BATTLESHIP NEW JERSEY MUSEUM & MEMORIAL
OVERNIGHT ENCAMPMENT PROGRAM
62 BATTLESHIP PLACE, CAMDEN, NJ 08103

PRE-BOARDING PROCEDURES

Important! When contacting us by voicemail, or preferably email, it is imperative that you reference your Pack, Troop, Group or Family Name, the date of your event, contact person's name, and email address.

Please do not assume that we remember the details of previous conversations. Reply to emails, rather than starting a new email, as we will be able to refer to past conversations. You are only one of many groups we are attempting to accommodate on board the Battleship and we appreciate your help in giving us as much information as possible.

IT IS THE RESPONSIBILITY OF THE LEADER OF EACH GROUP TO PROVIDE A COPY OF THIS DOCUMENT TO ALL MEMBERS IN YOUR GROUP.

Quick Facts Concerning Overnights

The cost of an overnight stay is $95.00/person regardless of age. Group rates or discounts of any kind are not available. There is no minimum number of campers required to book. However, please note that there is a cumulative minimum number of fifty campers (50) required to open the Ship, or a minimum of one hundred (100) required for a Girls Only Night. You may select a night; however, we may have to move your reservation if the cumulative minimum is not met.

We at the Battleship New Jersey's Overnight Program are concerned for your safety and security while you are onboard the Ship. You generally board Ship with miscellaneous gear used during your overnight stay, sleeping bag, pillows, snacks, etc. From time to time, prior to your boarding Ship, Overnight Staff may ask your permission to inspect the contents of your gear. We would greatly appreciate your compliance. Those who refuse inspection of their gear will not be permitted on board Ship.

You must have a youth in your group between the ages of 5 and 18 to participate in an overnight.

The minimum age for participation in the overnight program is 5 years old. We are sorry, but due to insurance restrictions, any children under five (5) are unable to attend. Please do not make this request, as we are unable to grant your request.

The arrival time for all overnights is 1700-1830 hours, (5:00PM–6:30PM). Boarding of the Ship starts at 5:00PM. We can accommodate late arrivals only if notified in advance, as the Camden Parking Authority will close the garage at 1900 Hours (7:00 p.m.) sharp. Also, late arrivals may miss the fire drill and safety instructions – both of which are important. Therefore, it is strongly recommended that your group arrive on time.

You will receive parking and boarding instructions the Monday prior to your scheduled overnight. Please review those instructions fully and please disseminate them to everyone attending the overnight or dropping off a guest.

If you are directed to park in the Camden Parking Authority Waterfront Garage for your scheduled overnight, the garage is located at 10 Delaware Ave, Camden, NJ 08103. The height clearance at the garage is 6'10". The cost of parking is $12.50 per car. If you are running late, due to traffic on the night of your overnight, please call the Overnight Watch Officer at (609) 868-4166. Please use this number for emergency purposes only, as the Overnight Watch Officer will not be able to answer questions regarding scheduling, billing and the like.

Once parked, exit the rear of the garage, and the Ship is approximately 200 yards south. A shuttle bus will be running on the night of your event between the hours of 1630-1900 (4:30PM-7:00PM). The garage will open at 0700 Hours (7:00 AM) the following morning in case campers wish to leave early.

If you must leave earlier than 7:00AM, please notify the Overnight Office prior to your overnight to make other parking arrangements. We encourage the use of buses or convoys to transport your group to the Ship. Buses will be permitted 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 Southernmost stop is only 200 yards from the Ship's pier.

NOTE: All groups, regardless of age or gender, will berth (sleep) in the same compartment.

- 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 your overnight. 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 is always better to have more clothing than less; in case you get cold. Also, if it rains, slickers or ponchos are suggested, but umbrellas are not permitted on the Ship.
- Each Camper must bring a sleeping bag or a blanket, a sheet and a pillow. Berthing compartments are heated and air conditioned, but variations exist. Be guided by the weather. Bring weather-appropriate sleepwear. The Battleship provides only a mattress. It is the responsibility of each camper to bring these items. We do not provide these items.
- Please note that there are no shower facilities available on the Ship during an overnight.
- The overnight program is youth-oriented, and therefore children are required to attend. Sufficient adults must attend to chaperone the children coming onboard. We require the following ratios of children to adults: children 5–9 years, 1:1 ratio, 10–12 years, 5:1 ratio and 12 (+) years, 7:1 ratio of children to adults.
- Many Ship systems are active. Therefore, both children and adults must not turn knobs, flip switches, take down lines, or touch anything that is not intended to be touched. Please observe restricted areas, closed doors, and barriers that are not to be entered. The Battleship New Jersey has great historical significance, and we ask that you treat her with respect.
- The overnight includes dinner, breakfast, minimum 1.5-hour tour of the Ship, morning and evening colors and a rack (the bunk).

