Battleship New Jersey Overnight Encampment
Pre-Boarding Package (Rev 2 March 2011)

Important! When contacting us by voicemail, or preferably by email, it is imperative that you reference:

- your Pack, Troop, Group or Family name
- the date of your event
- your contact person

Please do not assume that we remember the details of previous conversations. Reply to e-mails, rather than start anew, as we will be able to refer to past conversations. Restate pertinent facts. You are one of many groups we are attempting to accommodate on board the "Big J", and we appreciate your help in giving us as much information as possible.

IT IS THE RESPONSIBILITY OF THE LEADER OF EACH GROUP TO PROVIDE A COPY OF THIS TO ALL MEMBERS OF THE GROUP.

Quick Facts Concerning Encampments

- The cost of an encampment is $52.95, regardless of age. Group rates or discounts of any kind are not available. There is no minimum amount of campers required to book. Please note there are a minimum number of campers (30) required to open the ship you may select a night where we may have to move your reservation if the minimum is not meet.
- **You MUST have a youth between the ages of 6 and 18 be part of the group.**
- The minimum age for participation in the encampment program is 6 years old. We are sorry, but due to insurance restrictions, any children under 6 are unable to attend. **Please do not make this request,** as we are unable to grant it.
- **The arrival time for all encampments is 1600-1830 hrs, (4:00 p.m. – 6:30 p.m.).** We can accommodate late arrivals only if notified in advance, as the Camden Parking Authority will close the garage at 1900 Hrs (7:00 p.m.) sharp. Also, late arrivals may miss the fire drill and safety instructions – both of which are important. Therefore, it is strongly recommended that your group arrive on time.
- The height clearance at the garage is 6'10". The cost of parking is $12.00 per car.
- If you are running late due to traffic, **on the night of the encampment only,** please call the Officer of the Deck at (609) 868-4166. Please use this number for emergency purposes **only**, as the Officer of the Deck will not be able to answer questions regarding scheduling, billing and the like.
- Once parked, exit the rear of the garage, and the ship is approximately 200 yards south. A shuttle bus will be running on the night of your event. The garage will open at 0700 Hrs (7:00 a.m.) the following morning in case campers wish to leave early. **IF YOU MUST LEAVE EARLIER THAN 0700 HRS PLEASE CONTACT THE ENCAMPMENT OFFICE PRIOR TO YOUR ENCAMPMENT TO MAKE OTHER PARKING ARRANGEMENTS.**
- We encourage the use of buses or convoys to transport your group to the ship. Buses will be allowed to park in a secure lot overnight at no charge.
- If interested in coming by train, please contact the NJ River Line light rail at (201) 714-2880 for a schedule. The southern most stop is only 200 yards from the ship's pier.

