- Do bring clothing such as a T-shirt, shorts and sweats that can be layered as the temperature in the building can vary. Wearing something you don't mind sleeping in will save time spent in the restroom as well as makes getting ready for bed simpler! Please pack all belongings together, even rolled inside a sleeping bag. Footwear must be worn at all times. You may want to bring a refillable water bottle. No food please! **Please note:** there are no shower facilities.
- Bring board games, puzzles, books, and card games if you wish, but please leave your electronic games, hair dryers, curling irons, alarm clocks, electronic toys, and DVD players/music at home.
- Chaperones must accompany and be responsible for children at all times and may not leave the museum grounds during an Overnight program.
- Chaperones are not permitted to bring unregistered children or children not in grades 1-6.
- Parents should be given the cell phone number of the contact person designated by the group.
- Pagers and cell phones should be in either silent or vibrate mode at all times and are not to be used after lights-out except in emergency situations.
- Be respectful please! Remember to treat the museum buildings, staff, and all attending with respect. This includes listening, obeying the rules, and observing "quiet" hours.
- Old Sturbridge Village is not responsible for lost or stolen items. Please leave valuables at home.
- The Sleepover officially ends at 9:30 a.m. the following morning. Remove all personal belongings from the Museum Education Building prior to eating breakfast at 7:00 a.m. You are welcome to stay and enjoy the entire day in the Village once your "gear is stowed."
- Groups are responsible for cleaning up their sleeping areas.
- 24-hour Security Personnel are always on premises
- Smoking is prohibited in the museum.