



THE DEEP



For conservation, not profit.

ORGANISED GROUP SLEEPOVER



2024/2025

YOUR NEXT ADVENTURE COULD BE TO SPEND THE NIGHT SLEEPING ALONGSIDE AMAZING MARINE LIFE INCLUDING MAGNIFICENT SHARKS AND STINGRAYS, A PAIR OF LOGGERHEAD SEA TURTLES, MESMERISING JELLYFISH AND COLOURFUL TROPICAL FISH!



If you are looking for sleepover ideas, then why not consider The Deep as a venue for your organised group?

WHO IS THIS FOR?

The Deep Sleepovers are ideal for organised children's groups such as Brownies, Cubs, Guides, Rainbows, Beavers and other youth groups who have an existing structure in place. Sleepovers include exclusive use of The Deep for your group, a guided tour of the attraction and organised activities before you settle down to sleep within the exhibition area.



HOW MANY PEOPLE CAN YOU ACCOMMODATE AND HOW MUCH DOES IT COST?



The cost is **£35*** per child, with a minimum of 60 children for bookings on Sunday to Wednesday nights, a minimum of 90 children for bookings on Thursday and a minimum of 100 children for bookings on Friday and Saturday nights. The maximum number is 165 for youngsters and the appropriate ratio of adults. The price per adult leader is **£10*** and a minimum ratio of 1 adult per 6 children is required (for those under the age of 8 a higher ratio of adults is required). For groups smaller than the minimum number **£27*** per unfilled place will be charged. Your booking would only be accepted on the assumption that you will provide a sufficient number of suitably trained, qualified and insured adults to care overnight for the group (including those under 8) in line with relevant legal requirements and that the children will be under your care and supervision throughout the evening. Necessary permissions must be sought by your group from the children's parents/guardians. Throughout the evening, The Deep Crew organises a variety of different activities; leaders are encouraged to join in, although any pastoral or personal care of the children throughout the event remains the responsibility of the leaders.



A non-returnable deposit of **£9*** per person is required 3 months before your sleepover and the balance is due 7 days prior to the sleepover date.

Email an enquiry to events@thedeep.co.uk

or call us on **01482 382838**.

* Prices correct at time of printing, valid until 31 August 2025.



WHAT PRE-PLANNING DO WE NEED TO DO?

Risk assessments in relation to Group Sleepovers are available. The Deep would strongly advise you to carry out your own pre-visit risk assessment, which can be arranged within the planning stages.

When you know how many children are attending your sleepover, you will be asked to split them into a number of similar sized groups (normally c35 children per group). Colours will be allocated to these groups by The Deep and details will be given as to which entrance should be used by the groups upon arrival to The Deep. To help with the arrival of so many youngsters, we would ask that you inform leaders and youngsters about their group and information about arrival in advance of the event. This is particularly useful when children are being dropped off by parents. Please note that each coloured group will stay together for the guided tour and sleeping arrangements.

MY GROUP INCLUDES CHILDREN WITH ACCESS NEEDS, CAN WE ADJUST THE EVENT TO SUIT THEM?

If you have any access needs please do not hesitate to contact us. You may find The Deep's Accessibility Guide useful and this can be viewed at www.thedeep.co.uk/plan-your-visit/access-for-all.

The Deep has successfully delivered a number of accessible sleepovers and is able to adjust the itinerary by prior agreement with the group leader to suit the children's needs. For example, you may feel that a guided tour would be too structured for your group, and that you would rather be able to visit at your own pace (like daytime at The Deep), or that your group would benefit from a separate, quieter zone which settles down to sleep earlier than others. Please contact us early in your planning stages to look at ways in which we can adjust this product to suit your group's access needs.

OPTIONAL EXTRAS

Cloth sew-on sleepover badges are available to pre-order with the option to choose between a Penguin and a Shark.

Hot tea-time meal. Pre-ordered hot meals can be made available for an earlier arrival time.

If you require a packed lunch to take with you, we can prepare these ready for collection after breakfast.



ITINERARY



6.00PM **Arrival Time.**

The Deep Crew will meet at 6pm and no earlier unless pre-agreed.

Children to be met by your leaders at The Deep's front doors, as allocated within your pre-planning. All parents to say goodbye to their children at this point, outside The Deep.

