



USS HORNET SEA, AIR & SPACE MUSEUM

Night Ops: Live-Aboard Overnight Adventure

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Cost of Programs

- \$85 Monday--Friday nights
- \$100 Saturday Group Rates (10+)
- \$120 Saturday Individual Rates

*New rates effective 7/1/23



Personalized Dog Tags are produced on site through our Ship's Store on vintage machinery. Order at the gift shop and they will be shipped to your home free of charge when completed.

GENERAL INFORMATION

Program Availability

The Overnight Program is available year-round to individuals, families, and organized groups. There is a 30-person minimum to book a date without other bookings already scheduled. Advertised dates have no minimum--see calendar online for available dates. **All participants must be at least 7 years old.**

COVID-19 Precautions

Several modifications have been made to the USS Hornet's Overnight program for the health and safety of our guests and crew. A full list of Overnight Onboarding Safety Policies & Reopening Procedures can be found at the end of this packet.

Insurance

All organized Adult and Youth groups must provide a certificate of insurance naming the Aircraft Carrier Hornet Foundation as an additional insured in the amount of \$1,000,000. Siblings or other guests are welcome to attend provided that they are also covered by the group's insurance.

Sleeping Areas

Each group is assigned bunks within the ship's berthing compartments. Due to COVID-19 precautions, groups will not be sharing berthing areas and will be using reduced capacity to allow persons to spread out. Please be aware that your group may experience normal ship noises such as creaks and groans during the night and that our Security personnel will be walking past the compartment during their rounds.

Special Needs

Any special needs or requests must be noted in advance on the group's Official Roster, which is due three weeks prior to the event. The USS Hornet Museum will make reasonable efforts to accommodate such requests but makes no guarantees that those requests will be honored. Guests are welcome to bring items such as CPAP machines, and it is recommended that those guests pack an extension cord.

Allergies/Special Diets

The Night Ops program always orders 'nut-free' menus but makes no guarantees on the part of our caterers. **Guests with food allergy concerns are strongly encouraged to pack their own meals.** The Museum will provide a refrigerator and microwave for your use. Vegetarian meals are available by request in advance. **Please note: Vegan, Gluten-Free, and Kosher meals are unavailable--please plan to pack your own meals.**

Program

All prices include dinner and breakfast, ship tours, a certificate of participation, and a commemorative patch for all youth attending the program.

What to Bring

- Sleeping Bag
- Pillow
- Flashlight
- Toiletries
- Hand Towel
- Jacket
- Water Bottle
- Good Walking Shoes
- Earplugs for light sleepers
- Extra Bedsheet

What Not to Bring:

- ⊗ Weapons of any kind (*Scouts 6 essentials kit are not needed*)
 - ⊗ Alcohol
 - ⊗ Lighters or matches (*under 18*)
 - ⊗ Fireworks
 - ⊗ Any unnecessary Electronic Devices such as hairdryers or laser pointers
 - ⊗ Open toe shoes
-

Arrival Time

Please make arrangements for your group to meet on the pier to receive instructions. Since the check-in briefing and safety drill are an important to your overnight experience, we ask that everyone in your group plan to be present at the time of boarding.

Saturday

Plan to **arrive** on the pier by 1630 (**4:30 pm**) to **board** at 1700 (**5:00 pm**).

Check In

Overnight guests and their gear are not permitted on the ship before 5:00 pm. Guests arriving early who wish to visit the ship before their overnight program begins will be required to purchase a day pass at regular admission prices. The next day's admission is included in the overnight package. Plenty of free parking is available at the base of the pier. Guests are expected to carry their sleeping bags and gear (roughly the size of airline carry-on) up the pier, as no private vehicles are allowed. Guests will be greeted by our overnight staff on the pier and be brought aboard at the appointed time. The Hornet Overnight Programs are conducted in a fun-spirited, organized manner; falling in, stowing your gear, and following orders are all part of this unique and memorable experience.

