

Overnight at the Zoo FAQs

- **What time are your overnight programs?** Check-in for overnights begins at 6:15 pm and the program will begin promptly at 6:30 pm. The program ends at 8:30 am the following morning.
- **What will we be doing during the program?** Our overnight programs are an educational program. Each overnights starts off with hands on activities that could include crafts, games, or labs and an evening snack. Then the group gets to enjoy a flashlight led night hike of zoo grounds. After sleeping overnight, the group enjoys a continental breakfast and a morning hike of zoo grounds before it opens to the public.
- **Can I arrive late or leave early?** We prefer that every participant stays for the entire program time. However, accommodations can be made on a case by case basis. Please contact the overnight team at overnights@stlzoo.org beforehand so they can talk you through your options.
- **Where do I go when I arrive?** Check-in will occur in the South Parking Lot. The educators will meet the group in the center of the parking lot near the Elephant statue by the pedestrian bridge.
- **What type of sleeping conditions can I expect?** Most groups will be sleeping inside an education space called the Exploration Outpost, which is a thinly carpeted large open room. During the summer, groups can choose to sleep outside under the stars in a large grassy behind-the-scenes area. In the event of inclement weather, outside sleeping groups will be moved inside. During specific times of the year, we offer special overnights for smaller groups where you can sleep inside the underwater viewing building at the Polar Bear habitat or under the viewing tunnel at the Sea Lion exhibit. Public restrooms will be available for use, but there are not shower facilities.
- **Can I bring an air mattress/cot to sleep on?** Participants can bring an optional sleeping pad (foam or therma-rest type pads are fine; a pad the size of the sleeping bag and if inflatable needs to inflate by hand). Air mattresses and cots are not allowed. There is not room for every participant or even every adult to have an air mattress nor are there enough outlets. It is unfair to allow some to use them while others are following the rules and sleeping on the floor. If you or someone in your group has a medical need which requires an air mattress or cot, please contact Overnight staff at (314) 646-4961 or overnights@stlzoo.org to discuss such arrangements before your scheduled overnight.
- **Will we be visiting any animal buildings during the program?** The only building we will visit during the event is the Exploration Outpost. Most of the

animals are resting. We will visit outdoor animal habitats during the hikes, but the animals have a choice to be inside or outside at any point at night. The animal buildings will be open the following morning during normal Zoo business hours. Your group may want to plan on staying afterwards to visit other areas of the Zoo.

- **What if I need to cancel or transfer my overnight?** Please notify us at least two weeks prior to the overnight, for which you are registered, to receive a refund minus an \$8 processing fee per person. No refunds are given after the two-week deadline. We reserve the right to cancel a program due to low enrollment or extreme weather conditions (full refund will be issued). Transfers will only be allowed with prior permission of the Education Department. Two weeks notice is required, an \$8 processing fee per person will apply. Substitute must be a Scout in your Troop, Pack or Den, or an adult. A Household Registration Form and an Individual Health History Form (scout only) must be completed for each substitute.
- **Is any food provided?** We provide an evening snack and a continental breakfast in the morning. Any special dietary needs must be brought from home. We do have a refrigerator and can store food for you.
- **Can a sibling join our group?** For pre-set snoozes, only scouts in the age group of that date and their grown-up can attend. For private snoozes, groups can decide who to include but every participant must be 5 years old or older to attend.
- **What can I bring/not bring?**

Bring	Do Not Bring
-sleeping bag or bedroll	-gum/candy/food
-pillow	-radio/music player
-sleeping pad (optional)	-blow dryer/curling iron
-necessary toiletries (Wash cloth, hand towel, soap -games/toys/books toothbrush/toothpaste, hairbrush)	-flashlight (students)
-appropriate outer wear (for night and morning hikes)	-pajamas
-camera (if you'd like)	-air mattress or cot
-tarp (if sleeping outside to keep sleeping bags dry)	
-earplugs (optional)	
-Flashlight for adults	
-Portable battery charger (optional)	