Free overnight parking (including coaches and mini-buses).

Bring in luggage, including your packed supper

Separate into groups of c35 children and meet your Crew for the evening.

Full guided tour of The Deep. The ages and interests of the group will be taken into account when the Crew deliver this tour but if you are interested in anything in particular you are welcome to tell us beforehand, and quiz the Crew on the night! Each group will start its guided tour from a different part of the attraction to avoid congestion, but all groups will see the entire exhibition.

You will notice that the lights in the exhibits will start to dim during the evening for the animals' welfare – they need their night-time too.

8.30PM **Approx Time for a break and packed supper in Endless Oceans.**

9.00PM **Approx Activities.**

Your Crew will lead you through any pre-agreed activities, inspired by The Deep. Children are welcome to take home with them any items they make.

10.00PM **Approx Bedtime.**

Get ready for bed. Please note that there are no 'changing rooms' or showers, just use of toilet areas.

Sleeping zones around the attraction will be discussed and agreed with the main group leader, normally before the event. The main group leader will allocate sleeping areas to those present.

Leaders, please arrange the children in such a way that they can easily move around safely, with clear routes through to toilets and emergency exits.

If you are a mixed group, slightly different sleeping areas can be allocated, but these are still in close proximity to each other.

The overnight Crew will check that you are happy and settled, will turn the house lights off and will leave you to sleep. You will be asked to stay in the vicinity of your sleeping area for the duration of the night; you will know how to contact Crew if help is needed, and what to do in the event of an emergency.

6.15AM **Approx Good morning, lights on!**

Luggage packed away and we say goodbye to the animals. At certain times of the year the penguins may already have been in bed on the evening of the sleepover, so in this case we will have a look at them in the morning.

7.00AM **Approx Breakfast and Shopping**

Breakfast served in Café, and the Deep-artment Store open for souvenir shopping.

8.00AM **Wave goodbye to The Deep Crew!**

Parents to collect children from the same door where they dropped them off the evening before.



SUGGESTED KIT LIST



Sleepovers at The Deep are 'indoor camping', so you will need all of your bedding kit!

- PACKED SUPPER AND DRINK INCLUDING ANY CUTLERY NEEDED.
- SLEEPING BAG
- SLEEPING MAT
- PILLOWS
- PYJAMAS, ONESIES, DRESSING GOWNS, SLIPPERS
- WASH BAG AND KIT
- CLEAN CLOTHES FOR THE NEXT DAY
- DEODORANT (ROLL ON ONLY PLEASE AS SPRAYS AFFECT OUR FIRE DETECTION SYSTEM).
- MEDICAL ITEMS (TO BE HANDED TO THE APPROPRIATE GROUP LEADER).
- TEDDY BEAR
- REFILLABLE WATER BOTTLE. (FOR LEADERS, REFILLABLE TRAVEL MUG ALSO.)
- CAMERA
- SPENDING MONEY FOR THE DEEP—ARTMENT STORE.



Leaders can bring camping mattresses or other bedding. The Deep has some sleeping mats available if children do not have access to them.

Supper time will be after the guided tour, at around 8.30pm, so it is advisable that you have something to eat before arriving at The Deep. Suppers to be packed in one packing up bag/container. Don't forget to put a name on!



Onesies are great because they're good for modesty, comfort and warmth BUT the floor surface is smooth and therefore footwear is advised when walking about as feet in onesies can be slippery. The Deep's air-conditioning/heating system will be set throughout the night to a temperate level and works hard to maintain this. With such an unusual building design we find, however, that the temperature can fluctuate away from this in sleeping areas (both up and down) depending upon factors such as how busy the building has been during the day, outside prevailing temperature and where you are in the building in relation to vents/aircon units. We suggest, therefore, that you have 'layers' of clothing to hand that you can put on or take off during the night for your comfort.

Fridges are available if any medicine that needs to be kept in cold storage.

Flash photography is not permitted within the aquarium.

TOP TIP! PACK LIGHTLY AND IN STRONG BAGS! CHILDREN WILL NEED TO CARRY THEIR KIT TO THE SLEEPING AREA, WHICH MIGHT BE UP STAIRS!

