



NASCAR HALL OF FAME OVERNIGHT

SCHEDULE FOR MECKLENBURG COUNTY COUNCIL BOY SCOUTS OF AMERICA

FRIDAY NIGHT

6 – 6:45 p.m.	Arrival and check-in (Scouts)
6:15 – 6:45 p.m.	Derby car check-in (Scouts). 2nd LEVEL - Legends Room
6:30 – 6:45 p.m.	Storage of gear
6 – 7:15 p.m.	Dinner (pre-order only), Theater Lobby, 1st LEVEL
6:45 p.m.	Welcome/history of NASCAR film showing
7 – 8:30 p.m.	Rotation of activities: (4th LEVEL, Elevator Lobby) <ul style="list-style-type: none">• Scavenger hunt• Workshops and activities• Games
	Race Week activities: <ul style="list-style-type: none">• Pit Crew Challenge (three people per team)• Racing Simulators (must be at least 54 inches tall to participate alone)• Qualifying (driving)
8:45 p.m.	Snack break (healthy), Theater Lobby, 1st LEVEL
9:00 pm – 11 p.m.	Movie, 2nd LEVEL (No food or drink in Theater)
10:15 – 11:15 p.m.	Set up sleeping areas on third and fourth floors. Lights dimmed for 5 minutes to aid in selecting sleeping areas
11:15 – 11:30 p.m.	Bathroom breaks and settling into beds
11:30 p.m.	Lights out; bedtime

SATURDAY MORNING

6:45 – 7 a.m.	Wake up, dress and clean up sleeping areas
7:30 – 8 a.m.	Breakfast (healthy)
7 – 8 a.m.	All gear taken to cars by the troop
8 – 9 a.m.	Transition to Pinewood Derby morning activities

Scouts will need to remain on 2nd Level and 1st LEVEL in morning, Upper Levels, including simulators closed until 10 a.m.

HELPFUL INFORMATION

Scouts

- Chicken Tenders Box and Veggie Wrap (preorder) will be available for a meal from the Hall of Fame. Orders must be placed by Monday, March 18.
- Check-in for the Overnight program is from 6 to 6:45 p.m. Contact the coordinator of your trip for plans specific to your group.
- Overnight parking is available in the NASCAR Hall of Fame lot on Brevard Street. Cost: \$10 (cash or credit card only). Receive a voucher from Lead NHOF staff member (Only valid for overnight participants).
- Please encourage full attention from your overnights during safety orientations.
- Participants are not allowed to leave the building except in cases of emergencies.
- When preparing for bedtime, make sure that everyone knows where the bathrooms are located and that they feel comfortable finding them on their own. Flashlights are encouraged for each group of two. Restrooms are located on every floor. Elevators are operating and may be used to access restrooms on other floors.
- Certain areas of the Hall of Fame are completely dark when the lights are out. Some lights remain on during the evening; not all exhibit lights can be turned off.
- Leaders will not be allowed to leave the Hall of Fame until each child in their group has been picked up.

Adults

- Make sure you have photo identification for yourself and all adults in your group in case of an emergency. We suggest you have emergency contact information for all individuals in your group as well.
- If there is an emergency during the Overnight event, the Hall of Fame's 24-hour phone number for emergency calls is our security office at 704-654-4480 or 704-654-4481.
- Please charge cellphones in advance.



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DETAILS FOR OVERNIGHT

- 1) **Scout check-in:** NASCAR Hall of Fame Lobby
 - a. **Overnight check-in:** Check-in your registered Scouts for the Overnight event. Ensure you have all of the required forms when you check in. Each scout and parent will need to have an issued NASCAR Hall of Fame lanyard and plastic hard card with a sticker for access. Staff will distribute at check-in.
 - b. **Derby car check-in:** Have individual Scouts check in their derby cars. Adult volunteers will assist with check-in and the weighing process. Once they are checked in, Scouts will not be able to touch their cars until the next day.
- 2) **Store gear:** Scout gear will be stored by pack in designated areas on the third and fourth floors. Pack names will be taped to the floor of each designated area. NHOF staff will lead packs to designated areas. Gear cannot be stored on the floors until after 6 p.m.
- 3) **Opening activities/games:** A series of staff-led, fun activities, including simple games, for Scouts who have already completed the derby car check-in process or do not have a car to check in.
- 4) **Orientation and film showing:** Scouts will be welcomed by the Mecklenburg County Boy Scout Council and the Hall of Fame. A Hall of Fame Staff member will review the evening's agenda, timing and rules, and provide an overview of NASCAR. Scouts will then view a short, 12-minute film that explores the history of NASCAR.
- 5) **Schedule:** Each leader will receive a schedule of the evening's staff-led events and activities. Some activities are open for participation at any time, and others are scheduled at specific times based on Scout age. Scout leaders or adults should accompany Scouts for all activities.
- 6) **Activities:** See list below for descriptions of the activities.
- 7) **Meals:** Scout leaders should gather any specific needs for food, including snack and breakfast needs, and any information regarding allergies or special medical conditions at least two weeks prior to the event.
 - a. **Dinner:** Dinner options include a four-count chicken tender box with fries or a veggie wrap with chips. Contact a Scout officer by Sunday, March 17 to pre-order a meal. Cost is \$6 per person. No orders can be made day of or after March 19.
- 8) **Film showing:** : Scouts will view the film "Cars 3" in the High Octane Theater. Food and drink will be provided prior to the film showing.
- 9) **Sleeping areas:** Leaders may select sleeping areas for their packs on the third and fourth floors only. Pack adults must remain with their Scouts, not on separate floors. Hall of Fame staff will dim the lights between 11-11:30 p.m. as it determines which areas will remain lit overnight; some exhibits' lights do not turn off.
- 10) **Security:** Security measures include 24-hour security, and before 'on-site' monitoring on the first floor and locked and armed doors.
- 11) **Morning:** Lights will flash alongside an auditory wake-up call.
- 12) **Breakfast:** Breakfast will be served on the first floor in the High Octane Theater Lobby. Gear should be packed up and moved out prior to breakfast service.
- 13) **Move out:** Scout leaders should load all pack gear into vehicles by 8 a.m. Hall of Fame staff working that day for the general public and the Pinewood Derby event will arrive in the morning.
- 14) **Activity:** For Scouts who are staying for the Pinewood Derby, activities will be offered in the first-floor High Octane Theater Lobby to keep them engaged while adults, led by Hall of Fame staff, finalize the Derby day setup. Scouts will not be allowed back on the third or fourth floors after 8 a.m., as the building will be going through checks for the general public opening.
- 15) **General public opening:** The Hall of Fame opens to the general public at 10 a.m. Overnight guest/scouts may return to exhibit floors and participate in activities including simulators AFTER 10 a.m. Please no Scouts on the Level 3 or 4 after 8 a.m.



