



Volunteer Handbook

Revised May 2021



Mission, Vision, and Value Statements

Mission Statement

The mission of the Battleship New Jersey Museum and Memorial is: To restore, preserve, and exhibit the continuing history of USS New Jersey and those who worked and served on her so their service will continue to educate and inspire future generations.

Vision Statement

The Battleship New Jersey Museum and Memorial will continue to grow as a “World Class” historic naval ship museum and capture the individual and collective stories of everyone whose life was touched by the ship: her veterans, the families of the crew, shipyard workers, and those who worked to bring the ship to New Jersey. Visitors will experience a ship that provided “firepower for freedom” from World War II to the end of the Cold War and was home to thousands of sailors; they will understand the sacrifices of those who served aboard and their families; and they will appreciate the industrial might and craftsmanship by the women and men that built and maintained the ship.

Value Statement

The Battleship New Jersey Museum and Memorial values:

Engagement of the public in meaningful dialogue.

Relevance to our community and our history.

Openness to new ideas, knowledge exchange, and of peoples and ideas.

Responsible Stewardship of artifacts we hold in public trust.

Preservation of the ship, collections, and stories.

Integrity of research, education, and communications.

Commitment to the City of Camden and the state of New Jersey, culturally and economically.

Respect for our armed services, veterans, and first responders.

Fiscal Responsibility in the management and use of institutional assets.

Volunteerism fostering support in our community.

Welcome Aboard!

Shipmate,

Welcome to the Battleship New Jersey Museum and Memorial crew, and welcome to the Curatorial and Education Department. Battleship New Jersey could not function without the thousands of hours of support, expertise, and labor you and your fellow volunteers give the museum each year. This ship was designed to have over 2,000 highly trained sailors working on her when she was brand new. Now that she is 80 years old, we only have around 25 full-time staff, barely enough to keep the lights on.

Our mission breaks down to preserving the ship and educating the public. Battleship New Jersey is a classroom, a memorial, a battlefield, and a cultural resource. This ship is first and foremost a classroom where we educate the public about military life, the ship's history, and STEM topics and how science, technology, engineering, and math relate to the ship's various systems. We are a memorial to our nation and state's veterans, especially the ones that did not make it home. We are a battlefield like Gettysburg or Yorktown. Our visitors probably cannot go visit the waters of Leyte Gulf, but they can stand where Admiral Halsey stood during that pivotal battle just as surely as they can stand in Meade or Washington's footsteps at a traditional battlefield. Finally, we are a cultural resource to the nation and the local area; an engineering marvel that must be preserved and an economic driver helping to revitalize the local community.

At the core of this mission is the Curatorial and Education Department. C&E works hand in hand with other departments at the museum to fulfill our mission. However, it is the primary department responsible for the tour route, signage, exhibits, and audio programs for normal visitors, the collection of donated artifacts and relics left onboard the ship, tour guides and educators for guided tour programs, classes, and overnight encampment programs, planning and approving restoration projects, and finally volunteers.

Volunteers participate in the continuing legacy of service to this country which the Battleship New Jersey embodies in countless ways. Some help share their knowledge by giving tours, working with our encampment program, or talking to guests along the tour route. Others are vital to the ship's long-term restoration by sharing their expertise to chip rust, paint, and fix parts of the ship. Still others perform a myriad of unsung tasks around the museum campus. You will never receive the recognition you deserve for all your hard work but know that without your help this museum would not be celebrating its 20th anniversary. With your help we will preserve this artifact for our grandchildren's grandchildren to visit.

Thank you for all you do,

Ryan Szimanski

Ryan Szimanski

Director of Curatorial and Educational Affairs



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Contact Information for Key Staff / Departments

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Note: Many of the rotary phones located along the tour routes work. They can be used to call other locations on the ship, including the Quarterdeck, that number is 7203.

Overview of Volunteer Opportunities

We have four different volunteer groups on the Battleship, below is a brief description of each group. Later in this handbook more details about each group will be presented.

Restoration Volunteers - This group works on a variety of ongoing restoration projects for the curator and supports the ship's maintenance staff as needed. They are typically onboard weekdays Monday through Thursday, and on Saturdays.

Brass Team - This group is on a mission to keep the ship's brightwork shining. They are typically onboard on Saturdays, but they also work on weekdays on special projects.

