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## Roving with Science at the Museum!

Space is our final frontier and we need YOU! Help our staff as we gather data, design space worthy Rovers and equipment, and develop a colony where we can take the next step in exploring our magnificent galaxy. Scouts will also learn about the design purpose of fins on rockets, and how they will help your Rover reach Mars. Your research and innovation will complete step 3 of the Out of This World Nova Award and step 3 of the Science Everywhere Nova Award

Scouts will be provided snacks (please make plans to eat dinner before arriving), and morning breakfast from Panera Bread will be included.

**Cost is \$40.00** and includes Scout and 1 parent or guardian and a patch for each registered scout.  
*Sorry, no siblings or friends, only registered Scouts and one adult per Scout*

### NOTICE! PLEASE READ CAREFULLY:

- **Registration must be received seven (7) days in advance** (see registration link on flier).
- Sorry, but **no walk-in registrations** will be accepted.
- The Science Museum has **limited the event to a maximum of 50 Cub Scouts**. Registration will be accepted on a first-come, first-served basis so be sure to register early!
- **You must bring a Class 1 Medical Form** for each participant (youth and adults) with you to the event (available on the BRMC Website at [www.bsa-brmc.org](http://www.bsa-brmc.org), or at the Council Center).
- If you have **special dietary needs**, please plan accordingly.

For additional information, please contact Danielle Murray [dmurray@smwv.org](mailto:dmurray@smwv.org) or 540-342-5718.

# Science Museum Camp-In Information

## Adult Responsibilities:

1. **All Scouts must be accompanied by a parent or guardian.** Adults are responsible for supervising their children at all times. Encourage good, safe conduct from your campers, and be prepared, if necessary to assist those who may need help.
2. **Make sure each person has a sleeping bag and personal gear (See “What to Bring”).** You may bring an air mattress but you must bring the necessary equipment to inflate it yourself.
3. **Each adult should bring a flashlight, but please be advised that not all of the lights in the museum will turn off.**
4. When possible, arrange for group transportation of gear.
5. **There will be mid-evening snacks, and breakfast in the morning from Panera Bread provided for all participants.** All of the participants will be provided with snacks and a breakfast in the morning from Panera Bread. Participants should plan to eat dinner before arriving to the camp in. Please inform us of special dietary needs and restrictions of any members of your group when you register so that we are aware of your needs.
6. Our doors will not open prior to 6 pm. **Please go to the main entrance of the Science Museum on the 4th floor of the Center in the Square Building to check in for your camp-in.**
7. **Please follow the posted parking rules when you arrive in downtown Roanoke.** Free street parking may be available when you arrive on Friday evening, but timed parking rules may be in effect on Saturday morning. For a fee, you may park in the Center in the Square Parking garage, which is attached to the Center in the Square building, or any other Park Roanoke lot or garage (please visit <http://parkroanoke.com> to find lists and locations of garages and lots).

## Health and Safety:

1. **Be sure that each participant, including adults, has a completed BSA Medical Form Part A and C** (filled out by their parent or guardian). Forms may be downloaded from the Council website at [www.bsa-brmc.org](http://www.bsa-brmc.org).
2. **Check the health condition of all your campers before departing for the museum.** There are no provisions (beds or rooms) for sick people at the museum.
3. If your Den or Pack is bringing more than three people, **it is a good idea to have a first aid kit.** Although basic first aid supplies are stocked at the museum, we can never be too careful.
4. **Leaders trained and certified in First Aid or CPR will be expected to help, if needed.** Please inform the camp-in staff of anyone with these qualifications.
5. **Center in the Square will be locked once the Camp-In starts.** Except under special circumstances, **no one is allowed in or out of the building, including for smoking breaks.** Late arrivals and early departures are not allowed.

6. **Museum employees will be spending the night with participants in the Museum.** These employees are the points of contact in case of emergency throughout the night.
7. **If families need to contact any camp-in participants, they may call the Science Museum Front Desk at (540) 342-5710.**
8. **If you or your scout require medication that must be kept refrigerated, please let us know ahead of time** so that we may make the appropriate arrangements for safe storage.

## **Weather Notice:**

In case of severe winter weather, it may be necessary to cancel a camp-in. A cancelled camp-in will be rescheduled. Any registered participants whose original date has been cancelled and who cannot participate on announced make-up dates will have their registration payment refunded. Please contact Danielle Murray [dmurray@smwv.org](mailto:dmurray@smwv.org) or 540-342-5718 the morning of your camp-in if there are any questions pertaining to weather-related cancellations.

## **Directions to the Science Museum of Western Virginia**

As this event takes place on a Friday at 6pm, please make sure to take traffic into account when determining your travel time.

### **From I-81 (North or South):**

Follow I-81 to I-581 (Exit 143). Take I-581 South to Exit 6 (Elm Avenue/Vinton). At the end of the exit ramp, turn right onto Elm Ave. Go to the 2nd light and turn right onto Jefferson Street. Go to the 4th light and turn right onto Campbell Avenue. A ½ block on the right is the entrance to the Market Square Garage. This is the best place to park as it is adjacent to Center in the Square.

### **From US 220 (Martinsville, Rocky Mount):**

Follow US 220 North to Exit 6 (Elm Avenue/Vinton). At the end of the exit ramp, turn left onto Elm Ave. Go to the 3rd light and turn right onto Jefferson Street. Go to the 4th light and turn right onto Campbell Avenue. A ½ block on the right is the entrance to the Market Square Garage. This is the best place to park as it is adjacent to Center in the Square.

### **From US 460 (Bedford, Lynchburg):**

Follow US 460 West to I-581 (Exit 143). Take I-581 South to Exit 6 (Elm Avenue/Vinton). At the end of the exit ramp, turn right onto Elm Ave. Go to the 2nd light and turn right onto Jefferson Street. Go to the 4th light and turn right onto Campbell Avenue. A ½ block on the right is the entrance to the Market Square Garage. This is the best place to park as it is adjacent to Center in the Square.

**LOST?!** Call (540) 728-7546 for the Center in the Square Security Desk or call the Science Museum at (540) 342-5710.

## What to Bring and Wear:

1. Each person should bring one bag containing minimum toiletries and a sleeping bag. The bag and all its contents should be clearly labeled with the camper's name (and Pack number, if applicable). Heavy trash bags work well to contain a camper's belongings, if one does not have a duffel bag.
2. Dress comfortably. This is an indoor camping experience. Campers will be sleeping on the floor. Please keep in mind that there are no facilities for bathing.
3. Be **sure** to bring the following:
  - Sleeping bag/pad
  - Soap (the museum has liquid hand soap)
  - Washcloth
  - Toothbrush & toothpaste
  - Other personal necessities (glasses, contact supplies, feminine supplies, etc.).  
Some campers like to bring pen and paper to "log" their experience.
4. Please leave electronic games and other noisy forms of entertainment at home. We'll keep you so busy that you won't have time to use them!
5. Do not bring a hair dryer, curling iron, or other electrical appliances.
6. Remember to pack everything in **ONE** bag.
7. Remember to bring a **Class 1 Medical Form** for all campers, including adults, with you to the event. **DO NOT send with your registration form, please.**

## Bedtime & Campsites:

When choosing a campsite, please be sure to leave clear pathways through the exhibit areas and do not block any emergency exits. Remember that after lights out leaders and campers should remain in their campsites. An adult must accompany each camper when going to the bathroom after lights out. It is your responsibility to keep your campers quiet and prevent them from disturbing others.