



USS HORNET SEA, AIR & SPACE MUSEUM STEM NIGHT OPS PROGRAM

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Cost of Programs

Schools and Organized Youth or Scouting Groups Night Ops:

We offer a tiered rate for organized youth groups and their chaperones:

- \$55 Monday--
Thursday nights
- \$65 Friday nights
- \$75 Saturdays

Program includes:

- Dinner & Breakfast
- Tours & STEM Stations
- Flight Simulator Ride
- Commemorative Patch

GENERAL INFORMATION

Program Availability

The Night Ops Program is available year-round to schools and organized youth 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 5 years old.

Insurance

All 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. Otherwise, the Museum will extend coverage to them for an additional fee.

Sleeping Areas

Each group is assigned bunks within the ship's dormitory-style berthing compartments. Your group may share a single compartment or be separated by gender by request. 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 through our caterer--please plan to pack your own meals.

Program

All prices include dinner and breakfast, ship tours and STEM stations, a flight simulator ride, a certificate of participation and coupon for a future daytime visit, as well as a commemorative patch for all youth attending the program.

Arrival Time

Please make arraignments 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.

Weeknight schedule (Monday--Friday):

Plan to arrive on the pier by 1730 (**5:30 pm**) to board at 1800 (6:00 pm).

Weekend schedule (Saturday):

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

What to Bring

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

What Not to Bring:

- Weapons of any kind (Scouts 10 essentials kit are not needed)
- Alcohol
- Lighters or matches (under 18)
- Any unnecessary Electronic Devices such as hairdryers or laser pointers
- Open toe shoes



When you receive your deposit confirmation, you receive a link to our Dog Tag Pre-Order Form. Dog Tags are produced on site through our Ship's Store on vintage machinery. Order them early to have them ready for your group during your visit!

Check In

Overnight guests and their gear are not permitted on the ship before 5:00 pm on Saturdays or 6:00 pm on Weeknights. Guests arriving early who wish to visit the ship before their Night Ops program begins will be required to purchase a day pass at regular admission prices. The next day's admission is included in the overnight Night Ops 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 Night Ops staff on the pier and be brought aboard at the appointed time. The Night Ops Program is 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

A limited number of lockers are available to share in the berthing compartments. Guests may bring locks to secure their personal items. The Hornet Museum is not responsible for lost or stolen items.

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 a Night Ops guest, and gives you in and out privileges during museum hours on the second day.

Flight Simulator Tickets

A ride in the Ship's flight simulator is included in your fees. Your wristband serves as your ticket to the Flight Simulator, so be prepared to show it to the operator in order to board at the designated time.

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 and Security in place to prevent any co-mingling.

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. Live-Aboard 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 Live-Aboard program necessitates 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 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 bright yellow 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.



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 be sure to remember to fill out our Official Roster and get it to us 3 weeks before your scheduled overnight.

On the roster, note any special needs such as vegetarian meals or if you need an outlet available in your room for a CPAP machine.

ROCKS & SHOALS: Night Ops 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. 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.
4. **No running, pushing, or rough play**--remember that steel is unforgiving!
5. **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.
6. Tampering with fire alarms, switches, valves, handles, ship machinery, and other mechanical or electrical devices is forbidden. This includes museum exhibits and displays.
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 in unauthorized areas, 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 2300 (11:00 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

- **1730 (5:30) Weekdays / 1630 (4:30 pm) Weekends: 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.
- **1800 (6:00 pm) Weekdays /**
- **1700 (5:00 pm) Weekends: 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**
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 stations. 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.
- **2200 (10:00 pm): Tours End**
Guests may choose to participate in Ghost Stories if offered by our staff in the ship's Foc'sle, watch a fun family film, or prepare to bed down for the night.
- **2300 (11:00 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, receive bunk inspection, and take gear to the Hangar Deck.
- **Breakfast**
- **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**
Night Ops program concludes. Ship's Store opens. Once gear has been removed from ship, guests are welcome to stay aboard to continue exploring the ship.

Weekday Arrivals (Mon-Fri) 5:30pm

Our *weekdays* schedule begins one hour later than our weekend schedule to accommodate rush hour traffic.

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

Weekday activities begin with boarding at 1800 (6:00 pm).

Weekend Arrivals (Saturday) 4:30pm

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

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

*Please note the
difference in
evening start times
between Weekend
and Weekday
Night Ops!*

STEM PROGRAMMING

During the Night Ops Tour your group will visit selected areas of the ship to see various spaces and systems and discuss the science and engineering behind them. As you move around the ship, you will participate in several "hands-on science stations and demonstrations by our STEM Team to illustrate the science behind the USS Hornet.

Tour Locations and Subject Focus:

- 3rd Deck Engineering Spaces
 - Boiler and Engine Room
 - Powering the ship
 - Thermodynamics, energy transfer/conversion, turbines, power
 - 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

- Review Potential Dates with Your Group**
View the Night Ops Program calendar embedded within the online application to choose three dates that could suit your group.
- Submit Online Application**
Visit www.uss-hornet.org and fill out the Night Ops Program online application
- Make Deposit/Payment for Reservation**
Once your application has been submitted and your date approved, you will receive an invoice for your deposit. Payments can be made online or by check. Groups are asked to make a deposit of \$10 per anticipated guest. All funds received as your deposit will be applied to your final balance.
- Share Night Ops Information Packet with Group**
Leaders should forward the Night Ops Participation Packet to the entire group so that everyone is aware of the rules, schedules, and general information.
- Final Payment (Due 3 weeks out)**
An invoice will be emailed to you for your final payment. 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 invoice number and date of program in the memo line of your check.

Payment, proof of insurance, and the group's roster, are due at least 3 weeks prior to your overnight stay on the USS Hornet Museum.
- Submit Group Roster (Due 3 weeks out)**
Fill out and return the Official Group Roster. Accurate counts are of great importance when berthing spaces are assigned and in placing orders with our caterers. 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 5--9, and a 1:6 adult to child ratio for groups with children ages 10+.) Rosters, along with proof of insurance and final payment, are due at least 3 weeks prior to your overnight stay on the USS Hornet Museum.
- Liability Insurance (Due 3 weeks out)**
All 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.
- Dog Tag Pre-Order Form (Due 1 week out)**
Pre-ordered Dog Tags will be available for pick during your group's stay. Dog Tags ordered late or during your visit may have to be mailed at the guests' expense.
- Arrival**
Plan to arrive on the pier as a group by 1730 (5:30 pm) for the *weekday* (Monday--Friday) or by 1630 (4:30 pm) for the *weekend* (Saturday). While your group is getting organized on the pier, take a final head count and be prepared to confirm the number of participants and whether any members of the group will be arriving late. You will then receive a wristband for each member of your group.

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).

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.

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.