Overnight Encampments - This group operates the ship's popular overnight encampment program. They are typically onboard on Friday and Saturday evenings.

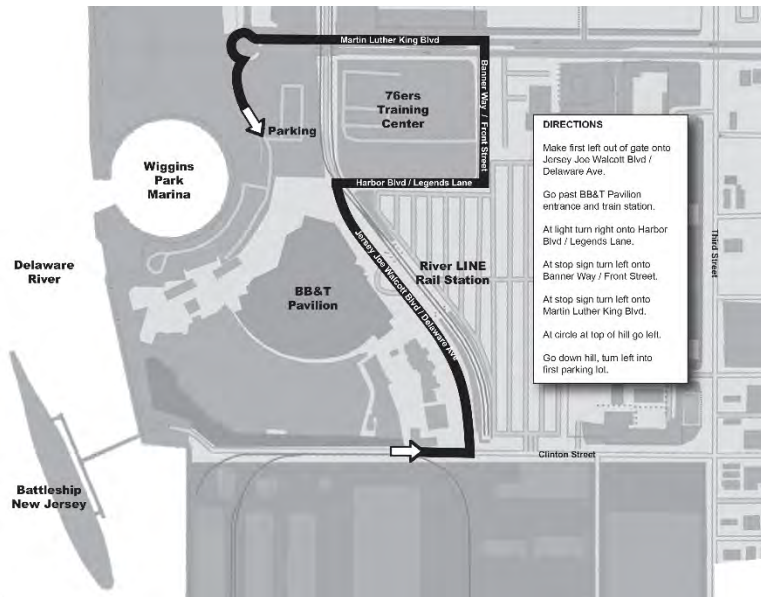
Radio Club - This group is involved in everything related to the ships communications systems, and the restoration of various pieces of electronic equipment. Members of the club are typically on onboard on Saturdays.

General Policies and Procedures



Vehicle Parking

The museum charges for parking and the funds help support the preservation of the ship. Volunteers get free parking at the museum. A parking attendant monitors the parking areas in use by the museum. Stop at the security booth on your way in and show the attendant your ID badge. The museum has three main parking areas, Clinton St., preferred parking, and the marina. Preferred parking is the small lot near the visitor center. This is also where handicap/accessible parking spaces are located. Clinton St. is the road you drive down to get to the pier and preferred parking lot. Drivers are permitted to parallel park on the right side of the road. The marina lot is off our current campus but within easy walking distance. **(see map below)**



Normally you will be permitted to park along Clinton St. However, on busy days you may be instructed via email in advance, or directed by the attendant when you arrive, to park at the marina lot which the county allows the museum to operate under certain circumstances.

Often volunteers must bring tools or parts to the museum. If you need to, you can pull up to the area between the pier and the preferred parking lot, or possibly even onto the pier itself, to unload supplies. Rolling carts and dollies exist at the museum to transport heavy objects, please return them to where you found them. After loading/unloading please park your car in one of the designated areas.

Handicap spots are available for those individuals who have appropriate tags.

Uniform of the Day

Persons associated with the museum are required to be decent, presentable, and well groomed. There are no standard volunteer uniforms, however, different volunteer groups may have a uniform requirement such as docents. If there is a requirement your supervisor will make it known prior to scheduling you.

The museum may provide some branded uniform components. For most volunteer work, which is usually related to restoration, jeans and a t-shirt, or coveralls are sufficient. Do not have visible political, sexual, or offensive imagery or words on your clothes while you represent the museum. It is not appropriate to be unclothed partially or fully while at the museum. Long pants are strongly encouraged.

Volunteer ID Badge Issuance and Display

New volunteers will receive a temporary Volunteer ID Badge on their first day onboard. That temporary badge will be good for a period of 90-days from the date of issuance. At the end of that period, volunteers are eligible to receive a permanent Volunteer ID Badge that includes their color photo on the front.

Wear your ID badge in a visible location whenever you are onboard. Not all crew members will recognize you. Having a visible badge will help you get in to park, make it to the ship, and keep security from chasing you down if you are off the tour route.

Signing in and Boarding the Battleship

Currently the Battleship's COVID-19 Restrictions Policy remains in effect. That means all volunteers must follow the procedure listed below before going onboard.

