USS LEXINGTON MUSEUM

CAMP LEX OVERNIGHT ADVENTURE PROGRAM

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COST OF PROGRAM

$85 Per person/per night

GROUP MINIMUMS

Groups must have at least 15 participants (youth and adults)

We require a ratio of at least 1 adult per 5 children.

M/F youth must have appropriate M/F chaperones

Example: A group with 10 male youth and 5 female youth must have a minimum of 2 male adults and 1 female adult.

GENERAL INFORMATION

The Camp LEX Overnight Adventure Program is ideal for any nonprofit youth organization, an interactive program rich in history and adventure. The Camp LEX Program is available year around based on availability. **Participants must be a minimum of 7 years old, and adult chaperones must be a minimum of 25 years of age**.

Cost of program includes: General admission to the Museum, dinner the night of arrival, the full Camp LEX program (patriotic flag ceremony, scavenger hunt, ghost stories), sleeping on board, breakfast the following morning, a Camp LEX patch, and all drivers will receive a token to exit the parking lot.

SLEEPING AREAS

All berthing compartments (sleeping areas), showers and heads (restrooms) are original to the ship, used by the enlisted sailors when the ship was in active service and are strictly separated by gender.

ALLERGIES/DIETARY RESTRICTIONS

All food allergies or dietary restrictions must be communicated with any additional fees paid prior to arrival.

Our onboard caterer provides a vegetarian or gluten free substitution at a $5 additional charge upon advance request.

Any guests with extenuating food restrictions must bring their own food in a soft sided lunch box labeled for the individual; we provide a refrigerator and a microwave for your convenience. Guests will not have access to our kitchens.

ADDITIONAL SUPPORT

If any guests have alternate capabilities that may require additional support or awareness from our crew and volunteers, please communicate these needs with the Program Coordinator prior to arrival. The USS Lexington Museum crew and volunteers will make reasonable efforts to accommodate and support all of our guests to the best of our ability.

WHAT TO BRING

- Pillow
- Sleeping bag
- Toiletries
- Towel
- Flashlight
- Refillable water bottle
- Closed toed walking shoes
- Quarters for the Camp LEX Game Room

WHAT NOT TO BRING

- ⊗ Weapons of any kind
- ⊗ Alcohol
- ⊗ Opened toed shoes
- ⊗ Any unnecessary electronic equipment
- ⊗ Outside food/beverages not prearranged for dietary restrictions

ARRIVAL INFORMATION:

Check in time runs from 1200-1500.

Each group must verify their arrival time with the Program Coordinator no later than the Wednesday before the scheduled program.

Each group must arrive as a whole group in order to be checked in.

Check in and a safety briefing is held at the base of the pier on our plaza

Late arrivals may be subjected to late fees.

CHECK IN:

Upon arrival the group leader will receive a folder with itineraries, behavioral agreement, and wristbands for their group. The group leader will be required to verify their group's information, reiterate the behavioral agreement, make sure everyone has a wristband, and report back to the Camp LEX Coordinator(s) for further instructions.

Our Camp LEX Coordinator(s) will greet each group with enthusiasm as they welcome you aboard and give each group an introduction to the program and safety briefing before escorting groups up the pier and onto the ship.

Guests will be required to carry their own belongings up the pier, please pack appropriately. As all berthing compartments are separated by gender, so should your bags.

GROUP ID

Each group will be issued wrist bands upon arrival and must be worn at all times while on board the USS Lexington Museum. Wristbands identify you as an overnight guest and count as admission to the museum on the second day.

LOCKERS

Most berthing compartments have lockers for storage, if you bring any valuables you would like to put away please make sure to bring a lock with you and ensure no belongings or locks are left behind after the program. The USS Lexington Museum is not responsible for any lost or damaged items.

