

Museum Manners

Our rules are intended to keep participants, our artifacts and aircraft safe and ensure a good experience for all visitors. Please ensure chaperones and participants/students are aware of and ready to follow:

1. **Be on time.**

   If you know your group will be late, notify the Museum as soon as possible. Late arrivals may have tours cut short or even cancelled.

2. **Supervision.**

   Teachers, supervisors and chaperones are responsible for supervision and decorum of participants. Teachers, before arrival, divide your class into groups with an adult chaperone in charge of each. Students – stay with your group. Chaperones – keep track of the students in your group.

3. **Talk Quietly.**

   Listen to Museum volunteers, your teachers and chaperones. Talk quietly. Don't shout or yell.

4. **Walk, Don't Run.**

   Walk at all times, Take your time! NO RUNNING. Running can easily cause you injury.

5. **Interactive Flight Simulators**

   Flight simulators are educational tools to apply what you've learned. These are not toys. Be gentle with the controls! They are easily damaged with reckless neglect and rough movements. Simulator instructors reserve the right to remove any participant from this exercise not adhering to the rules.

6. **Avoid Touching Artifacts and Aircraft.**

   Look, But Don't Touch nor climb on aircraft. Aircraft skins (coverings) are easily be damaged resulting in significant expense to repair. Negligent and recklessness damage to an artifact or aircraft, you could be liable.



7. **Viewing Outdoor Exhibits-Safely.**

   Allowed only when accompanied by museum staff. We are an **active airport**! Do not cross or wander beyond the white line on runway apron.

8. **Food and Drink.**

   Consume lunches/drink in designated area only. No Gum. Please place all garbage and recycling in respective containers provided.

9. **Respect the museum and people around you.**

   The Museum reserves the right to ask groups or individuals who do not comply with our Museum Manners to leave.

10. **Museum Gift Shop.**

    If students/participants are allowed to shop, please allow for extra time after program concludes. Chaperones must be present.