1. Arrive at the ship with your Volunteer ID Badge and a comfortable, well-fitting face mask.
2. Be sure to have your face mask on when you enter the Visitors Center for a health screening.
3. Tell the Health Screening Station Attendant you are a volunteer and sign the Volunteer Health Screening Logbook.
4. Have your temperature taken and answer a few medical questions.
5. On your first volunteer day you'll be asked to sign the Battleship's COVID-19 Restrictions Policy issued 4-Jun-20.
6. Put on the wristband provided by the Health Screening Attendant demonstrating you passed the health screening.
7. Sign-in on the Volunteer Sign-In Sheet. This sheet may be on the table at the Health Screening Station, or it may be in the White Gate guard shack. Signing in is important and serves two purposes, 1) it allows us to easily see who is on the ship at any time during the day and ensure everyone is signed out at the end of the day, and 2) it provides a record of the volunteer hours you logged that day. As an incentive anyone who logs 50 hours in a three-month period will receive a gift card for dinner at a local restaurant, so please remember to sign in and out each day you are onboard.

Once you have passed the health screening and signed in you are ready to go onboard. You can use either stair tower or elevator to access the ship, it is not necessary to check in at the quarterdeck when you come aboard. Once onboard proceed to the location where your team is working.

Buddy System

It is imperative that someone knows where you are when you are at the museum. There are more than 1,100 rooms on the ship. If something happens to you, or you get lost, it could be a while before anyone finds you. You must work with a buddy or in a group if possible. If not, make sure someone knows where you will be and when you expect to be back. Your supervisor or the quarterdeck officer are good people to check in with.

Security and access to areas of the ship

Much of the ship has been restored but large sections are unrestored and only accessible via dimly lit vertical ladders. Familiarize yourself with the tour routes and offices onboard the ship. Unless otherwise assigned you will not go beyond those areas. If your project is going to take you to an unrestored space, make sure a supervisor is aware of where you will be in case something happens and follow the buddy system.

Safety Procedures when working onboard

Safety is everyone's responsibility. If you see something unsafe, report it to your supervisor so the museum can address it. Proper personal protective equipment is required when working onboard. A supervisor will help you get set up with proper equipment depending on the project you have been assigned. If you do not feel safe with the assignment, your equipment, or experience, there will be no negative repercussions for requesting another assignment on the basis of safety.

Special considerations for working on historic artifacts

While working onboard you will encounter historic features, objects, and artifacts. Contact a C&E manager or director for information on how to restore them, move them, or otherwise deal with them. Do not dispose of any original fabric from the ship. Original fabric would be any material of the vessel that dates to her period of active service. If you must cut away rusted

metal, that is considered historic fabric, C&E should be consulted as to whether it should be saved, replaced, or disposed of.

Accidents, injuries, or medical emergency procedures

Your first responsibility if you see an accident or emergency is to report it. If you try to handle it yourself and somehow become hurt no one else knows there is an emergency in progress. The quarterdeck officer is in charge of coordinating emergencies on the ship and in charge of filling out incident reports.

Conduct while interacting with visitors and coworkers

Unless you are a docent or tour guide you should not be initiating interactions with guests. When guests approach you with a question answer it as accurately as you can but always tell them you do not know if you are unsure of an answer. Don't make something up and do try to get them in touch with a staff member who can answer their question. Do not monopolize the guests time or take them on a tour of the ship. Be professional, courteous, and respectful in all your interactions with guests and colleagues. Remember you are the forward face of the museum.