QUICK REFRENCE RULES

- → No running, jumping, or horseplay allowed at anytime
- → Youth are to be supervised at all times
- → No food or drinks in berthing compartments
- → Anyone leaving the ship after closing will not be allowed reentry
- → Be respectful of crew, volunteers, and guests
- → No tampering with museum exhibits
- → Do not climb on the aircraft
- → Do not turn switches, valves, buttons or handles
- → Stay within public/Camp LEX areas only
- → Silence is expected between the hours of Taps and Reveille
- → Campers must remain in their assigned berthing after Taps, no exploring the ship after hours
- → Zero tolerance policy is in effect

SAFETY BRIEFING

All groups are required to participate in the safety briefing upon arrival and at General Quarters.

EMERGENCIES

Camp LEX Coordinators and USS Lexington Museum Damage Control staff are onboard at all times in case of an emergency. Damage Control is located at the Quarter Deck in Hangar Bay I. The afterhours phone number for Damage Control is 361-946-4443

FIRE SAFETY

Anyone caught tampering with a fire alarm system or extinguishers will be subject to immediate expulsion from the program.

MOVING THROUGH THE SHIP

The USS Lexington is a steel ship, it is very important to wear closed toed walking shoes, make sure your laces are tied, hands are out of your pockets, and you are walking at all times. Do not venture off the public tour routes or Camp LEX approved spaces, as some areas of the ship are unsafe to move through.

Shoes must be worn at all times with the exception of in your bunk, do not walk through any part of the ship without proper shoes to protect your feet.

ACCESSIBILITY

USS Lexington is a retired WWII Aircraft Carrier; due to the historical nature of the ship ADA accessibility is limited for guests with mobility concerns. The Camp LEX program requires participants to make their way up the pier while carrying their own gear and navigate through areas that involve climbing up/down ladders of varying steepness to access Camp LEX Lounge, Game Room, and berthing (sleeping compartments).

ZERO TOLERANCE POLICY

In the event that a Camp LEX Overnight Coordinator deems any behavior(s) as obscene, vulgar, disrespectful, indecent, or dangerous towards the museum, USS Lexington Museum crew (includes: staff, volunteers, and vendors), museum guests, or Camp LEX participants, the Camp LEX Overnight Coordinators have the right and responsibility to the USS Lexington Museum and the Camp LEX program to dismiss any overnight guest(s) immediately. The POC for the group will be notified of the incident(s) and is responsible for making arrangements for the responsible participant(s) to leave the museum immediately. **There will be no refunds given if any individuals or groups are asked to leave**.

BEHAVIORAL EXPECTATIONS

All group leaders are required to discuss the Behavioral Agreement with their group and sign before check in. Group leaders are responsible for providing and maintaining adequate adult supervision for their group at all times.

Out of courtesy to others, groups are asked to maintain silence between the hours of Taps and Reveille. Campers must remain in their sleeping quarters after Taps, due to safety hazards with lights out. Those unwilling to comply will be asked to leave.

Groups are responsible for cleaning up and sweeping their sleeping areas (berthing compartment) before leaving the ship.

There is no rough housing, wrestling, jumping, or reckless behavior allowed, including in the bunks. The bunks are original to the ship, they are part of history and must be treated with as much respect as the rest of the museum.

The USS Lexington Museum is a smoke-free facility. Smoking or vaping is permitted on the pier only.

CAMP LEX PT POLICY

As the Camp LEX Overnight Adventure is a military inspired and positive character building program; if any participants (youth OR adult) require reminders in regards to the rules of safety (i.e. running, not following the Buddy System, etc.) our Camp LEX Overnight Coordinators will assign the individual participants PT (Physical Training) in the form of: 5 push-ups, 5 jumping jacks, OR 5 sit ups as a positive reinforcement to remember the rules of safety while aboard the USS Lexington Museum. If for any reason an individual is unable to participate in PT, the Camp LEX Overnight Coordinators will assign an alternate activity such as “swabbing the deck” which could involve sweeping, moping, or wiping down tables.

Please inform the Program Coordinator or Overnight Coordinator if anyone in your group is unable to participate in PT should they need a reminder to follow the rules of safety.