- **All groups, regardless of age or gender, will berth (sleep) in the same compartment.** However, some groups may share a compartment with another group. This depends on group sizes for that evening.
- Group uniforms, T-shirts, or hats are encouraged, but not required.
- Please dress appropriately for the encampment. Although the ship is climate-controlled during hot and cold weather, parts of the tour will be outdoors, and there are many areas on the ship that are windy and drafty. It is always better to have more clothing than less, in case you get cold. Also, if raining, slickers or ponchos are suggested, but umbrellas are not.
- **Each Camper MUST bring a Sleeping bag or a blanket, a sheet and a pillow. Berthing compartments are heated and air conditioned, but variations exist. Be guided by the weather. Bring weather-appropriate sleepwear. The Battleship provides only a mattress. This is the responsibility of each camper to bring these items. We are not a hotel.**
- **Please note that there are NO shower facilities available during an Encampment.**
- The encampment program is youth-oriented, and therefore **children are required in order to attend**. Sufficient adults must attend to chaperone the children coming onboard. **We require the following ratios of children to adults:** children 6 – 9 years, 1:1 ratio; 10 – 12 years, 5:1 ratio, 12 + years, 7:1 ratio of children to adults.
- Many ship systems are active. Therefore, both children and adults **must not** turn knobs, flip switches, or touch anything that is not intended to be touched. Please observe restricted areas, closed doors, and barriers that are not to be entered into. The Battleship New Jersey has great historical significance, and we ask you treat her with respect.
- The encampment includes dinner, breakfast, 1.5 hour tour of the ship, a trip in the flight simulator, morning and evening colors, the rack (bunk) itself, and a 2" Embroidered Battleship New Jersey Encampment Patch for all attending, designating the current year.
- The Encampment Office is unaware of the meal until the night of the event. Those with food allergies or religious food concerns should bring a dinner and breakfast meal with them in case they are unable to eat the meal being served onboard that night. A refrigerator and microwave are available.
- The ship's geedunk (snack bar) will also be open until approx 2300 hrs (11:00 p.m.) on the night of the encampment. It serves hot dogs, pretzels, soda, and other snack items. **PLEASE NOTE ON LOW ATTENDANCE NIGHTS (LESS THAN 100 PEOPLE) THE GEEDUNK MAY NOT BE OPENED.**
- Always move with caution when onboard the ship. "Head knockers" and "knee knockers" (tripping hazards) abound throughout the ship. Campers will need to negotiate steep ladders and confined spaces.
- Other events may be taking place onboard during the encampment, and liquor may be served as a result. As much separation as possible will be maintained throughout the night. A Watch Officer will be on duty, and ship staff will also monitor to prevent confusion and unwanted interaction between guests.
- Birthday parties are permitted to take place during an encampment; however, no private space is available. You are welcome to bring a cake onboard and celebrate during the dinner hour. Your group will participate in all encampment activities with other groups attending that night.
- If your group would like to incorporate any kind of awards, special recognition, or religious service into your encampment, please advise us during the booking process. We can usually accommodate such activities, but they would need to be less than 30 minutes long. There is time in the evening and morning hours to accommodate these requests; however there may be other activities happening onboard, so please let us know well in advance.
- Tickets for the flight simulator will be issued to campers at the simulator. Each camper is issued one ticket for the simulator. This ticket is to be used the night of the encampment. Please see the Plan of the Day (POD) below for times. The ride is a simulated catapult launch and recovery of a WWII King Fisher fixed wing aircraft, entitled "**Seahawk-Battle of Iwo Jima".** The mission will be completed in approximately ten minutes and features 3-D visuals and air blasts.
- The Flight Simulator will also be open the morning after the encampment, if campers wish to ride again. The cost of additional tickets is $4.00 per. Please note the morning program is different than that of the evening, providing two totally separate experiences for those riding both in the morning and evening. While the amount of time in the Simulator is the same during the morning or evening hours, the morning program is entitled "**F/A-18 Desert Storm Strike**".

- Please note that if time does not allow all to ride the simulator the night of the encampment, the simulator ticket will be honored the morning after your stay; however, we encourage all to ride the simulator during the night hours, so they may get a chance to view both programs.

Boy and Cub Scout Badge Work Opportunities:

For Boy Scouts, we offer badge work opportunities in the areas of American Heritage, Emergency Preparedness, First Aid and Radio (**one per scout**), all of which are led by our certified Merit Badge Counselors. Please note that all Merit Badge counselors are volunteers and there may be an occasion (I.E. work, weather, illness) where the counselor may not be available.

Registration must be A MINIMUM OF 60 days in advance thru the BATLLESHIP NEW JERSEY Encampment Office. Cub Scouts can receive a demonstration in these areas (one per scout).

If your Boy Scouts will be participating in one of these sessions, it is necessary for them to have completed the following prerequisites of their chosen session **prior** to arriving for the overnight. Failure to have your "Blue Card" and completing the prerequisites will result in the Boy Scout not participating in the Merit Badge.

- **American Heritage** – If any scout(s) have already completed ALL requirements except for one of the choices under Requirement 4, he/they may complete Requirement 4d while aboard the battleship. Also, if there are only one or two scouts in the troop that need to complete Requirement 4c by interviewing two veterans, they may do so while onboard the battleship. No other requirements could possibly be completed for the American Heritage merit badge during the encampment. The counselor will sign the blue card for any scout that successfully completes the worksheets. When the American Heritage counselor receives contact information for the leader in charge, he will forward pertinent attachments on e-mails that should prove helpful.

- **Emergency Preparedness** - the scout must have completed all at-home requirements for this badge, and must be prepared to demonstrate any necessary skills or show any required materials to the Merit Badge Counselor. The pre-requisites needed to be done for E-PREP before the scouts arrive at the ship.
  1 A copy of the First Aid Merit Badge card.
  2a To be discussed by the counselor on the ship.
  2b 1-5 in a written format. 2b also any other 5 from # 6 thru 17 in a written format.
  2c in a written format.
  Be ready to discuss 3, 4, 5, and 6.
  7 is done onboard.
  8 a b c, a and b in a written format. For c I will accept photographs of the scout with the kits signed off by the leader as being viewed and inspected.
  9 a b c one of the three in a written format.