CHILDREN PLEASE DON'T BRING:

- MOBILE PHONES OR OTHER VALUABLES
- TORCHES (IF ADULTS HAVE TORCHES PLEASE REFRAIN FROM SHINING ON EXHIBITS)
- AEROSOLS
- INFLATABLE BEDS



Don't forget to label all belongings with your name!



OVERNIGHT FREQUENTLY ASKED QUESTIONS



WE HAVEN'T EATEN SINCE LUNCHTIME, CAN WE HAVE OUR TEA BEFORE OUR ACTIVITIES BEGIN?

Please pre-arrange an arrival time with your Duty Manager (who will in contact before your sleepover) and we shall do our best to make sure that you have somewhere to eat your packed meals upon arrival. If the weather is fine this may be outside using our picnic benches or the halfway café can be made available. Any leftovers will be stored in a basket and returned to you for suppertime at around 8.30pm or you may wish to bring additional biscuits and drinks for then.

CAN COACHES AND CARS PARK OVERNIGHT?

Yes, if you are sleeping over at The Deep any coaches, mini-buses or cars relating to your visit are very welcome to park on site overnight, with no charge.

IS THERE ANYWHERE FOR COACH DRIVERS TO SLEEP?

Sorry, coach drivers cannot be accommodated at The Deep. There are many hotels nearby, including the Premier Inn (Hull City Centre) at the edge of The Deep's car park.

WHERE CAN I FIND INFORMATION ABOUT ACCESS REQUIREMENTS?

If you are planning in advance please do not hesitate to contact us about your access requirements. You may find The Deep's Accessibility Guide and/or Social Story useful and these can be downloaded at www.thedeep.co.uk/plan-your-visit/access-for-all.

If you have any access needs you would like to bring to our attention on the night, just speak to the Duty Manager or, indeed, any member of The Deep Crew and they will be pleased to help.

HOW DARK WILL IT BE OVERNIGHT?

Deep Crew will turn out the lights when you are happy for these to go off. The areas will be dark enough to sleep, but not so dark that you can't see your way around. Areas such as the toilets, corridors, fire exits and the café will be fully lit. We would be grateful if you could stop any torches (or other bright lights) being shone into the exhibits as these are harmful to our animals.



CAN I GET OUT OF THE BUILDING DURING THE NIGHT?

If you need to exit the building during the first part of the evening (guided tour, craft activities, etc) please ask a Crew member to show you the route and door to use. When you come back into the building make sure that the door is closed properly behind you to maintain security. When it comes to 'bedtime' the perimeter alarm will be set at about 10.30pm. If you need to leave the building please contact a member of Crew. All evacuation routes are, of course, passable in an emergency but the external doors are alarmed in case of mis-use. Please note that the perimeter alarm covers inside the Deep-artment Store and the ticketing desk/glass reception area. The perimeter alarm will be unset at approximately 5.30am when morning deliveries start to arrive, but you will probably still need to ask to find the way out through an unlocked door.

Please remember that, if you do decide to move away from your group for whatever reason during the night you will need to be able to return to them quickly, particularly in the event of an evacuation. We therefore do not recommend that you separate yourself too much from them, even if you are not actively on duty at that time.

CAN I SMOKE?

The Deep is a no smoking building (including e-cigarettes). If any of your party wishes to smoke this must be done at least 10 metres away from the building. The first available break is likely to be c 8.30pm. Deep Crew will show you how to exit the building upon request. If you have been shown to a door to use please make sure that you follow instructions to avoid being locked out, and make sure that any doors are secured behind you when you re-enter. Once the building is locked and alarmed for the night (normally between c10.30pm and 5.30am) there will be no outside access for smoking until the next morning.



IS THERE WIFI AVAILABLE?

Yes, please log on to DeepFreeWiFi, no password required.

The Deep is a complex building, so you might find that the strength of mobile signals varies considerably around the building. If you are struggling to get a signal it is usually stronger near the third floor Café.

WHAT HAPPENS IF SOMEONE IS ILL DURING THE NIGHT?

A biohazard kit is kept outside the General Office for you to use in the event of someone being ill and not making it to the toilet. You are responsible in the first instance for administering first aid attention to the children when they are taken ill, but there is always at least one member of The Deep Crew who will be trained in First Aid at Work.

Please let a member of The Deep Crew know immediately if you need any help! We have access to fully stocked first aid boxes and a first aid room so are always happy to assist. If there is an accident on site we do need this recorded in our Accident Record book, so please report any incident immediately to a Crew member.