- The Overnight Office is unaware of the meal until the night of the event. 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. A refrigerator and microwave are available. If you or your child has a food allergy or special dietary requirements, (gluten-free meal, vegetarian, vegan), please contact the Overnight Office by noon the Monday prior to your overnight and we will try to accommodate your request.

- The Ship's Geedunk (snack bar) will also be open until approximately 2300 hours (11:00PM) on the night of your overnight. It serves light snacks, pretzels, soda, and other snack items. PLEASE NOTE ON LOW ATTENDANCE NIGHTS (LESS THAN 100 PEOPLE) THE GEEDUNK MAY NOT BE OPENED. A snack after tours will then be provided.

- Always move with caution when onboard the Ship. "Head bangers" and "knee knockers" (tripping hazards) abound throughout the Ship. Campers will need to negotiate steep ladders and confined spaces.

- Other events may be taking place onboard during your overnight, and liquor may be served as a result. As much separation as possible will be maintained throughout the night. A Watch Officer will be on duty, and Ship's staff will also monitor to prevent confusion and unwanted interaction between guests.

- Birthday parties are permitted to take place during an overnight; however, generally no private space is available. If you would like to order a cake, please contact the Battleship's concessionaire, Andreotti's, at 866-877-6262 ext. 237 or via email at info@andreottis.com. Please provide two weeks' notice if ordering a cake. You can celebrate the birthday during the dinner hour; however, your group will need to participate in all overnight activities with the other groups attending that night. We recommend you celebrate the birthday after the gun shoot (10:00PM) and before lights out (11:00PM).

- If your group would like to incorporate any kind of awards, special recognition, or religious service into your overnight, please advise us during the booking process. We can usually accommodate 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 well in advance.

Boy and Cub Scout Merit Badge Work Opportunities:

For Boy Scouts, we offer Merit Badge work opportunities in the areas of Radio, which is led by our certified Merit Badge Counselors. Please note that all Merit Badge counselors are volunteers and there may be an occasion (i.e., work, weather, illness) where the counselors may not be available. Cub Scouts can receive a demonstration in this area as well upon request.

If your Boy Scouts plan on participating in a Merit Badge session, please notify the Overnight Office **45 days in advance** with the number of scouts attending the Merit Badge session. It is necessary that scouts complete the following prerequisites prior to arriving for the overnight. Failure to have your "Blue Card" and completing the prerequisites will result in the scout(s) not participating in the Merit Badge session. The Radio Shack on the Ship is staffed by volunteers and they require at least 45 days prior notice.

The radio merit badge program is a partial merit badge course. Scouts must be able to demonstrate knowledge of requirements 1 thru 4 and 9(a) 1-6 to the councilors. We use the 2017 Merit Badge publication. Requirement #7 "Visit a radio installation" will be conducted onboard in the Battleship New Jersey's Radio Room (NJ2BB). Class size is limited to 15 participants on a first come basis.

Battleship New Jersey Overnight 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.

Please note that all times are approximate Evening Events

1700 to 1830 - Arrival, compartments and bunks assigned, strike gear in berthing compartment. This allows free time until the Safety Presentation to explore Barber Shop, Brig (Jail), Laundry, Print Shop, etc. Listen for announcements.

1830 to 1900 – Introduction, Safety Presentation Fire Drill and Muster for Colors. Listen for announcement.

1900 to 1945 - Evening chow (chow line as directed by staff).

1945 to 2000 - Get camera, visit the head, assemble on Mess Deck for group tours.

2000 to 2200 - Ship's Tours with trained Docent Guides – Approximately 1.5 hours.

2200 – Gun Shoot.

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

The Next Morning

0715 - Reveille, everyone up!

0800 - Morning Colors on the fantail.