PLAN OF THE DAY

***Day One:**

1200-1500 Arrival & Check-In

1600 Film— "Aircraft Carrier: Guardian of the Seas"

1645 General Quarters

1700 Dinner

1800 Patriotic Flag Ceremony

1830 Self-Guided Tours/Scavenger Hunt

2130 Ghost Stories

2245 Tattoo

2300 Taps (Lights Out)

*Subject to change

***Day Two:**

0645 Reveille

0800 Breakfast

0845 Morning Colors, Final Quarters, Patches Awarded

0900 Conclusion of Camp LEX Program

0930 All gear off ship

*Subject to change

RESERVATION CHECK LIST

- Submit reservation request form preferably 3 months in advance at https://usslexington.com/learn/overnight-camping/
- Pay deposit within 7 days of reservation being confirmed. (You will receive and email from the Program Coordinator with instructions and deadlines)
- Share Camp LEX Overnight Adventure information with your group including website and information packet
- Confirm final headcount and payment 60 days prior to reservation date. Confirm all details (headcount, dietary, medical restrictions, etc.).
- Submit signed behavioral agreement within 14 days prior to the reservation date
- Confirm group details with Program Coordinator 7 days prior to reservation via email or phone
- Share the official POD (Plan of the Day) for your group's reservation. (This will be emailed the Wednesday prior to your reservation date.)
- Arrive at your group's confirmed time ready for an adventure!

PARKING INSTRUCTIONS

Please drop off passengers and bags in the **RED ZONE** at the base of the pier.

****PLEASE KEEP THE ENTRANCE TO THE PLAZA OPEN. DO NOT BLOCK WITH VEHICLES. ****;

Drive around the block to the **BLACK ZONE** 3002 Seagull Blvd park and ride parking lot. (**estimated walk time: 5 min**)

On the day of departure drivers may walk to their vehicles and drive to the Plaza to load gear and passengers.

CHECK IN IS AT THE BASE OF THE PIER, GROUPS NEED TO BE CHECKED IN AS A WHOLE, YOU WILL NOT BE CHECKED IN UNTIL ALL OF YOUR GROUP IS TOGETHER.

Late arrivals will be subject to additional fines.

MAP OF PARKING

PARKING ZONE IDENTIFICATION:

RED ZONE: Drop off at the Plaza

BLACK ZONE: Park and ride parking lot located at 3002 Seagull Blvd.

The USS Lexington Parking Lot, recommended for day museum visitors and Camp LEX day campers only. Not accessible for trailers or buses.

SUGGESTED PACKING LIST

What to wear to the ship:

- Scouting uniform or group shirts encouraged
- Closed toed shoes

Clothing to pack:

- Sleeping attire
- One change of clothes per day(s) on program

Bedding:

- Twin Sheet
- Sleeping Bag
- Pillow

Extras:

- Toiletries
- Personal water bottle
- Flashlight
- Personal battery operated fan

Not Recommended:

- ⊗ Skirts/Dresses
- ⊗ Rolling bags/Hard shell suitcases
- ⊗ Crocs
- ⊗ Electronic devices such as handheld games or tablets

Do NOT Pack:

- ⊗ Any weapons (including toys), explosive devices, flammable items, fireworks, fog machines
- ⊗ Open toed shoes
- ⊗ Hair dryers, straighteners, curlers, trimmers, electric razors
- ⊗ Outside food/beverages that are not approved in advance for dietary restrictions
- ⊗ Absolutely no alcohol

Do's and Don'ts

- **Don't** bring outside food/beverages that are not approved in advance for dietary restrictions.
- **Don't** over pack! Carrying large or heavy bags up/down the ladders is not safe.
- **Don't** bring extra activities or games. Our program is filled with activities and we have an extensive game room for additional entertainment.
- **Don't** expect hotel accommodations! The USS Lexington Museum is a WWII era ship with sleeping quarters that were built for maximum occupancy and efficiency.
- **Do** bring small bills for the snack/drink vending machine and quarter machine for the game tables in the Camp LEX Game Room.
- **Do** enjoy your "offline opportunity". There is no cell service in the majority of the ship, no public WiFi, and very few outlets.
- **Do** strive to leave all spaces better than you found it. Leave no trace.