If someone needs to go home/leave the building overnight please contact the security guard to let you out of the building and make sure that your on-site group headcount is revised as a result.

WHAT HAPPENS IN THE MORNING?

Your lights will be switched on at approximately 6.15am and we will be aiming for breakfast and shop visits at around 7.00am. Groups will be staggered in these areas to reduce queuing time. Breakfast will be in Castaways Café.

Breakfast and shopping aim to be finished by 8am, home time, when leaders will be required to manage pick-up appropriately, liaising with parents to make sure that children are properly collected.

WHERE IS THE NEAREST WATER POINT?

There is a water dispenser at the picnic area and a water cooler outside the General Office, as well as in the 3rd floor café. If you are sleeping at the coral wall or in the Tunnel you will be brought jugs of water.

CAN I GET A HOT DRINK IN THE NIGHT?

Throughout the night, adults are welcome to help themselves (free of charge) to hot drinks from the Halfway Café. We ask that hot drinks are consumed by adults only please.

WHERE ARE THE TOILETS?

There are toilets located throughout the aquarium, but you will be shown the nearest route to the best toilets for your sleeping area.

CAN I DRINK ALCOHOL DURING THE SLEEPOVER EVENT?

Sorry, no! Please do not bring your own alcohol into The Deep for consumption and alcohol will not be served. Alcohol will be removed if necessary and returned to you at the end of the event.

CAN I GO TO SLEEP?

Once the lights have been lowered, full responsibility for your group is down to your leaders. Please be considerate to all others present and try to keep your youngsters' noise down to a minimum as it travels very easily through the building. In order to carry out this supervision properly, we ask that groups nominate an appropriate number of leaders who must remain awake throughout the night in each sleeping area to ensure that children are safe, behaving appropriately, have someone obvious to go to during the night and so that you can make sure that toilet trips are supervised. Please note that if you are based in the lagoon area (or someone were to find their way there) you are beside open water which could be accessed deliberately, so vigilance is very important.

If you have some leaders who do not have a formal role overnight and who need to get an uninterrupted break, please speak to The Deep Crew and they can be shown to quieter areas in the vicinity of the main sleeping zones.





HOW DO I GET HELP DURING THE NIGHT?

Two members of Deep Crew who have been working with you all evening will stay on site all night, but they do try to get some rest. The person who doesn't rest is The Deep's security guard. Some of your group's leaders will have been issued with a Deep radio to contact them if necessary.

The security guard knows the building and can usually help you. If they can't help you, or it's not appropriate for them to help you ask for them to get one of the resting Crew who remain on call, on radio and pager all night. Other members of Crew start to arrive on site at 5.30am for the 'day shift'. They will respond to any request for help but, like the security guard, will not enter any of the sleeping areas unless asked to do so to respond to an issue.



WHERE IS MY LEFT OVER PACKED SUPPER?

If you or any member of your group had any packed supper left over from earlier in the evening, you will have put it in your coloured cage. This cage will have been put somewhere in your sleeping area for during the night. Please remember to empty the cage in the morning. In the event that your group is split between two different sleeping areas and you can't see your cage, chances are it is where the others from your group are sleeping. Please just ask for help from The Deep Crew if you don't know where it is!

CAN WE HELP IN THE DEEP-ARTMENT STORE AND THE CAFÉ?

The Deep would be very grateful if, in the shop, leaders could help the children by checking that they have sufficient money to pay for the souvenirs they have selected. Queues form when children don't have quite enough money for their items! Sorry, no Pick & Mix please!

In the café, Deep Crew will lead on breakfast service, but are grateful for any help particularly pouring the milk on cereal. There will be a clearance station set up so if leaders could encourage children to take their plates/cutlery/leftovers to the clearance station that helps enormously to get through everyone.

WHAT'S FOR BREAKFAST?

Cereal (usually two different types), buttered toast (with optional jam) and juice or water. Hot drinks are available, for adults only please.

Please ask The Deep Crew for details of any allergen information. If you have a child who has a dietary requirement we ask that you let The Deep know in advance. During breakfast, please make our Crew aware which guest has the dietary requirement to ensure everyone is catered for as needed.