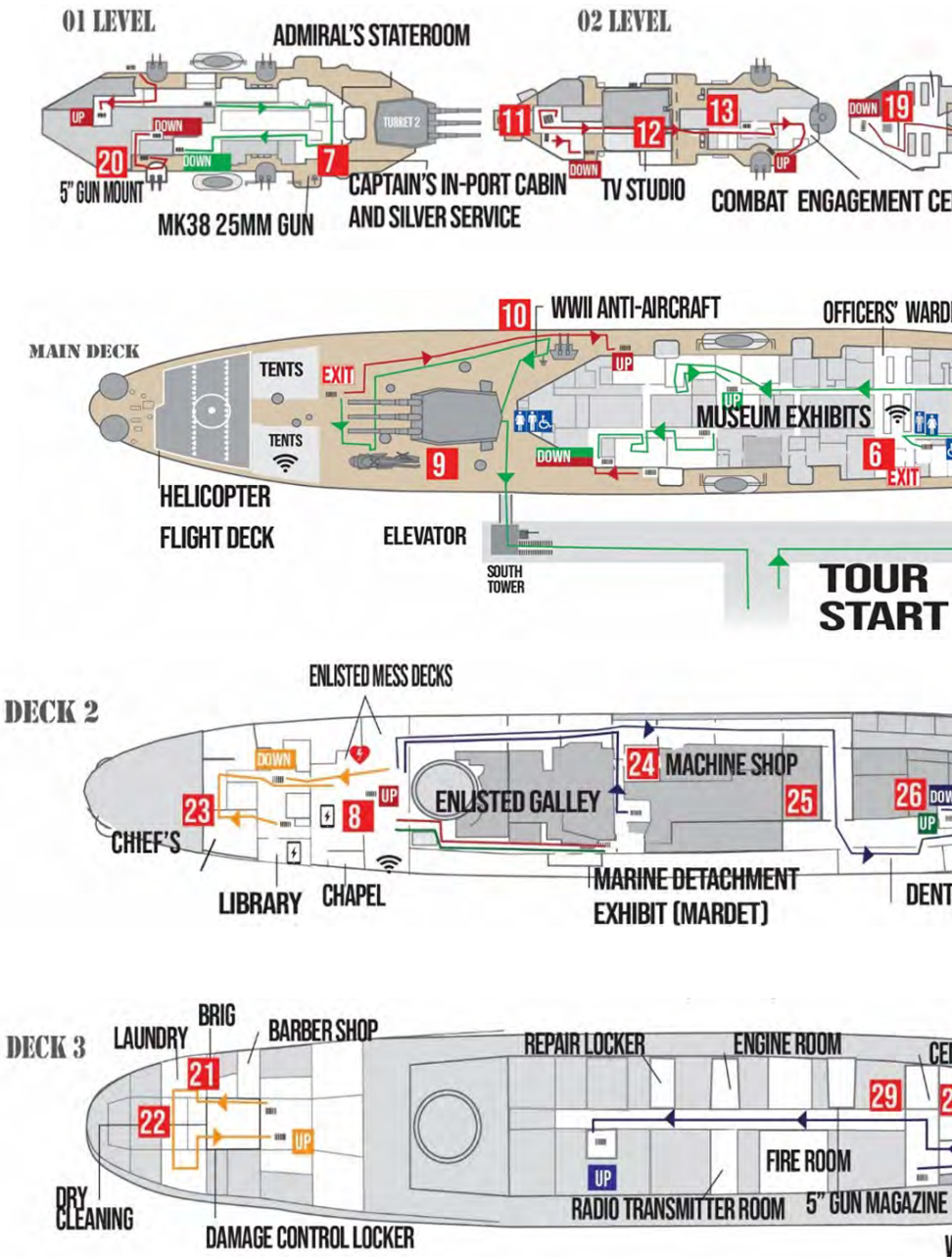
Unlawful discrimination, harassment, or retaliation

Unlawful discrimination, harassment, or retaliation will be subject to corrective action up to and including termination of volunteer service at the museum. This includes acts of violence or harassment of a sexual or racial nature including abusive, obscene, sexually suggestive, or racial humor. Display of sexually suggestive material will not be permitted and can result in termination.