- **First Aid** - the scouts should come with all of their prerequisites met and the necessary reading done. Completing the CPR portion is an advantage but not a requirement. The scout will take part in a 90 minute intense rapid fire hands on event. This program is run in a group participation fashion with Professional Instructors that have many years of EMS experience.

- **Radio** – **<u>this is a partial merit badge course</u>**. Scout must be able to demonstrate knowledge of requirements 1 thru 4 and 9(a) 1-6 to the councilors. We use the 2008 Merit Badge publication. Requirement # 7 "Visit a radio installation" will be conducted onboard in the Battleship New Jersey's Radio Room. Class size is limited to 20 participants.

Battleship New Jersey Encampment Plan of the Day-POD:

There will most likely be more than one group aboard today. The Petty Officers (leaders) of each group will work together to assign their crew to the various tasks listed.

Please note that all times are approximate

1630 to 1830 - Arrival, ride the Flight Simulator, strike gear below, compartments and bunks assigned. Free time until the Safety Presentation. **Listen for announcement.**

1845 to 1900 - Introduction and Safety Presentation. **Listen for announcement.**

1915 - Fire Drill, everyone exits ship to pier, muster for colors.

1920 - Evening Colors on the pier.

1930 - Move to the evening meal via the chow line as directed by staff.

1930 to 2000 - Eat, and get camera for tour and visit the head.

2000 to 2015 Assemble on the mess decks for tour groups. **Listen for announcement.**

2000 to 2200 Ships' Tours with trained Docent Guides – Approximately 2 hours.

2200 - Flight Simulator closes. (Also open next morning if missed tonight)

2300 - Taps, lights out (red "darkened ship" lights will be on as nightlights)

The Next Morning

0715 - Reveille, everyone up!

0750 - Everyone exit ship to pier, muster for colors.

0800 - Morning Colors on the pier.

0805 - Move to breakfast via the chow line as directed by staff.

0830 –Self Guide Tour Route. Space is available in lobby to store gear while you shop or ride the Flight Simulator.

0900 to 1200 - Merit badge work. **Must be scheduled 60 days in advance of the Encampment.**

0900 - Flight simulator opens. Space is available in lobby to store gear while you shop or ride the Flight Simulator.

1200 – Liberty Call! Campers disembark.

(All Times Approximate)

Battleship New Jersey ***"Girl's Night Only"*** encampment plan of the day

Our special ***"Girl's Night Only"*** encampments – which we hold several times throughout the year – follow a different schedule than our regular encampments. For these special encampments, the following schedule is used.

Please note that all times are approximate

1630 – 1900 - Arrival, ride the Flight Simulator, strike gear below, compartments and bunks assigned. Free time until the Safety Presentation. **Listen for announcement.**

1900 – 1915 - Introduction and Safety Presentation. **Listen for announcement.**

1915 - Fire Drill, everyone exits ship to pier, muster for colors.

1920 - Evening Colors on the pier.

1930 – 2030 - Dinner on Mess Deck

2030 – 2200 – Tours. **Listen for announcement.**

2200 – 2245 - USO show on fantail. **Listen for announcement.**

2300 - Lights out

The Next Morning

0715 – 0745 - Rise and Shine

0750 - Everyone exit ship to pier, muster for colors.

0800 - Morning colors

0810 – 0845 - Breakfast on Mess Deck

0900 – Flight Simulator opens, Visitor Center and Gift Shop opens.

0845 – 1000 - Educational components on the fantail. **Listen for announcement.**

- Learn about women in the Navy – then and now
- Hear oral history account from a female World War II Code breaker*

1000 – 1200 - Self-guided tours

1200 – Liberty Call – Campers disembark

* Because the code breaker is in her 80s, her attendance cannot be guaranteed. In the event she is unable to attend, every effort will be made to substitute her account with one from another female veteran Military service, although not necessarily a female code breaker.

(All Times Approximate)

Battleship New Jersey Encampment Crew Roster

	NAME	AGE (children ages only)		

Group Name_____

Arrival Date_____

Total # of adults attending_____

Directions

The Battleship New Jersey is berthed along the Camden, NJ waterfront behind the Tweeter Entertainment Center.

