Historic Ships in Baltimore USCGC *Taney* Overnight Adventure



Pier 5, 701 East Pratt Street Baltimore, Maryland 21202

Revised December 2009

Introduction to the Overnight Adventure!

USCGC *Taney* offers groups a unique opportunity to walk in the footsteps of former Coast Guardsmen and learn about life aboard a war ship, lifesaving vessel, and law enforcement patrol boat. Contained in this pre-trip package are materials that will provide you and members of your group with information about the ship, your upcoming adventure, and information that will assist you in preparing your group for the event.

Participants in the overnight program become *Taney*'s newest crew members. All participants will sign on as Apprentice Seamen in the United States Coast Guard. Overnight recruits will learn the basics about the Coast Guard and its duties, which include life saving, search and rescue, and law enforcement patrol. The items listed below are provided for you to review and to share with your group:

Enclosed you will find:

- Introduction to the Overnight Adventure, pg. 2
- Overnight Invoice and Administrative Details, pg. 3
- Overnight Schedule and Activity Description, pg. 4
- Overnight Checklist, pg. 6
- Overnight Menus, pg. 7
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- Off-Duty Educators, pg. 14
- Our Gift to You, pg. 15



Please, review <u>all</u> the information in this pre-trip packet and contact us if you have any questions or concerns. Also, please make sure that all participants have completed the necessary Parental Release and the Adult Waiver forms before the date of the program. Completed forms must be provided for each participant at the time of the event or they will not be allowed on board.

If you have any questions about these materials, or if you have any questions or concerns about your overnight, please do not hesitate to contact the Education Coordinator, Meghan Kaylor, at 410.396.3453 or mkaylor@historicships.org. In the event that you call and she is not aboard, feel free to contact Stan Berry, Director of Museum Interpretation & Education, at 410.396.3453 or sberry@historicships.org.



USCGC Taney Overnight Invoice & Agreement Form

Mail signed form to: Historic Ships in Baltimore, Attn: Meghan Kaylor, Pier 1, 301 E. Pratt St., Baltimore, MD 21202 or FAX to 410.396.3393

Name: Miriam Heston	Group: BSA Troop 698	Program Date: 11 December 2010
Address: 3628 Turnberry Circle	Charlottesville, VA	

Program cost: \$1000 basic cost of program (minimum of 20 attendees); \$50 per each additional attendees (up to 80).

Total cost of this program: \$ 1750 based on 35 participants. Deposit of \$ 200 has been received.

The balance of \$ 1550 is due on date of program, 11 December 2010.

1. The minimum cost of any overnight program, even if attendance falls below 20, is \$1000. The balance payment is due prior to boarding.

Checks: Make payable to: Historic Ships in Baltimore. On memo line: TNY/OVT/Organization/event date. Credit: VISA, Master Card, & American Express only.

- 2. CAPACITY. USCGC *Taney*'s overnight program accommodates 80 participants. The museum reserves the right to keep an event open for additional, but similar, participating groups until the confirmed attendance has reached 75 percent (60 participants) of the program's capacity. (Additional groups will be restricted to those that are similar with the original, confirmed group: Boy Scouts with other Boy Scout organizations, Girl Scouts-with-Girl Scouts, Cubs-with-Cubs, etc.)
- 3. REFUND OF DEPOSIT. One hundred percent (100%) of the deposit shall be refunded if the Client cancels the event at least 91 days prior to the event. No refund of a deposit will be made for cancellations 90 days or less prior to the event.
- 4. MUSEUM & SHIP RULES. The following rules apply:
 - No open flame on board the Ship at any time.
 - The USCGC *Taney* is smoke free. Smoking is permitted outside the Ship on Pier V, only.
 - Food and beverage may be consumed only on the Mess Deck.
 - Nothing is to be hung on or fastened to any part of the ship without prior approval.
 - Alcoholic beverages may not be brought on museum property or consumed either on or off museum property during the overnight program. *Taney* staff may request the group leader to ask and require a participant to depart if, in the opinion of the staff, the participant is at risk of harming himself/herself, other persons, or the ship.
 - In event a child becomes sick or otherwise unable to participate in the program, the chaperones assume all responsibility for attending to the child. If it is necessary to separate a participant from the group, a chaperone of the same gender will remain with that participant.
- 5. INDEMNIFICATION. Client agrees to indemnify and hold Historic Ships in Baltimore harmless from and against any and all losses, damages and claims (including costs, expenses and reasonable attorneys' fees) for personal injury or property damage which are caused by or result from the activities of Client, its employees, agents, contractors and guests in connection with the use of Historic Ships in Baltimore, save any such loss, damage or claim that results from the negligence or willful misconduct of Historic Ships in Baltimore, its employees, agents, contractors or representatives, or any negligent acts or omissions in connection with the proper maintenance of USCGC *Taney*.