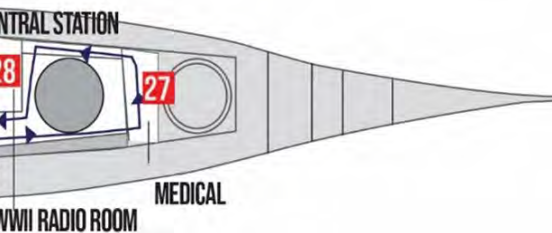
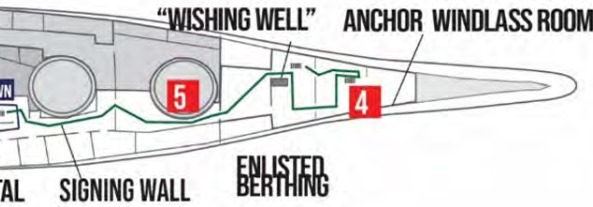
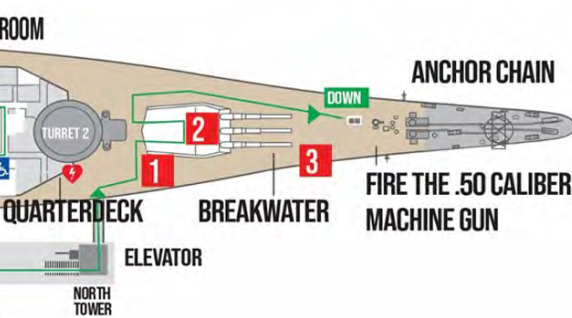
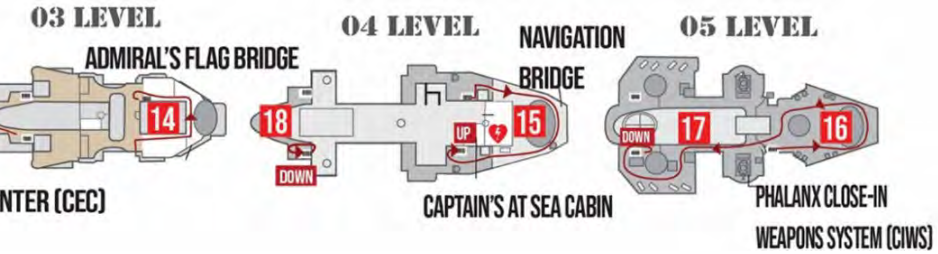
Media Policy

It is official Battleship New Jersey Policy that as an employee of the Battleship New Jersey you are prohibited to speak with, comment to, or otherwise communicate with any member of the press or media regarding the Battleship. Should any employee be approached by a member of the press or media please refer all inquiries to the Vice President of Marketing and Sales.











Visitor Guide and



Tour Route Map



Legend

-  Audio Guide Stop
-  Head (Restrooms)
-  Wi-Fi Hotspot
-  Exit Tour Route
-  Phone Charger
-  AED Location
-  Main Tour Route
-  Weapons & Navigation
-  Into the Citadel
-  Crew's Life

You continue to represent the museum if you claim to affiliate yourself with us on social media. If you post political, sexual, or obscene material online do not have any pictures of yourself in a museum uniform or claim to be affiliated with us. The museum will end its affiliation with you

Conduct that may result in termination

Volunteers are expected to comply with all BNJMM policies and procedures while on site or representing the ship. The following are all examples of behavior that may result in termination:

- ◆ Work performance that fails to meet established standards.
- ◆ Insubordination toward a supervisor.
- ◆ Neglect of duty.
- ◆ Conduct deemed harmful to the museum, its operation, or perception.
- ◆ Use, possession, or sale of alcohol, controlled substances, or weapons.
- ◆ Damage, unauthorized use of, or removal of any property belonging to BNJMM employees, volunteers, vendors, or visitors.
- ◆ Allowing unauthorized individuals access to the campus or going off the tour route.

No soliciting onboard

Volunteer service shall be undertaken for the betterment of the museum and not for personal gain or publicity for individuals, family members, or outside organizations. No solicitation for outside organizations is permitted aboard the ship.

Eating and Drinking onboard

The ship is a museum. It is recommended that you keep a resealable water bottle with you while you work but abstain from eating or drinking outside of that. There are designated dining facilities and breakrooms on the ship equipped with microwaves,

refrigerators, coffee makers, and watercoolers. They include, 1) the decent break room, located on the main deck, forward of the wardroom, on the starboard side, and 2) the First Class Mess, located on second deck, on the port side, in the crew's mess. Please use them but clean up and dispose of any waste.

Smoking Onboard

Smoking is not permitted onboard the ship or inside any campus structure. There are designated exterior spaces where you may smoke if you choose. Ex: the parking lot, pier, and top deck of the stairways leading to the ship.

Bathroom (Head) Locations

In Navy language a bathroom is referred to as a “head”. There are two accessible bathrooms onboard, one forward in the Executive Officer's cabin and one aft on the starboard side of the superstructure. Additionally, several other bathrooms are functional including the male and female heads forward of the wardroom, the various officer's heads on the 0-1 level, the enlisted heads on 3rd deck aft in the encampment berthing spaces, and all the way aft in the Chief Petty Officer's head. You should be able to tell when a head is out of order from signage or appearance.

Drug and Alcohol Policy

Working at the museum while under the influence of, or in possession of alcohol, marijuana, mind altering or abusable prescription medication, or illegal substances is forbidden and will result in the termination of your relationship with the museum.

