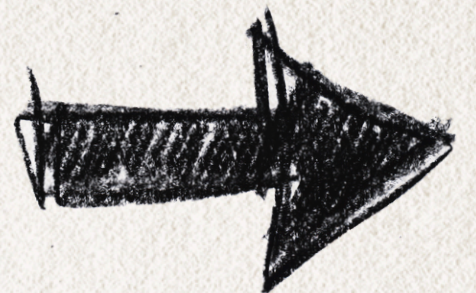




WISCONSIN
MARITIME
MUSEUM
AT MANITOWOC

Overnight
Program

Pre-Visit Information



Thank you for choosing the Wisconsin Maritime Museum! We are excited to have your group here. Please take time before your visit to review this preliminary information.

Important Things to Keep in Mind

1. We strive to achieve a positive experience for all participants. At minimum, the following information should be shared with all parents and guardians in advance to ensure that everyone is prepared:

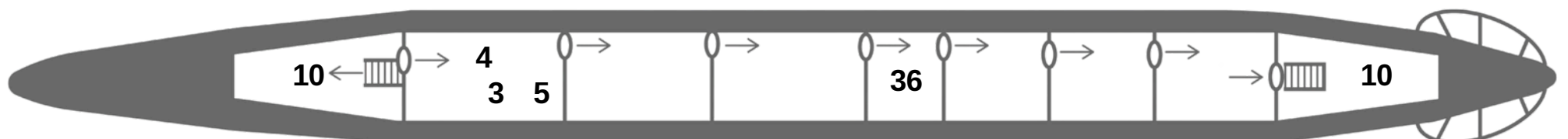
- a. Program Schedule Overview
- b. What to Pack
- c. Guidelines for Your Stay
- d. Arrival Information

2. The USS *Cobia* Overnight Program is generally recommended for participants age seven and older. Participants under seven years old **must** be accompanied by a parent/guardian chaperone during their stay. They also must be able to safely go through the submarine, be able to stay up late enough to complete the programming, and not cause a distraction for other participants.

3. It is imperative that everyone in your group respects the rules set in place by WMM. They must also respect the Overnight Program Staff, USS *Cobia*, and all aspects of the Museum itself during the visit. **We enforce a “three strike” policy for all groups staying aboard USS *Cobia*.** Reaching three strikes may result in your entire group being asked to leave, regardless of the time of day (or night).

4. The rules of our organization supersede the rules of any other entity. This includes, but is not limited to, sleeping arrangements. We do everything we can to accommodate sleeping arrangements that may be requested, but **separation of age and gender while staying aboard USS *Cobia* is never guaranteed due to the nature of the submarine.** You also may be sharing the boat (but generally not sleeping compartments) with another group of youth participants and their chaperones.

Sleeping Areas Aboard USS *Cobia* & Approximate Room Capacities



SCHEDULE

7:15PM

Doors open for check-in.

7:30PM

Group leaders should check-in with Overnight Program Staff. Participants should bring in any and all gear into the Museum building and place them in designated areas.

Welcome & Rules from Overnight Program Staff

Divide into smaller groups (if needed) for interactive tour rotations. Rotation lengths and group sizes varies on the number of participants.

**After
Rotations**

Snack break and time to get ready for bed. Overnight Program Staff will assign your group your sleeping quarters for the evening and guide you to them.

**11:30PM-
12:00AM**

Lights-out and quiet time. Restrooms are available all night long inside the Museum building, but all youth participants **must** be accompanied by an adult chaperone at all times, including restroom breaks.

**7:00AM-
7:30AM**

Wake up! Gather your gear and take it out to your vehicle. Make sure you check under and around your bunk for any misplaced items.

8:00AM

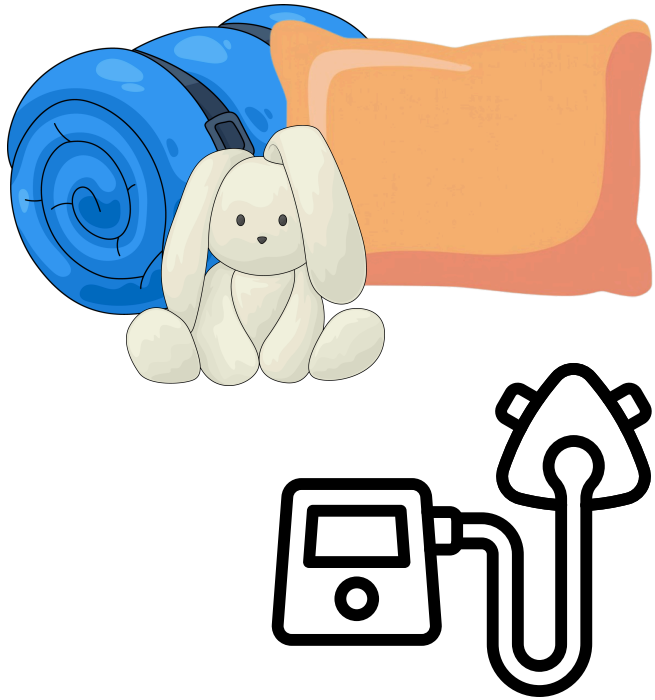
Participants will have the opportunity to visit the Museum galleries and the Museum Store at their leisure when they are opened. **All rules of conduct from the Overnight continue into the galleries the following morning.**

Groups wishing to leave for breakfast are welcome to return at any time. Just let the Front Desk know you were a part of the Overnight Program the previous evening. Additional guests who did not pay the Overnight Program fee must pay for admission at the Front Desk.