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SUGGESTED PACKING LIST FOR NASCAR HALL OF FAME OVERNIGHT

ITEMS TO BRING WITH YOU

Sleeping Gear

- Sleeping bag or blanket and sheets
- Sleeping pad
- Pillow
- Stuffed animal or other comfort item (if needed)
- Air mattress (for adults)
- Air pump (battery or electrical)

Personal Items

- Face cloth
- Soap (in a container or plastic bag)
- Body towel/hand towel
- Toothbrush
- Toothpaste
- Mouthwash
- Hairbrush
- Sweatshirt or sweater (in case you get chilly)
- Change of clothes
- Sneakers or closed-toe shoes
- Pajamas or sleepwear
- Slippers or slipper socks (with treads)
- Water bottle
- **Any prescriptions or required medications
- Eye mask/sleep mask
- Earplugs (if you are a light sleeper)

Electronics

- Camera or phone with camera
- Phone (with your name on a sticker)
- Small flashlight

ITEMS TO LEAVE AT HOME

Electronics

- Portable DVD player, CD player, iPod, iPad/tablet, TV, hand-held video games or personal music devices
- Headphones
- Selfie sticks
- Movies

Food

- Candy, gum and soda are not permitted on the exhibit floors or in the sleeping areas
- ** If you have a medical need that requires special food, please let a staff member know immediately

Personal items

- Flip-flops
- Curling iron, hair dryer
- Alarm clock
- Tent, cot
- Weapons (of any kind) are not permitted on NASCAR Hall of Fame property and cannot be "hidden" outside



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GAMES AND ACTIVITIES

The following is a description of the activities and games to be provided during the Cub Scout Overnight event. Activities for adult and youth participants will be led by a NHOF staff member. Activities factor in age level and duration. The first four activities are exhibit-based and available throughout the event's duration, while the others will be offered at specific times in specific locations in the evening and morning.

Activity Name	Description	Age Range	Duration
BUILD EXHIBIT ACTIVITY			
Pit Crew Challenge	Team-on-team (three people per team) competition to jack up a car, change a tire and refuel it in the fastest time	All	10 minutes (with an instruction session and two turns)
Qualifying	Solo, lap-completing driving experience on a racetrack (one car on a track)	All	5 – 10 minutes (timed event)
Simulators	Computer-simulated race experience for 14 individuals to compete against each other for the fastest lap time	Age 9 and up (height requirement: participant must be at least 54 inches tall to experience alone)	10 –15 minutes (races are eight minutes)
SELF-GUIDED ACTIVITIES (SEE ATTACHMENT FOR DESCRIPTION)			
Exhibits (and other computer-run interactive stations)	View exhibits on all floors of the building and access 28 interactive stations to complete activities (gain points). Test your knowledge by examine the SPARK stations (17) throughout the building.	All	1– 1 1/2 hours
STAFF-LED/TIME- AND LOCATION-SPECIFIC ACTIVITIES			
Object in Motion (force and motion)	“An object in motion will stay in motion.” Newton’s laws are no better represented in action than during a race. Students will learn about these basic principles by creating a balloon car or mousetrap car and racing against each other.	Ages 5 and up	30 – 45 minutes



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Activity Name	Description	Age Range	Duration
STAFF-LED/TIME- AND LOCATION-SPECIFIC ACTIVITIES (CONTINUED)			
Uniforms and Apparel	Uniforms (driver suits and pit crew attire) have evolved and been reinvented throughout the decades. Learn about the history of and materials used in creating uniforms. Connect with the fourth floor and modern technology (STEM).	All	10 – 15 minutes
Ready! Race Strong	Physical condition, nutrition and mental fitness enhance the performance of drivers, pit crews and teams. Being ready to race and perform at top speed is put to the test every race day. Scouts will explore how to get race ready through a series of challenges to test their strength, wellness, senses and reaction.	All	Ongoing
STAFF-LED/TIME- AND LOCATION-SPECIFIC ACTIVITIES (CONTINUED)			
Human-size Board Game	Racing version of the game “Candyland.” Roll dice and compete to get around the track first (game board is based on the Watkins Glen International layout; specific squares carry additional directions that can change the course of the game (hit a wall, lose a turn)).	Ages 7 and up	30 – 45 minutes
Memory Recall	Get a 10-second peek at a series of car parts and other objects under the hood of a car. Try to recall what you saw.	Ages 4-7	10 – 15 minutes