Communications with Volunteers

Communications with volunteers is primarily conducted through e-mail. On your first volunteer day we will add your name to our current active volunteer e-mail list. That list is used to distribute volunteer related updates including details about upcoming special events, scheduled volunteer work parties, and updates from various Battleship staff that impact volunteer activities.

When sending e-mails to volunteers we protect the addresses of all recipients by including their addresses in the bcc (blind carbon copy) field. This way each person receives the e-mail, but they can't see the addresses of any other recipients.

For those who don't have accessibility to the internet, and can't communicate through e-mail, please notify the volunteer office and we will arrange for you to receive updates in another way.

Accessing the Volunteer Portal

The purpose of the portal is two-fold, 1) a place for volunteers to get up to date information about upcoming events scheduled on the ship, 2) a place for volunteers to sign up to work on a certain project on a specific day. Here is a link to the portal entry page, <https://www.battleshipnewjersey.org/volunteerportal/>, type this into the address bar of your internet browser and hit *Enter*.

The password to enter the portal is *Black62Dragon*. Signing up to work on a project is easy, scroll down to the Volunteer Project Sign-Up and Scheduling section, enter your name, e-mail address, date you want to volunteer, and the project you want to work on in the form fields, and hit *Submit*. The Volunteer Office will update the Volunteer Confirmation Calendar on the portal every night, so all entries from the previous day will be visible the next morning.

Signing up to work on a project on a specific day helps us better schedule work parties and it only takes about a minute, please sign up when you can. To see who is working on a project already on the calendar, click on the small blue box with the project name and another box will open showing who is in that work party.

Description of Volunteer Groups and any Special Requirements



In 2021 the Battleship will celebrate the 20th anniversary of her opening to the public in 2001. Many of our current volunteers will also be celebrating 20 years supporting the Battleship, and they are excited to welcome new crew members that will carry on the history and tradition of volunteers on the Battleship. On the next few pages, we will go into more detail about what each group does and what days they are typically onboard.

Restoration and Maintenance Volunteers

Our restoration and maintenance volunteers are typically onboard weekdays Monday - Thursday. Starting in the Spring of 2021 we are planning to activate a restoration and maintenance volunteer group that will work on projects on Saturdays.

This group takes on a host of projects on the Curator's "*Wish List*." Right now, one of their major efforts is supporting the ship's maintenance and paid union carpenters who are restoring large areas of teak decking. With the coming of Spring and warmer weather chipping and painting projects for exterior areas of the ship make the list. There seems to be even more of these types of projects on the list this year given the limited amount of volunteer support allowed in 2020 because of the pandemic.

There aren't any special requirements to join this group, some experience in the trades is helpful, but the willingness to come down and get your hands dirty, and be a part of the team, is all you really need.

Brass Team Volunteers

Keeping the brightwork shining is a time-honored tradition in the Navy going back a long time, and this group works to carry on that tradition on the Battleship. This is a relatively small, but very dedicated, group that can be found on Saturdays somewhere along the tour routes shining brass.

Although shining brass is their primary focus, team members have taken on a host of other projects over the years including replacing the wooden rub rails on the Admiral's Barge, restoring

the ship's horn so it can be operated using compressed air, and creating the ship's "Wishing Well", which challenges visitors to hit a bucket with coins or tokens located about 40 feet down in a watertight trunk, a fun way to support the ship.

For those who served in the Navy, you know polishing brass was generally considered busy work or something you had to do as extra duty. The fact that this group performs this work willingly is something that amazes many visitors who encounter them along the tour routes. It sparks many interesting conversations with "old" sailors passing by and the interaction this group has with visitors is rewarding.

There aren't any special requirements to join this group. Some experience polishing brass is helpful, but on the job training is available; you'll be a pro in no time. The Battleship is a target rich environment for brass polishing. This group maintains a stock of polish, rags, and other cleaning materials, all you need to bring is a desire to turn something that's tarnished and dull when you arrive into something that visitors are amazed by, and for some reason can't help touching and getting their fingerprints all over, after you depart.

Overnight Encampment Volunteers

The Battleship operates a well-established, and highly popular overnight encampment program which is the forte of this group. This program usually runs from September through May and attracts hundreds of children to come and spend the night on the Battleship.

The groups are usually Boy Scouts or Girl Scouts, but they can also be other organizations and occasionally even adult groups. Campers usually arrive around 5:00 in the evening and stay onboard until noon the following day.

