

USCGC *Taney* 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, Safety Briefing, and Stow Gear

5:30 PM/1730 Hours – Dinner

6:00PM/1800 Hours – 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.

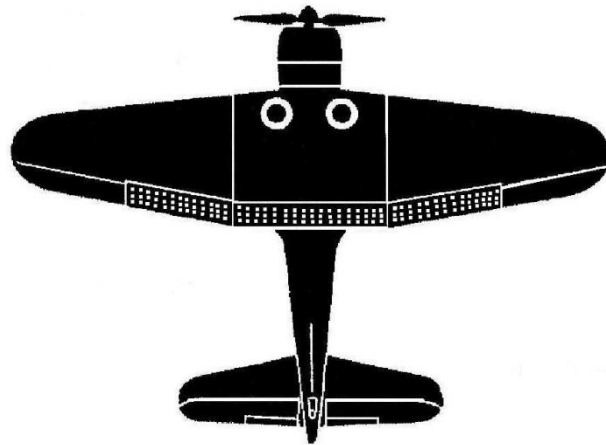
6:30 PM/1830 Hours – Hands-on Activity: *Damage Control Stations!*

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.

7:15 PM/1915 Hours – Tour Part II

7:45PM/1945 Hours – Hands-on Activity: *Plane Spotting!*

Overnight participants learn how military and civilians identified planes during WWII. Participants will identify Japanese and American planes, including ones *Taney* is credited with downing during her career.



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.

9:15PM/2115 Hours – General Quarters Drill

In the military the General Quarters (GQ) shipboard condition involves every member of a military ship's personnel having a specific job and post assigned to them during circumstances of imminent danger or battle. This activity simulates the unpredictability, haste, and stress of getting to one's post at the sudden and unexpected call to GQ. It takes place over the course of the evening of the *Taney* overnight program adding an element of immersion to the program.

9:30 PM/2130 Hours – Preparation for Lights Out

10:00 PM/2200 Hours – Lights Out!

6:00 AM/0600 Hours – Reveille

6:45 AM/0645 Hours – Breakfast

7:30 AM/0730 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.

8:15 AM/0815 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

