



USS HORNET SEA, AIR & SPACE MUSEUM

History Mystery: A Paranormal History Mystery Adventure

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Cost of Programs

- \$100/person for crew berthing
- \$125/person for private berthing

*New rates effective 01/01/23

GENERAL INFORMATION

Program Availability

The History Mystery Program is available year-round to individuals, families, and organized groups. There is a 50-person maximum per overnight event. Research indicates that large groups of people distract from the supernatural realm and paranormal occurrences are rarely reported.

All participants must be at least 12 years old. All participants 18 and under require adult supervision.

COVID-19 Precautions

Several modifications have been made to the USS Hornet's History Mystery 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.

Sleeping Areas

Each group is assigned bunks within the ship's berthing compartments. In crew berthing, we offer Single Male space, Single Female space, or Co-Ed spaces to choose from. If you chose to upgrade to a private berthing space, you will be assigned an officer's stateroom. 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. 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 History Mystery 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.***

What to Bring

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

What Not to Bring:

- ⊗ Weapons of any kind
- ⊗ Alcohol
- ⊗ Lighters or matches (*under 18*)
- ⊗ Fireworks
- ⊗ Any unnecessary Electronic Devices such as hairdryers or laser pointers
- ⊗ Open toe shoes
- ⊗ Rolling or hard-shelled suitcases

Arrival Time

Plan to **arrive** on the pier by 1630 (5:30 pm) to **board** at 1800 (6:00 pm).

Check In

History Mystery guests and their gear are not permitted on the ship before 6:00 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. 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 History Mystery 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 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*). If found, those items must be returned to vehicles in order for the group to board.

Lockers

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

Restricted Areas

The History Mystery program will offer tours to limited locations. These locations including the Foc'sle, Sick Bay, 2nd Class Mess, Admiral's Bridge, 02 Level, Captain In-Port Cabin, Brig, and Side Winder Missile Room. These locations have been reported to host the most paranormal activity. For this program to work, the guests are only allowed to tour the above designated areas. If during the duration of the evening, anyone is caught entering a restricted area, they will be removed from the ship. For additional security, the use of small motion censored alarms will be placed in the appropriate areas after lights out. We will use "red lights" in the designated areas during the tour.

Paranormal Equipment

Guests may bring their own paranormal equipment as long as it does not require to be plugged in.

Alcohol Use

Just a reminder, there is absolutely no alcohol allowed on board the USS Hornet. If guests are caught with alcohol of any kind, they will be escorted off ship immediately.



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!

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. History Mystery 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 of minors 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. Covers (or 'hats') are to be removed on the mess deck when you sit down to eat.
10. Any participants in non-compliance of any direction or rule will be asked to leave the ship.
11. **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

- **1730 (5:30) 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.
- **1800 (6:00 pm) Boarding**
Hornet Crewmembers will meet you at the Afterbrow to get final head counts, brief your group on the evening's activities, and take questions.
- **Crew Introductions, Orientation, Ship Rules**
- **Set up Sleeping Compartments, Stow Gear**
- **Mandatory Fire/Safety Drill**
- **Chow Call / Dinner**
- **Tours**
The evening program includes guided tours of significant paranormal areas of the ship, including the Foc'sle, Sick Bay, 2nd Class Mess, Admiral's Bridge, 02 Level, Captain In-Port Cabin, Brig, and Side Winder Missile Room.
- **0000 (12:00 am): Tours End**
Guests may choose to continue touring the 2nd deck—including sick bay—as long as they do not venture into chained off or unauthorized areas. Guests caught in unauthorized areas will be escorted off the ship immediately.