Bag Screening

For the safety and security of all of our guests and crew, certain items are prohibited and are not allowed aboard the USS *Hornet*. These include: Weapons of any kind, Alcohol, Drugs, Fireworks, and Matches & Lighters (*under 18*). We ask that Group Leaders assist us in screening their guests' bags prior to boarding. If found, those items must be returned to vehicles in order for the group to board. Scouts, your 10 Essentials are not needed on this trip.

Lockers

Due to COVID-19, no lockers in the berthing areas will be available for overnight guests at this time.

Group ID

Wristbands will be issued upon arrival and must be worn at all times while on board the USS Hornet Museum. The wristband identifies you as an overnight guest and gives you in-and-out privileges during museum hours on the second day.

Flight Simulator Tickets

The Flight Simulator is currently closed.

Please Note:

The USS Hornet Museum is a very popular venue and many events take place onboard. It is possible that an event, dance, banquet, cocktail reception, or other function may be scheduled during your visit. On such occasions, your group activities will remain separated from the event area with Security in place to prevent any co-mingling.



This is an example of stairways ("ladders") you will be using to reach your sleeping compartment, tours, and meals. All of our ladders are at least this steep so please plan accordingly and pack light!

*Please ensure your **Official Headcount** is accurate as of at least **2 weeks before** your scheduled overnight. Your **Dinner Order** is also due at this time.*

*No additions to the **headcount** are accepted within **one week** of your overnight.*

SAFETY INFORMATION

Safety Orientation

All participants must participate in a mandatory evacuation drill. Educating late arrivals to the safety regulations is the responsibility of the group's Leader. Overnight staff will be happy to assist you with any questions regarding the Ship's safety procedures.

Emergencies

Hornet staff and security are onsite and available in case of emergency. After-hours or emergency contact can be made by calling the Security Desk at the Afterbrow at (510) 521-8448 x 226.

Accessibility

The Hornet overnight programs necessitate the ability to climb ladders, walk long distances without sitting, and sleeping in bunks well above the deck floor. Due to the historically authentic nature of the Ship, disabled or wheelchair access is extremely limited. Please visit <http://www.uss-hornet.org/visit/access> for more information.

Moving Safely Through the Ship

Do Not Run! Virtually everything on the Ship is made of hard steel. A bump that might be of no consequence at home can result in a real injury aboard the Ship. Please be careful! **Do not enter off-limits areas. Always follow safety signage and do not enter darkened compartments or pass through chained off doorways.**

Safety Procedures

There will be a safety Orientation and Emergency Evacuation Drill shortly after coming aboard. Please make your group members aware of the importance of our safety regulations. There will be little tolerance for guests who disregard the rules. Flagrant violators will be required to leave the Ship.

We ask that all guests bring a flashlight with them. When sleeping, place your flashlight near the head of your bunk for easy access. Shoes are not allowed on the bunks. Please place them in your gear bag, on the deck, or in a locker.

When using the companionways (ladders and hatches) please face the ladder and use the handrails if you are not comfortable going down as you would normally descend stairs. Do not climb on anything, including aircraft, and/or maintenance stands, under any circumstances.

Do not run at any time. In the event of an emergency evacuation, walk quickly as directed by those in charge. Our crew can easily be identified by their uniforms. Always watch your footing. Always watch out above for "head-knockers," especially when sitting up in your bunk.

Fire Safety

All berthing spaces are equipped with smoke detectors. In the unlikely event that the alarm sounds, exit using the same route followed during the emergency evacuation drill. You may be directed to alternate routes by Ship's crew. Stay calm. Do not run, push, or shove at doorways and hatches. The group's adults are responsible to see that the youth guests get safely out of the space, and to assist in accurate headcounts.