Authorized Signature	Date.
constitute acknowledgement of client's understanding and acceptance	ce of these provisions.
I have read, understand, and will comply with the above agreement.	The museum's receipt of the signed agreement form will



Overnight Schedule and Activity Description

Please note, the schedule is subject to changes due to varying factors such as group arrival time and weather.

5:00 PM/1700 Hours – Group will assemble on Pier V and meet a member of *Taney*'s Crew.

5:00 PM/1700 Hours – Orientation and Safety Briefing

5:15 PM/1715 Hours – Stow Gear and Tour Part I

The ship's tour is broken into two segments, the first focuses on the outer characteristics of the ship and ends in the Bridge while the second focuses on the ship's interior.

5:45 PM/1745 Hours – Hands-on Activity: Where am I?

Beginning in the Inner Harbor, participants quickly learn how to orient themselves with their surroundings, read chart basics, and to develop their budding navigational skills. Hands-on practice with compass provides practical experience as participants learn how to find their way at sea.

6:15 PM/1815 Hours - Dinner

7:15 PM/1915 Hours – Tour Part II

8:00 PM/2000 Hours - Hands-on Activity: Dot Dash!

Overnight participants learn how ships communicated during times of war including flaghoist, semaphore, and Morse code using flags and lamp-boards.





8:30 PM/2030 Hours - Scavenger Hunt

An old fashioned scavenger hunt culminates the learning experience as overnight campers use what they have learned to discover answers in shipboard locations in a race against time.

9:00 PM/2100 Hours – Preparation for Lights Out

10:00 PM/2200 Hours – Lights Out! Begin Night Watch

6:00 AM/0600 Hours - Reveille



6:45 AM/0645 Hours - Breakfast

7:30 AM/0730 Hours - Hands-on Activity: Damage Control Stations!

Using their new knowledge of the ship, campers will use problem solving skills to assess situations such as an electrical fires and flooding compartments with team work and sound powered telephones.

8:15 AM/0815 Hours – Hands-on Activity: All Ahead Full!

Overnight participants explore where no daily visitor has gone before, the Engine Room. Here, participants learn how steam powers the *Taney*'s engines and other systems as well as participate in a science experiment using a Hero's Engine.

8:45 AM/0845 Hours - FIRE!

Campers will be able to step inside the gun mount on the bow of the ship and learn about gunnery on *Taney*. *There is no live firing.

9:00 AM/0900 Hours - Departure









Overnight Check List

Items the main contact for the overnight group must bring:

- 1. Prepared and signed Overnight Program Parental Release Forms
- 2. Prepared and signed Overnight Program Adult Waiver Forms
- 3. Balance due for the Overnight Adventure

Items the overnight participants are suggested to bring:

All – Weather Gear:

- 1. Sleeping Bag and Pillow
- 2. Flashlight
- 3. Toilet Articles (toothbrush, toothpaste, etc.)
- 4. Sleeping Apparel
- 5. Camera

Cold – Weather Gear (bring two more layers than you think you need):

- 1. Coat
- 2. Hat
- 3. Gloves
- 4. Layered Clothing: sweaters, sweatshirts, t-shirts, etc.
- 5. Woolen Socks

Warm – Weather Gear:

- 1. Wind-breaker
- 2. Sunscreen
- 3. Closed-Toe Shoes (no sandals please)
- 4. Raincoat/poncho
- 5. Hat
- 6. Reusable Bottle of Water

Items not to bring:

- 1. Cell Phones (Only adults are permitted to have cell phones, but please turn off the ringer once aboard ship).
- 2. Game Consoles
- 3. I-pods or MP3 Players

In planning what to bring and what not to bring, common sense should maintain the upper hand. Please keep in mind that ship stowage space is severely limited and that each participant will carry his or her own belongings. If you are planning an extended stay in the Baltimore, Inner Harbor area, gear may be stowed on board the ship during the day preceding and following your overnight adventure with prior approval.