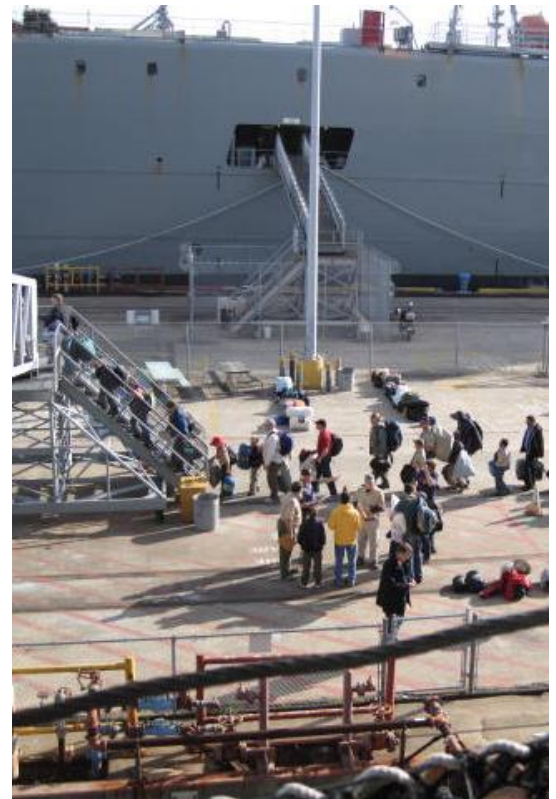
DAY 2

- **0900 (9:00 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).
- **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: 5:30pm

Leaders and their groups should be prepared to check in and organize on the pier by 1730 (5:30 pm).

Activities begin with boarding at 1800 (6:00 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.

The Particulars

This is a National Historic landmark. Please be respectful to the Hornet Museum. There are many steep ladders which dub for stairs. You will be traveling from one level to another, and the ceilings are lower than normal. Plus, the hatches (doorways) have knee knockers. You must be careful when maneuvering through the ship.

FORECASTLE:

The Forecastle is used to house the anchor windlass machinery/chain locker and associated equipment used to drop and raise the anchors. The term forecastle originates from the days of sail when the foremost part of the ship was called the forecastle deck where the anchor and windlass were located. Later in the Hornets career she mainly pulled into piers and only dropped anchor in such harbors as Hong Kong. The forecastle was a highly polished area also used for religious services, payroll, and re-enlistment ceremonies. It has 1110 feet of chain.

In the forecastle a variety of paranormal activity has been recorded. Rumor has it, that in the late 1950's a disturbed sailor hanged himself through the trapped door. There have been sightings of a man in khakis walking above in the cat walk with no sounds of footsteps. Objects have moved in the forecastle, a wrench flew at one of our employees! There are numerous reports of cold spots and touching. This is considered an active place onboard the ship.

ADMIRALS BRIDGE:

The Island structure of an Aircraft carrier house many essential areas including the Ships operation and flight operations. This structure towers eight decks above the Flight Deck! *Hornet's* Flights Deck includes the pilothouse, Navigation Bridge, and primary flight control. The Captain and Admirals' Sea cabins are located here as are the "Forward Anti-Aircraft Control." In addition, the Meteorological office and labs are located here as well. This structure is offset to the portside Flight Deck.

The Island was originally built with a flat stack and open areas forward of both Port hole Bridge areas. The large radar are carried by a large tripod mast and the open forward of the Flag Bridge, and above the Navigation Bridge, once housed quad 40MM AA gun mounts. These guns helped protect the bridge area from anti – ship and, Kamikaze suicide attacks.

At the end of World War II, the flag bridge area was lengthened, and the gun mounts were removed. Other than this modification, the Island remained unchanged until her modernization in 1953. The original structure remains underneath this modernization. The Primary flight control was once a simple canvas covered open box platform, located on the 06 level. Another addition is the "Glass Bridge" enclosure forward of the porthole bridge areas. The stack was racked, and a taller pole mast was erected carry the radar higher above the stack gases.

The reports of haunting in the Admiral's Bridge have been restricted to the appearance of a certain apparition. A man in a white Naval Officer's uniform is frequently sighted peering out the window or circling the Island. The most recent sighting was from a guest who reported encountering this apparition in July of 2008.