ROCKS & SHOALS: Overnight Rules for the USS Hornet Sea, Air & Space Museum

1. The USS Hornet is a registered National and State Historic Landmark. She must be treated with honor and respect at all times.
2. While aboard, guests will strive to abide by their individual and organization's highest standards of rules & ethics.
3. **Adult supervision is required at all times** for the duration of the visit. Adults may not leave the ship without their charges at any time.
4. Certain areas of the ship are closed for your safety. Guests are not authorized to go into areas designated as off-limits for any reason. Anyone found in these areas will be asked to leave the ship immediately.
5. Tampering with fire alarms, switches, valves, handles, ship machinery, and other mechanical or electrical devices is forbidden. This includes museum exhibits and displays.
6. **No running, pushing, or rough play**--remember that steel is unforgiving!
7. Backpacks and gear bags may be subject to search. All gear must be removed from the ship by 1000 (10:00 am) the following day.
8. Smoking, alcohol, or drug use are not allowed while on the ship. Violators will be asked to leave the ship immediately.
9. Quiet is to be maintained about the decks at all times after lights out at 2200 (10:00 pm).
10. Covers (or 'hats') are to be removed on the mess deck when you sit down to eat.
11. Ghost stories are optional. Please use discretion, especially with younger children.
12. **Most importantly, HAVE A GREAT TIME!!!**

Photo & Video Release:

By participating in programming aboard the USS Hornet Sea, Air & Space Museum, I hereby grant permission to the rights of my group's image, likeness and sound of our voices as recorded on audio or video tape without payment or any other consideration. I understand that our images may be edited, copied, exhibited, published or distributed and waive the right to inspect or approve the finished product wherein our likeness appears. Additionally, I waive any right to royalties or other compensation arising or related to the use of our image or recording. I also understand that this material may be used in diverse education settings, marketing/advertising materials, and the Museum's website within an unrestricted geographic area. By accepting these terms, I understand this permission signifies that photographic or video recordings of me and my group may be electronically displayed via the Internet or in the public educational setting. I hereby release any and all claims against any person or organization utilizing this material for educational purposes.

ORDER OF EVENTS

DAY 1

- 1630 (4:30) Arrival**
 Group Leaders--meet with your group on the pier with your gear. Take a head count and be prepared to advise Hornet crew of any changes such as no-shows, late arrivals, etc. Hornet Crewmembers will meet with Group Leaders to get final head counts, brief your group on the evening's activities, and take questions.
- 1700 (5:00 pm) Boarding**
 Begin boarding with overnight gear once ship is secured
- Crew Introductions, Orientation, Ship Rules**
- Set up Sleeping Compartments, Stow Gear**
- Mandatory Fire/Safety Drill**
- Chow Call / Dinner**
- Tours**
 The evening program includes either guided or self-guided tours of significant areas of the ship, including the CIC, Bridge, Catapult, Brig, Flight Deck, and STEM locations (STEM Night Ops only). Locations not visited during evening tours may be available the following day either by Docent led or Self-Touring when the museum opens at 10:00 am.
- 2130 (9:30 pm): Tours End**
 Guests may choose to participate in Ghost Stories if offered by our staff in the ship's Foc'sle, watch a historical DVD, or prepare to bed down for the night.
- 2200 (10:00 pm): Lights Out**
 All guests retire to quarters for the night. No afterhours roaming or touring allowed.