This group is responsible for the campers from the time they arrive at the ship until they leave. They meet the campers on the pier when they arrive, guide them onboard, and get them settled

into their assigned berthing areas. Once all campers are onboard a safety briefing is conducted to ensure everyone is familiar with emergency procedures, that briefing is followed by a fire drill.

After the fire drill everyone gets back onboard, and dinner is served on the mess decks. Following dinner campers are taken on a night tour of the ship by this group of volunteers, while a variety of other activities are taking place. One of those activities is a raffle where campers get the chance to buy a ticket for an opportunity to pull the trigger on one of the ships 40mm signal guns. Once the winner is drawn all campers are given the chance to go topside and watch the lucky winner fire the gun.

After the gun shoot everyone returns to the encampment area where they will sleep in the same bunk spaces the sailors used when the ship was in service. In the morning campers get breakfast chow on the mess decks and are then released to go on a self-guided tour of the Battleship.

Throughout this experience members of this volunteer group are responsible for making the campers visit a fun and safe one.

Joining this group does require some special training as a tour guide. Since this group works so closely with large groups of minors these volunteers are also required to pass a strict background check.

This group has by far the most interaction with visitors to the ship and they also have a great opportunity to make their visit to the Battleship a memorable one. Pass the background check, take the tour guide training, and bring a smile and a positive attitude. We can teach you the rest.

Radio Club Volunteers

Members of our radio club are involved in the restoration of all aspects of the ships onboard communication and electronic systems. This work includes getting telephones throughout the ship operational again, restoring and operating vintage radio equipment located in various radio room locations onboard, and

bringing ships equipment back to life in the CEC (Combat Engagement Center), CIC (Combat Information Center), Central Station, Broadway, and Forward Main Plot.

Including a list of the accomplishments of this group would take several pages; their reputation is legendary on the ship. Perhaps their biggest project is one they have just completed which involved getting the ships Air Search Radar dish located on the radar platform, the highest area of the ship, to rotate. This was a herculean task considering that dish was not even on the ship while she was in service. It was put in place when the ship arrived at her current pier and installed simply for looks.

On the Battleship we have a saying about trying to add “*flavor*” and improve the visitor experience by bringing pieces of demilled equipment back to life. The Radio Club’s work in the CEC and CIC are great examples of this where they have brought Tomahawk and Harpoon Missile consoles back to life along with radar repeaters, video monitors, and a host of other ancillary equipment. Instead of a visitor entering a compartment where all the equipment is dark and silent, the visitor enters a space that is a visual representation of how that space would have looked when the ship was in commission.

Although many members of the club are licensed amateur radio operators, that isn’t a requirement to work with the club onboard. You will be required to join the club, there is no fee to join but their “*dues*” are to commit to 40 volunteer hours per calendar year.

No special experience is required to join this group. If you have a background in electronics maintenance and repair or as an electrician this will be right up your alley. This group gets involved with some of the most interesting projects, many of which have a direct positive impact on the visitor experience. Come on down and join the club, you’ll never be bored.

That covers our four main volunteer groups, the next four groups perform specialized tasks on a scheduled basis. Volunteers in these groups may be part of one of the four main groups or they may just volunteer for these duties. The main difference is we need to schedule volunteers to fill these positions to ensure we have coverage while the ship is open to the public.

Captain's Cabin and CEC Station Docents

At certain locations along the tour route, we station volunteers who engage with visitors as they pass through. This engagement is in the form of making short presentations about the space they are in and answering any questions visitors may have.

The captain's in-port cabin is a unique spot on the ship, a place where the captain would entertain guests and visiting dignitaries while the ship was in port. The space features a dining area, a seating area with two leather couches, and a sleeping area. Today it contains pieces of the original 57-piece silver service set made by Tiffany and Co. in 1905 and presented to the first Battleship New Jersey (BB-16).

The CEC (Combat Engagement Center) is another unique spot on the ship. This space was added during the 1980's modernization and contains consoles and other computer equipment to launch Tomahawk and Harpoon missiles. Much of the equipment in the CEC has been restored to appear as it might have when the ship was in service giving the visitor a great experience.

There is some special training required to serve in each of these positions, so you are familiar with the spaces and able to answer visitor questions. Volunteering in these areas provides a great opportunity to interact with our visitors and make their visit a memorable one.