Just a Reminder – The adult to youth ratio must be 1:5 for 1st through 5th grade and 1:10 for 6th grade and up.



Overnight Menu

<u>Dinner</u> Cheese Pizza

Green Beans

For every growing child.

Chasers

Individual ice cream sandwiches or cups (dependent on availability)

Lemonade/Water

Breakfast

Scrambled Eggs and Bacon

Cereal

Type of cereal is dependent on availability.

Milk

Orange Juice

Coffee

Adults only.

Please, notify us in advance if members of your group have dietary restrictions.



Menu Ingredient List

Item	Ingredients
Cheese Pizza	Enriched flour (wheat flour, malted barley flour, niacin, iron, thiamine mononitrate,
Chicoso I linn	riboflavin, folic acid), tomatoes (water, tomato paste), low moisture park skim
	mozzarella cheese (cultured pasteurized part skim milk, salt, enzymes), cheddar cheese
	(pasteurized milk, cheese cultures, enzymes, salt, annatto [color]), yeast smoke-flavored
	provolone cheese (pasteurized milk, cheese cultures, salt, enzymes and smoke
	flavoring). Contains 2% or less of: Cornmeal, parmesan cheese (pasteurized cultured
	part-skim milk, salt, enzymes), vegetable shortening (palm oil, soy lecithin, butter
	flavor), salt sugar butter flavored oil with garlic (partially hydrogenated soybean oil,
	natural garlic flavor, salt, articicial flavor, soy lecithin, beta carotene [color]), vitamin A
	palmitate), spices datem wheat gluten dextrose malted barley flour guar gum, garlic soy,
	lecithin ascorbic acid enzymes. Contains milk, soy, and wheat.
Lemonade	Sugar, dextrose, citric acid, calcium phosphate, sodium citrate, maltodextrin, natural
	flavor, celluslose gum, gum Arabic, ascorbic acid (vitamin C), titanium dioxide, yellow
	5 lake, yellow 5
Chocolate Ice	Milk, cream, corn syrup, buttermilk, cocoa (cocoa processed with alkali, salt, sugar,
Cream	carrageenan, pure vanilla), whey, guar gum, mono and diglycerides, sodium phosphate,
	natural and artificial flavor, cellulose gum, sodium citrate, carrageenan, polysorbate 80
Strawberry Ice	Milk, cream, surgar, corn syrup, whey, buttermilk, natural strawberry flavor, guar gum,
Cream	mono and diglycerides, sodium phosphate, cellulose gum, sodium citrate, carrageenan,
	polysorbate 80, red 40, blue 1, annatto (for color)
Vanilla Ice	Milk, cream, sugar, corn syrup, whey, buttermilk, guar gum, mono and diglycerides,
Cream	sodium phosphate, natural and artificial flavor, cellulose gum, sodium citrate,
	carrageenan, polysorbate 80, annatto (for color)
Scrambled Eggs	Whole eggs, whey, skim milk, xanthan gum, citric acid, .12% water added as carrier for
(Prepared from	citric acid (citric acid added to preserve color)
pre-made egg	•
batter)	
Bacon	Bacon cured with water, salt, sugar, smoke flavoring, sodium phosphates, sodium
	erythorbate, and sodium nitrate.
Cheerios	Whole grain oats, modified corn starch, sugar, oat bran, salt, calcium carbonate, oat
	fiber, tripotassium phosphate, corn starch, wheat starch, vitamin E added for freshness,
	iron and zinc (mineral nutrients), vitamin C (sodium ascorbate), A B vitamin
	(niacinamide, vitamin B6 (pyridoxine hydrochloride), vitamin B2 (riboflavin), vitamin
	B1 (thiamin mononitrate), vitamin A (palmitate), A B vitamin (folic acid), vitamin B12,
	vitamin D
Cinnamon Toast	Whole grain wheat, sugar, rice flour, canola and/or rice bran oil, fructose, maltodextrin,
Crunch	dextrose, salt, calcium carbonate, cinnamon, soy lecithin, trisodium phosphate, zince
	and iron (mineral nutrients), vitamin C (sodium ascorbate), color added, A B vitamin
	(niacinamide), vitamin B6 (pyridoxine hydrochloride), vitamin B2 (riboflavin), vitamin
	B1 (thiamin mononitrate), vitamin A (palmitate), A B vitamin (folic acid), vitamin B12,
C P CC	vitamin D, BHT added for freshness
Cocoa Puffs	Corn (whole grain corn, meal), sugar, corn syrup, modified corn starch, cocoa processed
	with alkali, canola and/or rice bran oil, caramel and beet juice concentrate color, salt,
	fructose, calcium carbonate, corn starch, tricalcium phosphate, natural and artificial
	flavor, trisodium phosphate, zinc and iron (mineral nutrients), vitamin C (sodium
	ascorbate), A B vitamin (niacinamide), Vitamin B6 (pyridoxine hydrochloride), vitamin
	B2 (riboflavin), vitamin B1 (thiamin mononitrate), vitamin A (palmitate), A B vitamin
II NI	(folic acid), vitamin B12, vitamin D1 Wheat Flour, vitamin E added for freshness
Honey Nut	Whole grain oats, sugar, oat bran, modified corn starch, honey, brown sugar syrup, salt,
Cheerios	calcium carbonate, tripotassium phosphate, canola and/or rice bran oil, zince and iron
	(mineral nutrients), vitamin C (sodium ascorbate), A B vitamin (niacinamide), natural



