

# Battleship New Jersey Overnight Encampment

## Pre-Boarding Package (rev 12 Sep 2004)

**PLEASE!** When contacting us by voicemail, or preferably by email, reference the *date of your event* and the name of the *primary leader or contact person*, if you are not that person. If emailing, please do not assume that we remember the details of previous conversations. Reply to e-mails, rather than start a new, 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.

### Quick Facts Concerning Encampments

- The cost of an encampment is \$49.00 if booked for before 01 Jan 2005 and for \$49.50 if booked for after 01 Jan 2005 per camper, regardless of age. Group rates or discounts of any kind are not available, except to ACTIVE volunteers of the ship, who stay for free, and the cost would be \$15.00 per camper for each of the family members they bring along.
- There is no minimum amount of campers required to book.
- The age restriction is 7 yrs old. We understand that many “Tiger Cubs” are 6 yrs old. We’re sorry, but due to insurance restrictions they are unable to attend. **Please do not make this request**, as we are unable to honor it.
- The arrival time for all encampments is 1700-1800 hrs, (5-6pm). We are unable to accommodate late arrivals, as the Camden Parking Authority will close the garage at 6pm sharp. Also, late arrivals will miss the fire drill and safety instructions, and are therefore considered to be a liability to others onboard.
- The height clearance at the garage is 6’10”. The cost is \$10.00 per car.
- If you are running late due to traffic, **ON THE NIGHT OF THE ENCAMPMENT ONLY**, please call (866) 877-6262 ext. 209, or the cell phone is (609) 868-8068. Please use this number for emergency purposes only, as the Officers of the Deck will not be able to answer questions regarding scheduling, billing, etc.
- Once parked, exit the rear of the garage, and the ship is approximately 200 yards South. You can’t miss it!! A shuttle bus may be running on the night of, however that is not definite. The garage will open at 7am the following morning, in case campers wish to leave early.
- 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, gender, etc., 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’s 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.

- 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*: children 7 – 9 yrs, 1:1 ratio; 10 – 12 yrs, 5:1 ratio, 12 +, 7:1 ratio of adults to children.
- Many ship systems are active. Therefore, children & **ADULTS**, we ask you please do not turn knobs, flip switches, etc. 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. 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. (fridge and microwaves available)
- The ship’s Geedunk (snack bar) will also be open until 2300 hrs (11pm) on the night of the encampment. It will serve hot dogs, pretzels, soda, etc.
- Always move with caution when onboard the ship. Headknockers and 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. Liquor may be served as a result. As much separation as possible will be maintained throughout the night, as 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 type of awards, special recognition, or religious service into your encampment, please advise us during the booking process. We can usually entertain 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 early.
- Tickets for the Flight Simulator will be issued to campers while in the evening chow line. Each camper is issued one ticket for the simulator. This ticket is to be used the night of the encampment. Please see the 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 approx. 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 from 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 am or pm hours, the morning program is entitled “**Desert Storm Strike**”.
- **Please note, if time does not allow all to ride the simulator the night of the encampment due to large group sizes, small children getting tired, etc., the simulator ticket will be honored the morning after your stay, however we encourage all to ride the sim during the night hours, so they may get a chance to view both programs.**

## **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. *Leaders will be called together by the staff at approximately 1800 hours for a briefing.*

1700 to 1830 - Arrival, strike gear below, compartments and bunks assigned.

1800 - Leaders Call to meet with staff. **Listen for announcement.**

1830 - Introduction and Safety Presentation on TV sets in mess decks and third deck berthing areas. **Announcements will be made.**

1845 - Fire Drill, everyone exit to fantail, main deck, muster for colors.

1900 - Evening Colors on the fantail. Flag detail 1850. **Listen for announcement.**

1900 plus - Move to the evening meal via the chow line as directed by staff.

The ship store is open 1815-2300 hours – The landside store and simulator open at 0815 tomorrow morning.

1900 to 2000 - Eat, get camera and flashlights for tour, and visit snack bar and store.

2000 Assemble on fantail (mess decks in bad WX) for tour groups. **Listen for announcement.**

2000 to 2130 Ship's Tours with trained Docent Guides – Approx. 1.5 hours.

2130 – Flight Simulator opens. (Also open next morning if missed tonight)

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

0000 – Flight Simulator closes

## **The Next Morning**

0630 - Reveille, everyone up! Only one serving for breakfast, be in the chow line!

0700 - Chow, **clean berthing areas**, empty lockers, pack gear, tour main deck areas.

0800 - Morning Colors on fantail. Afterward, walk main deck, visit museums, gather for group pictures under the guns or elsewhere. Please do not go above main deck!!

0815 –Visitor Center, Gift Shop, and Flight Simulator open on shore. It is helpful to take gear with you when going ashore. Space is available in lobby to store gear while you shop or ride the simulator.

0900 – Liberty Call – Campers disembark



Total # of adults attending \_\_\_\_\_

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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 Mickle Blvd exit 5A and follow the “From Mickle 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 Blvd) to Mickle Blvd. exit just before the Ben Franklin Bridge. Follow “From Mickle Blvd” 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 Mickle Blvd. and follow “From Mickle Blvd” below.

From Benjamin Franklin Bridge – Take I-676 south to Mickle Blvd exit 5A. and follow “From Mickle Blvd”.

**From Mickle Blvd.**, (also has signs as Martin Luther King Blvd), go west toward the river. Mickle goes over Delaware Ave. and ends at a little circle at the top of a rise. Go right with the NJ State Aquarium on your left and One Port Center building on your right. One Port Center is recognizable by the yellowish 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 \$10.00 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. The cost of parking can be eliminated and used partially for the bus cost. If a bus is not feasible, car-pooling to the maximum extent possible is recommended.

A shuttle bus **may be** available to transport your group to the pier area from the Parking Garage. This bus will *not* be available in the morning. 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 little prior to 1700 hours (5PM). The garage is open for us from 1700 hours (5PM) until 1800 hours (6:00PM). 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 1800 HOURS AND THERE WILL NOT BE ANY SECURED PARKING.**



## What to Bring

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)

Sleeping bag or blanket, a sheet and a pillow. Compartments are heated and air conditioned, but variations exits. Be guided by the weather. Bring weather appropriate sleepwear. We will provide a mattress only.

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.

## 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 open decks.

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