0815 – Morning Chow (chow line as directed by staff).

0900 – Self Guide Tour Route.

0900 to 1200 - Merit badge work. Must be scheduled 45 days in advance of your overnight. Please provide scout's name.

1200 – Liberty Call! Campers disembark.

"GIRLS NIGHT ONLY" OVERNIGHTS

Our special "Girl's Night Only" overnights– which we hold several times throughout the year – follow a different schedule than our regular overnights. For these special overnights, the following schedule is used.

Please note that all times are approximate.

1700 to 1830 - Arrival, compartments and bunks assigned, strike gear in berthing compartment. This allows free time until the Safety Presentation to explore Barber Shop, Brig (Jail), Laundry, Print Shop, etc. Listen for announcement.

1830 to 1900 – Introduction, Safety Presentation Fire Drill and Muster for Colors. Listen for announcement.

1900 to 1945 - Evening chow (chow line as directed by staff).

1945 to 2000 - Get camera, visit the head, assemble on Mess Deck for group tours.

2000 to 2200 Ships' Tours with trained Docent Guides – Approximately 1.5 hours.
2200 – Gun Shoot

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

The Next Morning

0715 - Reveille, everyone up!

0800 - Morning Colors on the fantail.

0815 – Morning Chow (chow line as directed by staff).

0845 – 1000 - Educational components on the fantail. Listen for announcement. Learn about women in the Military – then and now.

1000 – Self Guide Tour Route.

1200 – Liberty Call! Campers disembark.

OVERNIGHT CREW ROSTER

NOTE: Please complete the form below and email it to the Overnights Office at "overnights@battleshipnewjersey.org"

NAME	AGE	NAME	AGE

Group Name: Arrival Date:

Total adults attending: _____

Directions

The Battleship New Jersey is berthed along the Camden, NJ waterfront. 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 I676 north to MLK Boulevard exit 5A and follow the "From MKL Blvd". Directions below.

From north in NJ: – Take NJ Turnpike south to Exit 4. Exit onto Route 73 north and about a mile later turn onto I295 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 Boulevard) to MLK Boulevard exit just before the Ben Franklin Bridge. Follow "From MLK Boulevard" 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 MLK Boulevard and follow "From MLK Boulevard" below.

From Benjamin Franklin Bridge: – Take first exit (6th Street) turn right onto Cooper Street, left onto Delaware Ave. After the second light make a right into the parking garage.

From Martin Luther King Boulevard: – Go west toward the river. MLK goes over Delaware Ave. and ends at a little circle at the top of a rise. Go right with the Children's Garden on your left and One Port Center building on your right. One Port Center is recognizable by the yellow 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, 10 Delaware Ave, 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 $12.00 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. If a bus is not feasible, carpooling to the maximum extent possible is recommended.

A shuttle bus is available to transport your group to the pier area from the Parking Garage. However, groups may walk to the Ship with their gear. For this reason, bedrolls and other gear should be packed in backpacks or shoulder-strapped equipped bags, as there will still be a good bit of walking required. Gear needs to be easily carried and must not fall apart enroute.
Please try to arrive at the garage prior to 1700 hours (5:00 p.m.). The garage is open until 1900 hours (7:00 p.m.). 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 1900 Hours (7:00 p.m.) and there will not be any other secured parking available. Please note the garage is secured and locked after 1900 hours (7:00 p.m.) in an emergency the garage can be reopened; however, it can take up to an hour to do so and there can be additional delays in opening the garage. Please consider this prior to asking for the garage to be opened as there are costs associated with this that are not currently charged to the Pack, Troop, or Group.

GPS Coordinates $N39^0$ 56.6335' $W75^0$ 7.7494'

What to Bring

- Sleeping bag or blanket, a sheet and a pillow. Compartments are heated and air conditioned, but variations exist. Be guided by the weather. Bring weather-appropriate sleepwear. The Battleship provides only a mattress.
- 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)
- 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.
- Money for souvenirs and snacks

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 the Ship's items will be prosecuted.
- Smoking or vaping below decks is not permitted at any time. Smoking or vaping by adults is permitted only on the elevator platform.
- 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 are prohibited.
- "Roller sneakers" are strictly prohibited as they are a serious safety hazard. Safe, comfortable footwear is strongly encouraged.

Updated 03/2026