	almond flavor, vitamin B6 (pyriodozine hydrocholoride), vitamin B2 (riboflavin),
	vitamin B1 (thiamin mononitrate), vitamin A (palmitate), A B vitamin (folic acid),
	vitamin B12, vitamin D, wheat flour, vitamin E (mixed tocopherols) added for freshness
Lucky Charms	Oats (whole grain oats, flour), marshmallows (sugar, modified corn starch, corn syrup,
	dextrose, gelatin, calcium carbonate, yellows 5 and 6, blue 1, red 40, artificial flavor),
	sugar, corn syrup, corn starch, salt, calcium carbonate, artificial color, trisodium
	phosphate, zinc and iron (mineral nutrients), vitamin C (sodium ascorbate), A B vitamin
	(niacinamide), artificial flavor, vitamin B6 (pyridoxine hydrochloride), vitamin B2
	(riboflavin), vitamin B1 (thiamin mononitrate), vitamin A (palmitate), A B vitamin
	(folic acid), vitamin B12, vitamin D, vitamin E added for freshness
Total Raisin	Shole grain wheat, raisins, sugar, calcium carbonate, corn bran, corn syrup, brown sugar
Bran	syrup, salt, lactose, zinc and iron (mineral nutrients), vitamin E (tocopheryl acetate),
	trisodium phosphate, A B vitamin (niacinamide), vitamin C (sodium ascorbate), A B
	vitamin (calcium pantothenate), vitamin B6 (pyridoxine dydrochloride), vitamin B2
	(riboflavin), vitamin B1 (thiamin mononitrate), annatto extract color, A B vitamin (folic
	acid), vitamin A (palmitate), vitamin B12, vitamin D
Whole Milk	Milk, vitamin D





To The Ship!

Directions and Parking

DRIVING DIRECTIONS: The following are directions to the Pier V Parking Garage. The Pier V Parking Garage offers a parking discount to all overnight program participants. The cost of overnight parking is \$8. In order to receive the discount, your **vehicle must exit the garage by noon** the day your program ends and your **vehicle must exit within a 24 hour period**. For example, if you park at the garage at 10 a.m. on Saturday, you must exit the garage no later than 10 a.m. on Sunday. After 24 hours, the charge for parking is \$22 and the charge increases each hour you remain in the garage.

After parking, bring your parking ticket to *Taney*. Your program educators will stamp your ticket before departure the following day. Once you are ready to leave the harbor, go to the parking garage office, located on Pratt Street, and pay the attendant.