Tram Operators

The parking situation at the Battleship is challenging at best. As shown in the map on Page 2 once parking on Clinton Street fills up, we are forced to park cars in a lot near the marina, which is a

considerable distance away from the ship. Walking this distance is difficult for many of our visitors, to make it easier for them we operate a small tram to shuttle visitors back and forth between the parking lot and the Visitors Center.

This service is vital and is something that needs to operate on a consistent schedule so visitors can get back and forth in a timely manner. Volunteers who operate the tram are scheduled ahead of time to ensure we can keep the tram running regularly.

To operate the tram, you will need a valid driver's license, and go through a brief familiarization of tram operations. This is a great opportunity to interact with visitors while providing a valuable service.

Special Event Volunteers (tables, parades, etc.)

From time-to-time volunteers are asked to attend special events and represent the Battleship. This could be anything from setting up a table at an event to display artifacts and provide information about visiting and volunteering on the Battleship, to towing a model of the ship in a local parade.

If you are interested in being involved in opportunities like this, contact the volunteer office and we can provide further details. Depending on the assignment some training may be required.

Curatorial and Education Department Volunteers

This is a group of volunteers who work on projects in support of the Curatorial & Educational Affairs Office. These can be research projects, working with the ship's artifact collection, or even tasks associated with our living history program.

If you are interested in being involved in opportunities like this, contact the volunteer office and we can provide further details. Depending on the assignment some training may be required



Notes

Battleship's Vital Statistics

Cost to Build: \$90M (1940s dollars)

Displacement: 58,000 Tons

Length: 887'7"

Beam: 108'1"

Speed: 33+ knots (about 38 mph)

Draft: 33' Forward and 38' Aft

Fuel Capacity: 2,500,000 Gallons

Crew Complement: **World War II:** 134 Officers 2,400 Enlisted

Vietnam: 80 Officers 1,556 Enlisted

1980s: 70 Officers 1,400 Enlisted

Original Armament:

Nine 16-inch / 50 caliber guns mounted in 3 armored turrets.

Range: 23 miles **Projectiles:** Armor Piercing 2,700 lbs., High Capacity 1,900 lbs.

Powder: Standard Load six 110 lb. bags **Rate of Fire:** 2 rounds per minute per gun.

Twenty 5-inch / 38 caliber dual purpose guns mounted in 10 twin mounts.

Range: 9 miles **Projectile:** 55 lbs. **Powder:** 30 lbs. **Rate of Fire:** 15 rounds per minute per gun.

Sixty-four 40mm anti-aircraft guns in 16 quad mounts. (Later increased to eighty guns in 20 quad mounts, all removed in 1967 - 68 modernization)

Forty-nine 20mm anti-aircraft guns. (Later increased to fifty-seven guns, all but 32 removed during 1947 - 48 deactivation, remainder removed in 1951)

Protective Armor:

The main armor belt of the hull is 12.1" tapering 19-degrees vertically to 1.5" aft, to protect the propellers and shafts, the armor is 13.5" thick. Other armor thicknesses include: Turret faces 17", Turret tops 7.25", Turret backs 12", Turret sides 9.25", Second deck armor 6", Conning tower sides 17.3".

Anchors: Twin Stockless Bower type weighing 30,000 pounds each; each chain is 12 shots, or 1,080 feet long. Each link weighs 110 lbs.

Main Engines: Four geared Westinghouse Turbines (total of 212,000 horsepower)

Boilers: Eight Babcock & Wilcox express type (Steam pressure 600 psi)

1980s Modernization:

- ◆ Removed eight 5-inch / 38 caliber dual purpose guns in four twin mounts.
 - ◆ Added eight armored box Launchers for 32 Tomahawk cruise missiles.
 - ◆ Added four quad canister launchers for 16 Harpoon anti-ship missiles.
 - ◆ Added advanced communications and air-search radar systems.
 - ◆ Added enlarged helicopter landing area on fantail & helicopter control booth.
 - ◆ Removed stern crane to avoid interference with helicopters.
 - ◆ Converted power plant to burn Navy distillate fuel in place of black oil.
 - ◆ Added satellite navigation and communication antennas.
 - ◆ Added four Vulcan / Phalanx CIWS systems for aircraft / missile defense.
- Projectiles:** 20mm **Rate of Fire:** 3,000 rounds per minute.