

# LIVE IT & LEARN IT PROGRAM

## GENERAL INFORMATION

### *Getting Prepared*

#### **Program Availability**

The Overnight Program is available to any organized youth group (scouts, schools, churches, etc.) or family. There is a 30-person minimum if you book on a night that does not already have multiple bookings. All participants must be at least five (5) years of age.

#### **Insurance**

All groups must provide proof of insurance, and must name the *San Diego Aircraft Carrier Museum* as named insured. Siblings, friends, or other guests are welcome provided they are also covered by the group's insurance and meet all other requirements.

#### **Cost**

The cost of the overnight program is \$75 per person, regardless of age. This price includes museum admission, Mach Combat flights, evening programs, dinner, breakfast, overnight accommodations, and awards. A \$250 down payment is required to secure a date for your group and will be applied toward the total cost. Riding the Flight Avionics motion simulator requires a \$4 per person additional fee payable in cash to the ride operator at the time of the ride.

#### **Adult Leader/Camper Ratio**

A minimum of one adult leader is required for every five (5) campers (**groups with children age 8 or younger must be accompanied by an adult at a 1:1 ratio**). Children must be supervised at all times. Be prepared to organize into parent/youth teams for crew assignments. Supervision of the campers is the responsibility of the group leaders and chaperones.

#### **Sleeping Areas and Other Facilities**

Each group is assigned bunks in the ship's berthing compartments. You will probably share the compartment with another group. Female campers may choose to sleep in a separate compartment. Please make your group aware that they may experience normal ship noises, such as creaks and groans during the night.

#### **Equipment to Bring**

The berthing compartments are equipped with "racks" with covered foam mattresses. Each person should bring a pillow, sleeping bag, extra blanket in cold weather, toiletries, hand towel, bottled water, flashlight, a jacket, and a warm hat in cold weather. Scouts are encouraged to wear uniforms.

**Please do NOT bring:** Electronic devices, including hairdryers, laser pointers, knives, open flame devices, including lighters and matches; or food items.

### **Lockers**

Lockers are available in the berthing compartments. Each group can bring locks to secure its valuables and personal belongings. The San Diego Aircraft Carrier Museum is NOT responsible for loss of personal items.

## *Welcome Aboard*

### **Arrival Time**

Make arrangements for all members of your group to meet on the pier at 5:00 p.m. *The scout leader will board the ship first to receive program instructions.* Since the check-in briefing and safety drill are an important part of your camping experience, no one will be allowed on board after 6:00 p.m.

### **Check-In**

Overnight gear is not allowed on the ship before 5:30 p.m. Parking is available on the pier for a fee and participants are expected to carry sleeping bags and other gear on board at the appointed time. The Overnight Program is conducted in a fun-spirited, military manner: falling in, stowing your gear, and following orders are all part of this unique and memorable experience.

### **Safety Drill (Mandatory)**

All participants MUST participate in a fire/safety drill.

### **Night Watch**

Each group will establish a night watch consisting of four 2-hour shifts, each manned by two adults.

### **Handicap Access**

Due to the historical nature of the ship, handicap access is extremely limited. Please discuss with the overnight program manager in advance.

### **Emergencies**

USS Midway staff will be on site and available in case of emergency.

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## RULES AND SAFETY GUIDELINES

### Moving Safely Through the Ship

Virtually everything on the ship is *hard steel*. A bump that might be of no consequence at home can result in real injury aboard the ship. *Be careful!*

- Step through watertight doors one leg at a time and hold onto the frame while doing so. *Do not* step on the bottom frame - you may slip and smack your head on the upper doorframe. Step through to the deck on the other side.
- Do not play with the door levers (dogs). If left sticking into doorways, they can cause injury. Also, doors are very heavy and have operating mechanism that can crush fingers. Leave door dogs in the upright and clipped position, PLEASE!
- Tall persons need to watch out for "head knockers" in the overhead.
- When using the companionways (ladders and hatches), if you are not comfortable going down normally, face the ladder and use handrails. Take the time to be safe.
- Do not climb on anything, including vertical ladders, without staff permission.
- Do not run at any time. In the event of an emergency "Abandon Ship," **walk** quickly as directed by those in charge. Always watch your footing. Always watch out above for "head knockers," especially when sitting up in your bunk.

### Safety Procedures and Equipment

There will be a Safety Meeting and Fire Drill shortly after coming aboard. Please make your campers aware that this is important, and there will be little tolerance for people who disregard the rules. Flagrant violators may be required to leave the ship. Reminder: Supervision is the responsibility of group leaders.

- Campers and adults must have flashlights. When sleeping, put your flashlight near your head in the bunk for easy access.
- There will be Watch Officers on duty overnight.

**In Case of Fire**

If smoke detectors sound, exit using same route followed during the orientation fire drill. If required, you may be directed to alternate routes.

- Stay calm, do not run, push or shove at doorways and hatches. Know the way out.
- The primary responsibility for adults in a compartment is to see that the campers get out of the space in an emergency.
- Know how many people are in the compartment and visually check thoroughly before leaving. Leave no one behind.
- Do not wear shoes in bunks. Place them at the foot of the bunk on the inside.

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## DRIVING DIRECTIONS

Midway is located in downtown San Diego at 910 N. Harbor Drive, alongside Navy Pier. It is easily reached by freeway, train, and is only two miles from San Diego's airport, Lindbergh Field.

You can go to [www.mapquest.com](http://www.mapquest.com) for specific instructions.