From New York, New Jersey, Pennsylvania, Delaware and points north via I-95

- 1. Take **I-95 South** to Baltimore.
- 2. Exit at **Eastern Ave** and travel West.
- 3. Go all the way to the end of Eastern Ave., make a right on President Street.
- 4. Turn left on Market Street.
- 5. Turn left on Pratt Street.
- 6. Pass the large white boat, *Taney*, and turn right into the **Pier V Parking Garage. Keep your ticket for a discount stamp in the morning.**

From Washington, D.C. and points south via I-95

- 1. Take **I-95 North** to Baltimore. Take Exit 53, marked Downtown **I-395 N**.
- 2. Take the left fork (downtown) and stay in the center lane (becomes Howard Street). Keep straight. You will pass Ravens' Stadium and Oriole Park at Camden Yards on your left.
- 3. Make right onto Pratt Street (third traffic light). Proceed down Pratt until you pass the Coast Guard Cutter *Taney* (big white ship). You will then make the next right into the Pier V Parking Garage. Keep your ticket for a discount stamp in the morning.

From Pennsylvania via I-83

- 1. Take **I-83 south** to Baltimore. Follow **I-83** until expressway ends in Baltimore City. Expressway becomes President Street.
- 2. Turn right onto Lombard.
- 3. Turn left onto Market St.
- 4. Turn left onto Pratt Street and after passing the Coast Guard Cutter *Taney* (big white ship), you will make the next right into the Pier V Parking Garage. Keep your ticket for a discount stamp in the morning.



From Frederick/Hagerstown via I-70

- 1. Take I-70 East to I-695 South (toward I-95/Glen Burnie).
- 2. Take I-95 North towards Baltimore.
- 3. Follow directions above for travel via I-95 North.

WALKING DIRECTIONS: Once you have parked, walk west along Pratt Street (towards Barnes & Noble and the Hard Rock Cafe) to the intersection of Pratt and Market streets. *Taney* is the large white ship to your left with orange and blue racing stripes. Keep your parking ticket with you and the educator will stamp it in the morning.

IMPORTANT NOTES ON PARKING: In order to receive the \$8 discount, your vehicle must exit the garage <u>BY NOON THE DAY YOUR PROGRAM ENDS AND WITHIN A 24 HOUR PERIOD</u>. Please also note that it is the individual driver's responsibility to find parking accommodations. If the Pier V Parking Garage is full, you are responsible for finding other parking accommodations. The following is a list of the closest garages and parking companies. Please be aware that each garage has different rates. Call the parking garage to confirm their rates.

Inner Harbor Garage 100 South Gay Street, Baltimore, MD 410.659.5825

Landmark Parking 300 E. Lombard Street, Baltimore, MD 410.332.4650

Fayette West Garage 100 S. Charles Street, Baltimore, MD 410.625.2385

Standard Parking 101 South Calvert Street, Baltimore, MD 410.547.1537

Harbor Park Garage 55 Market Place, Baltimore, MD 410.234.3631 Imperial Parking Inc 300 East Pratt Street, Baltimore, MD 410.625.6580

Towne Park Ltd 320 Light Street, Baltimore, MD 410.685.3260

Central Parking System 400 East Pratt Street, Baltimore, MD 410.685.2700

Landmark Parking Inc 33 South Gay Street, Baltimore, MD 410.837.5600

PMS Parking 322 N. Howard St., Baltimore, MD 410.783.4497

To view a complete parking garage and lot map of the Baltimore downtown area, please click on the following links to visit the <u>Baltimore City Parking Authority</u> website or the <u>Visit Baltimore Parking Information</u> website. Both websites provide parking maps and contact information for each parking garage and lot in the downtown area.



PUBLIC TRANSPORTATION: The Inner Harbor is widely accessible by bus, light rail, and metro subway for a very low rate. One-way rides are \$1.60. The light rail station closest to the ship is located at the Convention Center on Pratt Street (nine blocks west of the harbor). The closest metro station is Market Place at Power Plant Live (three blocks north and two blocks east of the submarine). There are also several bus routes that serve the Inner Harbor. Please click on the following link to find more information about the Maryland Transit Administration