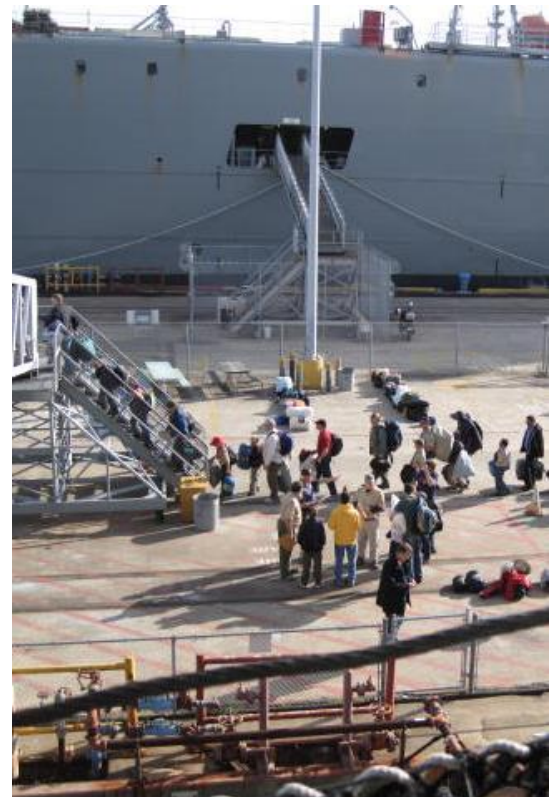
DAY 2

- 0700 (7:00 am) Reveille (Rise & Shine)**
 Pack belongings, clean berthing quarters, and receive bunk inspection. Please check your compartment for garbage or belongings left behind.
- Mustering Out**
 Please return all gear to vehicle. No backpacks are to remain on board after museum opens at 1000 (10:00am).
- Breakfast**
- 1000 (10:00 am) End of Program**
- Overnight program concludes. Ship's Store opens. Once gear has been removed from ship, guests are welcome to stay aboard to continue exploring the ship.

Arrival Time: 4:30pm

Leaders and their groups should be prepared to check in and organize on the pier by 1630 (4:30 pm).

Activities begin with boarding at 1700 (5:00 pm).



Program End: 10:00am

Overnight programs include museum admission for the following day.

Once gear has been offloaded and the program ends, guests are free to stay on board and view the exhibits.

Program Content

Come aboard and spend the night living with history on the ultimate overnight adventure and find out how USS *Hornet's* sailors lived and worked on this city at sea! During the Night Ops: Live-Aboard Overnight you will tour key areas of the ship to see various spaces and systems and discuss the history, science, and engineering behind them. As you move around the ship, you can participate in several hands-on science stations and demonstrations interspersed with seeing sailors' living spaces! The experience includes:

- Sleeping in restored, original sailor sleeping compartments
- Enjoying Dinner and Breakfast in the original Enlisted Crew's Mess
- Learning about this famous aircraft carrier's daring exploits
- Touring key areas of the ship and the historic naval aircraft on display
- Learning about NASA's Apollo 11 and Apollo 12 missions that put the first men on the moon

Sample Tour Locations and Subject Focus:

- 3rd Deck Engineering Spaces
 - Catapult Room
 - Machinery for launching planes
 - Kinetic/potential energy, hydraulics/pneumatics, mechanical advantage
- Flight Deck
 - On-deck part of catapult, launching/recovering planes
 - Kinetic /potential energy, forces, optics (Fresnel lens system)
- Island
 - Navigation systems, radar, sonar, sound-powered phones
 - Waves, communications
- CPO mess: STEM activities/demos selected from the following:
 - Hydraulics/Pneumatics
 - Syringes with water and air; experiment with different combinations
 - Catapults
 - Energy conversion
 - Design
 - Relation to the Hornet's catapult/arresting systems
 - Electromagnetism
 - Magnets, field paper, motor, generator, induction tubes, ring thrower
 - Relation between electricity and magnetism
 - Motors and generators
 - Modern carrier catapults
 - Waves
 - Slinkys and bell jar
 - Differences between sound waves and radio waves
 - Differences between transverse and longitudinal waves; wave behavior
 - Relation to sonar and radar, as well as communications (i.e., space travel)

LEADER CHECKLIST

Reserve an Overnight Program

Visit <http://www.uss-hornet.org/overnights/> to make your reservation for an Overnight Program. You will create an account that will allow you to login later to make changes to your headcount, fill out your dinner order, and make your final payment.

Pay Deposit for Reservation

A nonrefundable deposit is due at the time of booking to hold your reservation. **The deposit price is a flat rate of \$100 per group.** Payments can be made online or by check. All funds received as your deposit will be applied to your final balance.