SICK BAY:

Sick Bay was the floating hospital during the *Hornet's* operations. This location is bustling with activity. However, its present location is not the original hospital's address during WWII. The original Sick Bay is located under the Torpedo Bay on Hanger Bay 3.

Sick Bay is one of our most active places on the ship. Reports are usually the same. Cold spots are often felt along with lab coats and chains moving, Voices and screaming are also heard from this location. People also report the feeling of an unseen force, "watching them". Apparitions also tend to appear in this location. This is a very active place for an investigation.

MESS DECK:

The mess deck is a place where the enlisted sailors enjoyed the fine culinary delights offered by the Navy.

The mess deck is home to the "Mess Hall Entity." This shadowy person is witnessed frequently and follows individuals around the area. It is believed to be the spirit of a sailor who died in the bomb elevator during WWII. The bomb elevator stops on the 2nd deck right next to the mess hall. This spirit is very interactive. He has thrown a coffee pot at one of our staff. Reports of big band music are also heard in this location. It is almost as if it is coming from an invisible radio.

Ghostly accounts from past guests:

"In general, an aircraft carrier is considered to be one of the six most dangerous places in the world to work. The Hornet was powered by super-hot steam that exceeded 1,500 degrees Fahrenheit. Sometimes the room temperature would exceed 125 degrees, causing crewmen to die from heatstroke. If a steam pipe ruptured, it would release an invisible stream of intense heat capable of killing sailors instantly before they were aware of what happened. Their blood was instantly boiled beneath their skin, causing their skin to fall off their bodies. One crewman had his arm severed by one of these invisible steam jets, causing him to pass out. He bled to death in this room and when fellow shipmates found him, they discovered that the steam had boiled his blood and peeled his skin from his body. Now his ghost inhabits this room, sometimes accompanied by engine sounds. The ghost has been detected by the master control panel."

"I visited the USS Hornet with my family this past summer on reunion day. Because my grandfather had served on her in WWII, we got a "private" tour by one of the guides and off we went below decks with a video camera going and my grandfather's small WWII notebook with the layout of the ship in it. Then we took a regular tour with a group of people. We videotaped our whole time there, several hours' worth. When we ran the video, we noticed what appeared to be a flash of light down by what was the medical treatment area in WWII. I thought it was just a reflection off a fixture or something. But there was no light attached to the video camera. And no one else was down there except my family and the tour guide and they were all next to me. When we slowed the video down frame by frame, it isn't a flash of light at all. What you can clearly see is a sleeve of a white uniform with dark stripes at the end of the sleeve and a hand in reaching across the hallway. It is a side view, and it appears at the far end of the hall slowly, and then is pulled back suddenly. We were standing still at the time. This is in the background far back in the hall. What you find in the frame in the foreground just past the doorway near where we are appears to be faint, but you can make out one sailor, with his white hat cocked back on his head and a pack of cigarettes rolled up in his short sleeves cradling an injured man's head in his lap that is sprawled out on the ground. There is no doubt about the sleeve I spoke about in the background being there. As for the sailor in the foreground, several of us watched it in slow motion a lot. Some here felt it might just be a reflection off the floor. But we all agreed we could clearly make out the pack of cigarettes rolled up in the short-sleeve shirt. None of this is visible when you watch the video normally except for what appears to be a brief flash of light. You only see this when you go frame by frame."

"I was on the junior crew sleepover on April 7th and 8th, but I was in a Girl Scout troop. My friend Becca and I were coming out of the doorway closest to the kitchen when we heard somebody scream help, we looked around, but no one was there, and if you don't believe, me ask Bob Fowler and ask about a girl with a really big pillow. He was with us, and he heard it. That night at ghost stories, my troop and I saw someone in our cabin. He was the man in khakis, and he was in our cabin. We threw a deck of cards (yea I know its dumb) the cards went threw him and then Bob came in and told us "Lights out", when he turned out the lights 5 min. later, our reading lamps went out!"

"Dad was lying in his rack, and a guy walked up and told him, "I used to sleep there", and walked away. Never saw him after that."

