



A Night at the Museum

AMNH Sleepover Program

amnh.org/sleepovers

Frequently Asked Questions

What time is the AMNH sleepover?

A Night at the Museum begins at 5:45 p.m. and ends at 9:00 a.m. the next morning.

Where do we park?

Parking is available at our facility conveniently located within the Museum. The garage is located on 81st Street between Central Park West and Columbus Avenue. The parking garage will open at 4:00 p.m. for sleepover participants, who will be eligible for a discounted parking fee of \$25.00 for the duration of the sleepover. Visitors taking advantage of this discount must exit the garage by 1:00 p.m.

How do we check in?

Please enter at the Rose Center for Earth and Space entrance on 81st Street between Central Park West and Columbus Avenue to check in with your sleepover equipment. The entrance will be open until 8:00 p.m. This is a handicapped-accessible entrance.

What if we arrive late?

The Rose Center entrance will remain open until 8:00 p.m. No one will be admitted to participate in the sleepover after 8:00 p.m.

What should we bring?

Everyone must bring a sleeping bag and a pillow. Inflatable mattresses are not permitted. A Night at the Museum will provide sleeping cots for all the participants. Other items to bring are toothbrush, toothpaste, washcloth, flashlights and comfortable sleeping clothes.

What types of food will be served at the sleepover?

The Museum's food court will remain open until 7:30 p.m. An evening snack will include cookies, granola bars, juice, coffee, and tea. Breakfast will include fresh fruit, muffins, yogurt, coffee, tea, and juice. In addition to the snacks, vending machines on the Museum's lower level will be accessible. Vending machines accept \$1.00 bills and coins. Please bring change for vending machines.

Can we bring our own food and beverages into the Museum?

No outside food or beverages will be allowed into the Museum. Your breakfast, snack, and vending machine food must be consumed in the designated eating area.

Where do we sleep?

Guests will sleep in either the Milstein Hall of Ocean Life under our beloved blue whale, beneath famous dioramas in the Hall of North American Mammals or among the geological formations in the Hall of Planet Earth. Your sleeping location will be announced in your confirmation packet.

Can we increase the number of participants in our group?

Space is very limited for the sleepovers. If you want to increase your group size or make changes to your reservation, you must call 212-769-5200 from Monday-Friday, 9:00 a.m. to 5:00 p.m. If spaces are available you must pay immediately over the phone. Places are provided strictly on a first-come, first-served basis.

What if someone cancels in our group?

There are no refunds for the sleepovers. We will try to reschedule you for a later sleepover based on availability.

How much of the Museum will be open?

The first and fourth floors, along with the lower level and the Rose for Earth and Space, will be open.

How many people can attend a sleepover?

A Night at the Museum can accommodate up to 465 people.

What if someone gets sick?

Notify a sleepover staff member if anyone in your group gets sick or hurt.

Can we leave early from the overnight?

Yes, participants may leave early if needed.

When will AMNH Shops be open during the sleepover?

The Main Museum Shop will open at 7:00 a.m. the morning after the sleepover.

Are the exhibits and programs handicapped accessible?

Yes. All sleepover activities are fully handicapped-accessible.

How many chaperones are required to participate with a group?

Each group will be required to maintain a ratio of one adult supervisor per three child participants.

Where do we change into our sleeping clothes?

Restroom facilities will be available on the lower level of the Milstein Hall of Ocean Life, the Rose Center for Earth and Space, and the subway entrance of the Museum.

When do I get my confirmation packet and tickets for A Night at the Museum?

You will receive your confirmation packet three weeks prior to your event. Groups of 20 or more will receive a confirmation letter saying that we have received your payment and giving the date that the rest of your balance is due.

Are younger and older siblings allowed to participate during the sleepovers?

No, younger and older siblings are not permitted to attend the sleepovers if they are not between the ages of 8 and 12 years old.

How old must a chaperone be?

A chaperone must be at least 21 years old.

Can I celebrate my child's birthday at a sleepover?

Yes. Please follow these guidelines. Mention that you're bringing a cake when you reserve your tickets with the Central Reservations department, and again when you check in on the day of your event so we can refrigerate it if necessary. If you would like to gather to sing and cut the cake, there are several options:

- a. The Food Court is available between 5:45 and 6:30 or between 6:45 and 7:30.
- b. The Food Annex/Lunchroom is accessible during the Sleepover from 7:30-8:45 p.m.

Can we visit the Museum the next day?

Yes, general admission for the museum is included the next day. The museum opens at 10:00 a.m. If you plan to visit us you and your family must exit at 9:00 a.m. and re-enter at 10:00 a.m. The admission passes will be in the package that you receive at check-in. Special exhibitions are not included.

Is there a place to store our sleeping equipment before and after the sleepover?

If you choose to visit the Museum early the day of the sleepover, or visit with us the day after, your family can store their sleeping equipment in the Museum coat check. The coat check fees will apply.



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What to Bring for the Sleepover

Sleeping bag, or camp pad

Pillow

Toothbrush and Toothpaste

Flashlight

Name tags (to label your belongings)

Washcloth

Comfortable clothing for the night. We recommend sweatshirts and warm clothing.

Change for vending machines

Ear plugs (optional)

Night Mask (optional)

Camera (optional)

For additional questions, call 212-769-5570.

The 24-hour number for emergencies is 212-769-5222.

What Not to Bring

Please leave your Game Boys, MP3 players, and other electronic devices safe at home.

No Heelys are permitted in the Museum. Running is prohibited in the Museum.

Shoes must be worn at all times. Socks are permitted inside the Hall of Ocean Life only.