Share Overnight Information with Group

Leaders should forward the USS Hornet Overnight General Information Packet to the entire group so that everyone is aware of the rules, schedule, and general information.

Update Headcount (*Due 2 weeks out*)

Login to your reservation and update your group's headcount on our website. Accurate headcounts are of great importance when berthing spaces are assigned, and in placing orders with our caterers. **Headcounts, along with proof of insurance, meal orders, and final payment are due at least 2 weeks prior to your overnight stay.**

Youth/Scout Group leaders--Please make sure that you have enough chaperones for your visit. (Whenever possible, a 1:1 adult to child ratio is expected in groups with children ages 7--9, and a 1:6 adult to child ratio for groups with children ages 10+.)

Submit Dinner Order (*Due 2 weeks out*)

Click [FINAL ROSTER/DINNER ORDER](#) to fill out the dinner order for your group. *Please note: Vegan, Gluten-Free, and Kosher meals are unavailable--please plan to pack your own meals for those individuals.*

Liability Insurance (*Due 2 weeks out*)

All organized groups must provide a copy of their Certificate of Insurance. The certificate must list the **Aircraft Carrier Hornet Foundation** as an additional named insured in the amount of \$1,000,000. **We cannot permit your group on board without this certificate.** Scouting groups must apply for a tour plan or permit through their council.

Final Payment (*Due 2 weeks out*)

Once your headcount is correct, login to your reservation to see your remaining balance due. Payment may be made securely online or by check made out to 'Aircraft Carrier Hornet Foundation' or "ACHF" and mailed to: **USS Hornet Museum / Attn: Overnights Dept. / PO Box 460 / Alameda CA, 95401** Please note your reservation number and date of the program in the memo line of your check.

Headcount Locked In (*1 week out*)

No additions may be made to the headcount **less than 1 week in advance.** Any reductions in headcount during the last week **will receive 50% credit** due to non-refundable program costs.

Arrival (*Day of Event*)

Plan to arrive on the pier as a group by **1630 (4:30 pm)**. While your group is getting organized on the pier, take a final headcount and be prepared to confirm the number of participants and whether any members of the group will be arriving late.

DIRECTIONS

From San Francisco and the Bay Bridge:

Cross the Bay Bridge towards Oakland and follow the signs for I-880 South/San Jose/Alameda. Take the Broadway/Alameda exit and turn right at the bottom of the ramp onto 5th Street. Continue straight on 5th Street, remaining on street level. At the Broadway intersection, veer to your left to enter the Webster Street Tube (the Alameda entrance to the tunnel is under the freeway).

Follow the directions above from Alameda from the Webster Street Tube.

From San Jose and I-880 Northbound:

Proceed toward downtown Oakland and take the Broadway exit. At the end of the ramp, follow the signs to Alameda, turning right on Broadway and then immediately turning right on 7th Street. Go two blocks to Webster Street and turn right again, entering the Webster Tube (tunnel) to Alameda. (Alternate: Turn left on Broadway and left again to enter Tube under the freeway overpass.)

Follow the directions above from Alameda from the Webster Street Tube.

From Sacramento and I-80 Westbound:

Take I-880 south and take the Broadway/Alameda exit. At the end of the ramp turn right onto 5th Street. Stay in the right lane. Continue on 5th Street, remaining on street level. At the Broadway intersection, veer to your left to enter the Webster Street Tube (the Alameda entrance to the tunnel is under the freeway).

Follow the directions above from Alameda from the Webster Street Tube.