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.

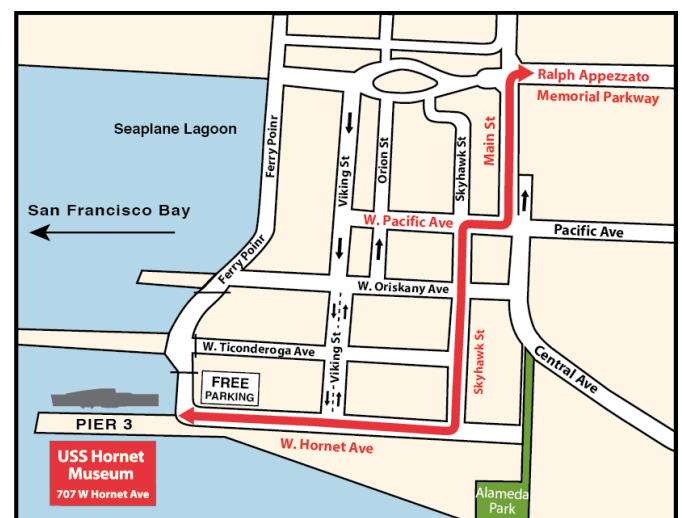
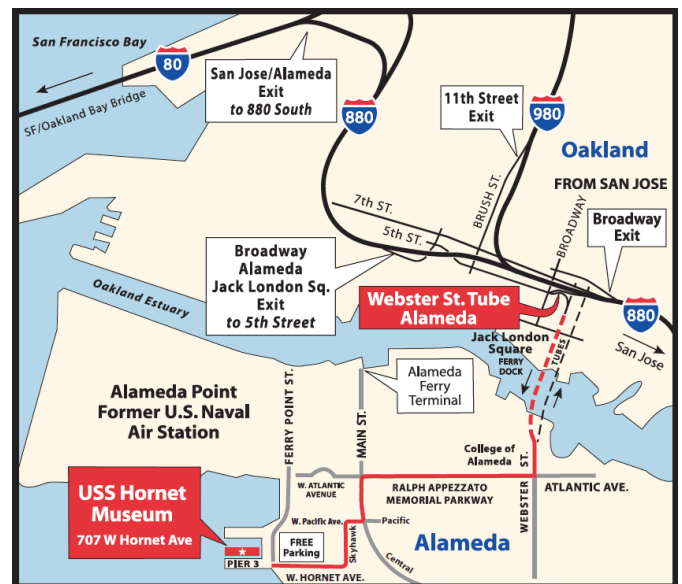
From Walnut Creek and 24 Westbound:

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.



COVID-19 PRECAUTIONS: Overnight Onboarding Safety Policies & Reopening Procedures

- Masks are recommended to be worn by staff and guests during the program.
- If any symptom of illness or a fever is registered, the individual will not be granted access aboard the ship.
- Total guest count will be limited to 50 people per evening.
- Guests will each be asked to bring an extra sheet to tuck over their mattress for extra sanitation.
- Tour Groups will be limited in size from 10-20 people.
- Hand Sanitizer stations will be available throughout tour areas.
- Guests leaving the ship for any reason will be given a wristband while exiting to indicate they have been aboard and have had their temperatures checked.
- All shared equipment and touchable surfaces are cleaned and sanitized between each use.
- The ship will be cleaned before the overnight program begins.
- Handrails will be cleaned before the Museum opens and every hour while open to the public.
- Customer entrances, exits, and points of sale are equipped with proper sanitation products, including hand sanitizer and/or sanitizing wipes.
- Sanitizing supplies are provided to promote employees' personal hygiene. This may include tissues, no-touch trash cans, and hand soap, adequate time for handwashing, alcohol-based hand sanitizers, disinfectants, gloves, and disposable towels.
- Tape or other markings have been placed at least six feet apart in customer line areas on sidewalks or other walkways near public entrances with signs directing customers to use the markings to maintain distance.