Gluten-free bread and cereal are stocked along with dairy-free milk, however individuals are welcome to bring their own if they wish. Refrigerators are available for keeping things cool.

I THINK WE'VE LOST SOMETHING, WHERE IS LOST PROPERTY?

If this is something that needs to be found immediately (eg medicines) then please let a Crew member know as a matter of urgency so that we can search all areas. For all non-urgent items, please inform a Crew member at the earliest opportunity. At the end of the evening, Crew members do clear out the activity rooms and, in the morning, will do a 'sweep' of the attraction once everyone has left the sleeping areas. Crew often have a little collection of lost property from the sleepover and will try to reunite these with owners if possible, otherwise they will hand anything left over to the main group leader to take away with them, to try to find who it belongs to at a later date.

WHAT HAPPENS IN AN EVACUATION?

Should The Deep need to be evacuated, the tannoy sounds with a female voice stating that 'Attention please, attention please, please leave the building immediately, please leave the building by the nearest exit, do not use the lifts'. This is interspersed with a siren.

Our fire exit routes are clearly marked throughout the building.

During the early evening when you are accompanied by Deep Crew members they will also lead you to the nearest exit, and will gather you at the shark statue muster point. Please have the list of names (children and adults) and emergency numbers with you at all times.

You will then need to make sure that all of your party is present – children and adults. Any missing members of your party should be reported immediately to a Crew member.

During the night, there will be Deep Crew on site, but not sleeping in your area. Before you settle down for the evening please make yourself and other adults familiar with the nearest fire exit.

Should the alarm sound during the night, it is advised that you stop only to put on footwear and coat or carry sleeping bag (if necessary) before evacuating the building. Do not stop to gather any other belongings or to change/fully dress.

We would recommend that you do a headcount for your group as you are entering the emergency exit so that you know that everyone is out of the main area of the building.

Again, when you are at the shark statue muster point please make sure that all members of your party (children and adults) are present. A Crew member will be checking that your group is present and that you have a full head count. If you are missing any members of your party please report this immediately to Deep Crew.

Once the alarm has sounded and the emergency services are on their way, re-entry can only be allowed once the fire service has given the 'all clear'. In the event of inclement weather and/or a long delay we have the option to arrange for the Business Centre to be opened for shelter and toilets, or gather (if safe to do so) under the queue awnings near the main doors.

Please note that, if any of your party cannot evacuate the building by stairs, 'safe haven' disabled refuge points are throughout the building at entry points to stairs. If this is applicable to someone in your group please speak to The Deep during the planning phase of your event, or tell Deep Crew on your arrival so that we can check your preferred evacuation plan and acquaint you with the nearest refuge point to your sleeping area. Once a refuge is occupied during an evacuation, please activate the green call point which will alert the emergency services that this point is occupied.

I CAN HEAR A FUNNY NOISE/SIREN/BEEPING?

Unless it is a female voice on the tannoy telling you to leave by the nearest exit, interspersed with a siren, it is not an evacuation! It is likely that any other strange noise is related to the plant room and equipment that keeps the exhibits running – it is possible that, if settings fall below certain levels, alarms might sound. These will be irritating for you and concerning for us, therefore please alert a member of Crew as soon as possible so that we can investigate and stop the noise.

Two of the fire exit doors are alarmed – one on the timeline near the cylindrical exhibit and the one by the toilet corridor near the picnic area. These alert you to accidental use of the fire exit door because if you go through any fire door you cannot get back into the attraction without a key. When the door is open, a siren will sound. If you hear this siren please attend to check the area in case a member of your party is lost; Deep Crew may not be in earshot.

HOW TO USE THE RADIO

Press and hold the knobby circular or rectangular button on the side of the radio and send your message. Take your finger off the button and await a response.

WHAT HAPPENS IF WE ARRIVE LATER THAN OUR SCHEDULED TIME?

The Crew will be here waiting for you and will try to get your evening back on track. The Crew will do everything they can to reduce the impact of lost time, but they may have to work with your group leader to adapt the itinerary.

ARE WE ALLOWED TO DO SOCIAL MEDIA POSTS FROM THE DEEP?

Absolutely! Please tag @thedeephull on Facebook, Twitter or Instagram or use #TheDeepHull. We would also love you to leave a review on Trip Advisor or Google Reviews. Just search for The Deep, Hull.