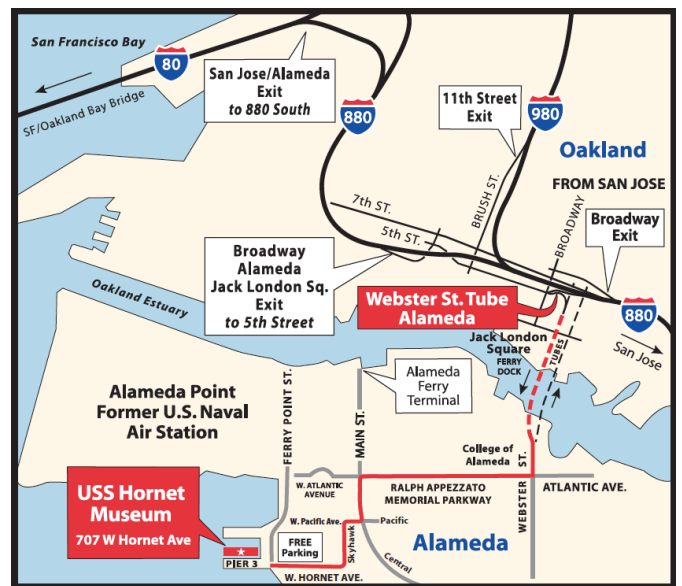
From Walnut Creek and 24 Westbound:

Take Highway 24 to I-980 to downtown Oakland. Take the 11th/12th Street exit onto Brush Street. Proceed to 7th Street and turn left onto 7th Street. Turn right on Webster Street which will take you into the Webster Tube (tunnel) to Alameda.

Follow the directions above from Alameda from the Webster Street Tube.

Alameda from the Webster Street Tube:

After emerging from the Tube, follow the sign for Webster Street. At the corner of Webster and Atlantic, turn right onto Ralph Appezatto Memorial Pkwy. Turn left onto Main Street and then right onto W Pacific Ave to enter the former naval air station. At the intersection of Skyhawk St, turn left and drive to the end of the street. Turn right onto W Hornet Ave and proceed towards the cluster of large ships. Parking is located across the street from the pier.



SUGGESTED PACKING LIST

To wear to the ship:

- Scouting uniform encouraged
- Closed toed shoes
- Jacket/sweatshirt

Clothing to pack:

- 1 change of clothes for morning
- Sleeping attire

Bedding:

- Fitted or Flat twin sheet
- Pillow
- Sleeping Bag

Extras:

- Toiletries
- 1-2 Sealed Snacks
- Water Bottle
- Ear Plugs
- Flashlight

Not Recommended:

- Skirts/Dresses
- Rolling bags or hard-shelled suitcases (backpacks preferred due to steep ladders)
- The Scouting 6 Essentials

Do NOT pack:

- Any weapons, explosive devices, flammable items, fireworks
- Open Toed Shoes
- Any hair dryers, straighteners, curlers, trimmers, razors
- Electronic devices such as handheld games or tablets
- Absolutely no open food or drink containers
- **Absolutely NO alcohol**

Do's and Don'ts:

- **Don't** bring open food or drinks that cannot be resealed (example, an apple is not allowed, but an apple in a Ziploc bag is okay). *There is no eating allowed in your berthing compartments or tour areas.*
- **Don't** overpack! Carrying large or heavy bags up and down ladders is physically strenuous.
- **Don't** bring any extra activities or games. Our tours are guaranteed to wear you out.
- **Don't** expect hotel-style accommodations. We are a WWII era ship that was not built for luxury and comfort.
- **Do** bring small bills if you would like to purchase any late-night snacks from the vending machines.
- **Do** turn your phone on airplane mode while onboard. There is no cell signal onboard, and your battery will drain. We have very few plugs available for the public and cannot guarantee a place to recharge your phone.
- **Do** strive to leave your berthing compartment cleaner than you found it. Please check around your bunk for any personal items or litter left behind.

Prior to arrival:

- Turn in your dinner preference to your group leader at least two weeks before the event
- Go online and sign our [HORNET RELEASE OF LIABILITY](#). *YOU CANNOT BOARD THE SHIP WITHOUT FILLING OUT PRIOR TO ARRIVAL.*