Parental Release Form

Part I.						
Ship:						
Group/Unit		Program	Program Date:			
Child's Last Name (please print)	First Name	Middle Initial	Age			
Emergency Contact Informatio	n					
1	(_			(
Name		Home Phone			Work Phone	
Complete Address: (Street, City, State	te, Zip Code)					
2.	(,		()	
Name	(_	Home Phone		(Work Phone	
Complete Address: (Street, City, State	te, Zip Code)					
Part II.	•					
of Trustees, Employees and A causes of action, arising out of participation in the on board a claims or causes of action made any way connected with the m 2. Parental Release: I give perm procedures as may be necessar the local hospital(s) in the eve any medical expenses will be a 3. I have notified the responsible medications, prescription and program, and I have provided required. 4. I have notified the responsible of any and all special dietary r 5. I understand that smoking or coprohibited. 6. I acknowledge that the Historithe right to video, photograph, photos, video, or audio records or by broadcast media for educ. My signature below indicates tha contained in Part II of this docume	for in any way conctivities. I further le or brought by the inor's boarding or ission for authorizery for my son/daught that my son/daught that my son/daught that my son/daught that my son/daught chaperone of any non-prescription, my written instruction chaperone and the needs that exist. Other use of tobacco c Ships in Baltimo or record any activings taken may be cational and promote t I have read, under	anected with the min agree to indemnify a e said minor or by an participating in the ed personnel to carry ther, and also permi ghter has been taken as or my insurance comedical problems/is must be administered as with such medicate. Historic Ships in B to products, or consumer Museum and/or Livity associated with used in the museum ortional purposes.	or's boarding and hold for myone on be program. To out such end to such proceed there for end ompany. Sues relevant by a responsions so that altimore Edumption of all civing Class this education of an are printed myone.	ng the USC ever harmlehalf of the mergency of dures to be mergency of the to my chansible chap they may ucation De decholic ab rooms Fou onal prograterial or of	ess liability, damminor as a resulting minor as a r	ages, t of or ir erapeution d by d that I that all t in the as hore is d that
	Signature of P	Parent/Guardian		$ {D}$	ate	

Adult Waiver Form

Part I.			
Ship:	-		
Group Name:	Program Date:		
()-	- ()		
Adult Name (Please Print) Home Pho	one Work Phone		
(Complete Address)			
Emergency Contact Information			
Name Home Pho	one Work Phone		
Complete Address: (Street, City, State, Zip Code)			
Minor in my care:			
Part II.			
I agree to release and forever discharge the Historic Ships in Baltin it's Officers, Board of Trustees, Employees and Agents, it's Officer any and all liability, damages, claims or causes of action, arising out the USCGC <i>Taney</i> or participation in the on board program. I further agree to indemnify and hold forever harmless liability, dar by myself or in any way connected with my boarding or participating I acknowledge that the Historic Ships in Baltimore and/or Living C photograph, or record any activity associated with this educational taken may be used in the museum's printed material or on the muse and promotional purposes. I understand that smoking or other use of tobacco products, or constitution in the state of the	rs and Crew (hereinafter "Released Parties") from at of or in any way connected with my boarding of mages, claims or causes of action made or broughting in the program. Classrooms Foundation reserves the right to video, event and that photos, video, or audio recordings eum's website or by broadcast media for educational		
ashore is prohibited. Part III.			
I understand that in choosing to participate in the overnight prograr youths in my overnight group. My signature below indicates that I have read, understand, and will Part III of this document. Failure to do so may result in the summary	comply with all stipulations contained in Part II and		
my child. Signature			



Off-Duty Educators

Off-duty educators stay in berthing areas onboard the *Taney* in a separate compartment from campers. They are aware of the overnight schedule and do not engage the overnight campers. Should you encounter strangers on board the ship during the Night Watch, wake up the Master at Arms immediately.

We understand that this might be an inconvenience to groups, but our educators help the program run and we thank you for your patience and understanding.





OUR GIFT TO YOU!

When the USS *Constellation* Historic Ships Museum opens to the public at 10 a.m. the morning following your overnight, you and your group will have free admission to the other ships in the museum, which include the USS *Constellation*, USS *Torsk*, Lightship *Chesapeake*, and the Seven Foot Knoll Lighthouse









Tell the staff at the gangway or at the security desk, of the ship you wish to board, that you attended an overnight the previous evening and you will be allowed on board.

If members of your group wish to visit the other sites the day of your overnight or are unable to visit the other sites immediately following the overnight program, arrangments must be made with Meghan Kaylor. She may be contacted either by phone (410.396.3453) or email (mkaylor@historicships.org).