From south in NJ: – Take I-295 north or Rte.55 north to Rte. 42 north. Exit 42 north on to I-676 north. Take I-676 north to MLK Boulevard exit 5A and follow the "From MKL Blvd". Directions below.

From north in NJ: – Take NJ Turnpike south to Exit 4. Exit onto Rte 73 north and about a mile later turn onto I-295 south. Take I-295 south to the next exit, Rte. 70 west. Follow Rte.70 west and follow signs for Benjamin Franklin Bridge on Rte. 30 west (Admiral Wilson Boulevard) to MLK Boulevard exit just before the Ben Franklin Bridge. Follow "From MLK Boulevard" below.

From Walt Whitman Bridge: – Take I-95 or I-76 east to Walt Whitman Bridge. Exit Walt Whitman at first ramp and follow signs to I-676 north. Take I-676 north to MLK Boulevard and follow "From MLK Boulevard" below.

From Benjamin Franklin Bridge: – Take first exit (6th Street) turn right onto Cooper Street, left onto Delaware Ave. After the second light make a right into the parking garage.

From Martin Luther King Boulevard: – Go west toward the river. MLK goes over Delaware Ave. and ends at a little circle at the top of a rise. Go right with the Children's Garden on your left and One Port Center building on your right. One Port Center is recognizable by the yellow columns around the top floor. Turn right at the end of the port building and face a traffic light at Delaware Ave. Turn right and find the Camden City Parking Authority Garage with entrance to the right off Delaware Ave. 6 foot 10 inch clearance in the parking garage. Secure parking is available overnight in the Parking Authority Garage at a cost of $12.00 per vehicle. It is suggested that you use a bus for the trip. We will allow groups coming by bus to park inside the Clinton St. gates, at no cost. If a bus is not feasible, carpooling to the maximum extent possible is recommended.

A shuttle bus is available to transport your group to the pier area from the Parking Garage. However, groups may walk to the ship with their gear. For this reason, bedrolls and other gear should be packed in backpacks or shoulder strap equipped bags, as there will still be a good bit of walking required. Gear needs to be easily carried and must not fall apart *en route*.

Please try to arrive at the garage a prior to 1700 hours (5:00 p.m.). The garage is open for us from 1700 hours (5:00 p.m.) until 1900 hours (7:00 p.m.). The walk from the garage to the ship is about twelve minutes. Arriving in a timely manner facilitates the evening's activities. **The garage will be closed after 1900 Hrs (7:00 p.m.) and there will not be any other secured parking available. Please note the garage is secured and locked after 1900 hours (7:00 p.m.) in an emergency situation the garage can be reopened; however, it can take up to an hour to do so and there can be additional delays in opening the garage. Please consider this prior to asking for the garage to be opened as there are costs associated with this that are not currently charged to the Pack, Troop, or Group.**

What to Bring

- **Sleeping bag or blanket, a sheet and a pillow. Compartments are heated and air conditioned, but variations exist. Be guided by the weather. Bring weather-appropriate sleepwear. The Battleship provides only a mattress.**
- Any personal gear that may go adrift should be marked with the owner's name.
- Bring only soft carrying bags, as small as possible. ***No hard framed backpacks, hard luggage, luggage carts or school bag wheelies.***
- Flashlight with fresh batteries
- Still camera for pictures, extra film (no video cameras)
- Face cloth, towel, dental care products, prescription medicines, personal toiletries.
- If desired, a padlock with key or combination for your locker.
- Playing cards, small board games, etc.
- Money for souvenirs and snacks

. ***What NOT to Bring***

- Alcohol and illegal substances, chewing gum or tobacco, pets, fishing gear.
- Fireworks, firearms, pocketknives and Leatherman-type tools, pliers and screwdrivers. ***Anyone caught using tools to remove or deface ship items will be prosecuted.***
- Smoking below decks is **not permitted at any time.** Smoking by adults is permitted only on the elevator platform.
- Audio devices such as a Walkman, CD or MP3 players, or radios.
- Cell phones do not work well below decks. The noise level below decks can be high and everyone needs to be able to hear announcements for safety and organizational purposes so it is helpful to minimize local noise.
- Air mattresses are prohibited.
- "Roller sneakers" are strictly prohibited as they are a serious safety hazard. Safe, comfortable footwear is strongly encouraged.