**9:00AM
OR 10:00AM**

Museum opens to the general public at 9:00am or 10:00am, depending on the time of year. Groups are welcome to stay throughout the day until close.

WHAT TO PACK



1. The Essentials

- Sleeping Bag
- Pillow
- Comfort Item (i.e., stuffed animal, blanket, favorite socks)
- Comfortable clothes to sleep in (and walk across the deck of the submarine in whatever weather is occurring during your stay)

These are the only things you need to take on the sub to sleep, unless you have a medical device/supplies.

- CPAP Machine (and a 20'-25' extension cord if not battery run). Each sleeping compartment has at least one place to plug in. These outlets are ONLY for medical devices.

2. The Recommended

- Ear plugs for sleeping
- Digital camera (if you're not using a phone camera)
- Snacks for the evening and/or breakfast for the morning.
- Phone charger/power brick. Outlets aboard the submarine are only for medical devices but there are outlets in the Museum building.



3. The Not-Needed Items

- Tables and chairs – we've got them!
- Video cameras – We encourage you to take photos all night long, but video is not allowed.
- Flashlights – It should never be dark enough to need one. Even after lights-out enough lights are left on to allow navigation of the sub.
- Valuables – We are not responsible for anything that goes missing.
- Electronics and gadgets, such as video games consoles, tablets, etc.



GUIDELINES

These policies apply to ALL youth AND adult participants.

Respect the Space

- USS *Cobia* is a historical artifact and is full of very fragile pieces and parts. Please do not manipulate controls (wheels, levers, switches, buttons), unless explicitly told otherwise by a staff member. Many systems onboard still do work - and we'd like to keep them that way!
- We do not allow any food or drink onboard USS *Cobia* or in the Museum galleries besides plain water in a sealable drinking container. This is to prevent messes and/or pests on board. You will be able to eat snacks/breakfast in the Riverview Room.

Respect Each Other (and Yourself)

- No running or rough-housing inside or outside of the submarine and Museum building. This includes the following morning while exploring the Museum galleries.
- Please keep your shoes on, unless you are in your bunk.
- Participants are 100% responsible for their own belongings. There are many cracks and crevices in the submarine, so please secure any loose items (keys, phones, etc.) before boarding.
- All youth participants must follow the "buddy system" and be accompanied by an adult chaperone at all times, regardless of the youth's age. This includes bathroom breaks during the night and in the galleries the following morning. Groups are welcome to enforce stricter policies.

Respect the Staff

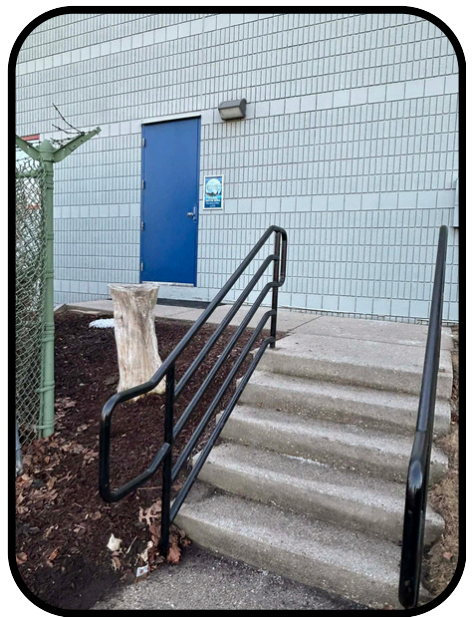
- We enforce a "three strike" policy for all groups staying aboard USS *Cobia*. Reaching three strikes may result in your entire group being asked to leave, regardless of the time of day/night.
- Your Overnight Program Guides are here to give you the best experience possible. Please give them your attention and respect, especially when it comes to safety protocols.

ARRIVALS



- Make sure of all your participants have filled out their liability waiver forms and any medical forms. Arrange those forms in the order in which they appear on your roster. This will increase the speed at which staff can verify all forms are accounted for.
- Be sure to arrive no later than 7:30PM. Often your group may not be the only one visiting and it is rude to make others wait. We do understand that life happens and some of you are making quite the trek to visit us. After 7:00PM, there is a good chance a staff member will be able to answer the phone, so please call us if you are running late. If staff reaches out to ask for your ETA, please don't be offended. Give us your best guess, erring on the side of caution. This allows our staff to adjust the plans as necessary. **If you are running late, it is your responsibility to call us (920-684-0218 x124) and let us know.** Unless communicated directly with museum staff in advance, participants that arrive any later than 8:30PM will forfeit their reservation and will not be admitted into the overnight program. No refunds will be given.

- When you arrive, **please park in the East Parking Lot.** Find the blue door at the East end of the building up the short stairs. Once inside, staff will direct you to the Riverview Room where we will stage your gear for the evening.



Your Group Leader should check-in with the Overnight Program Staff to turn in your completed paperwork.

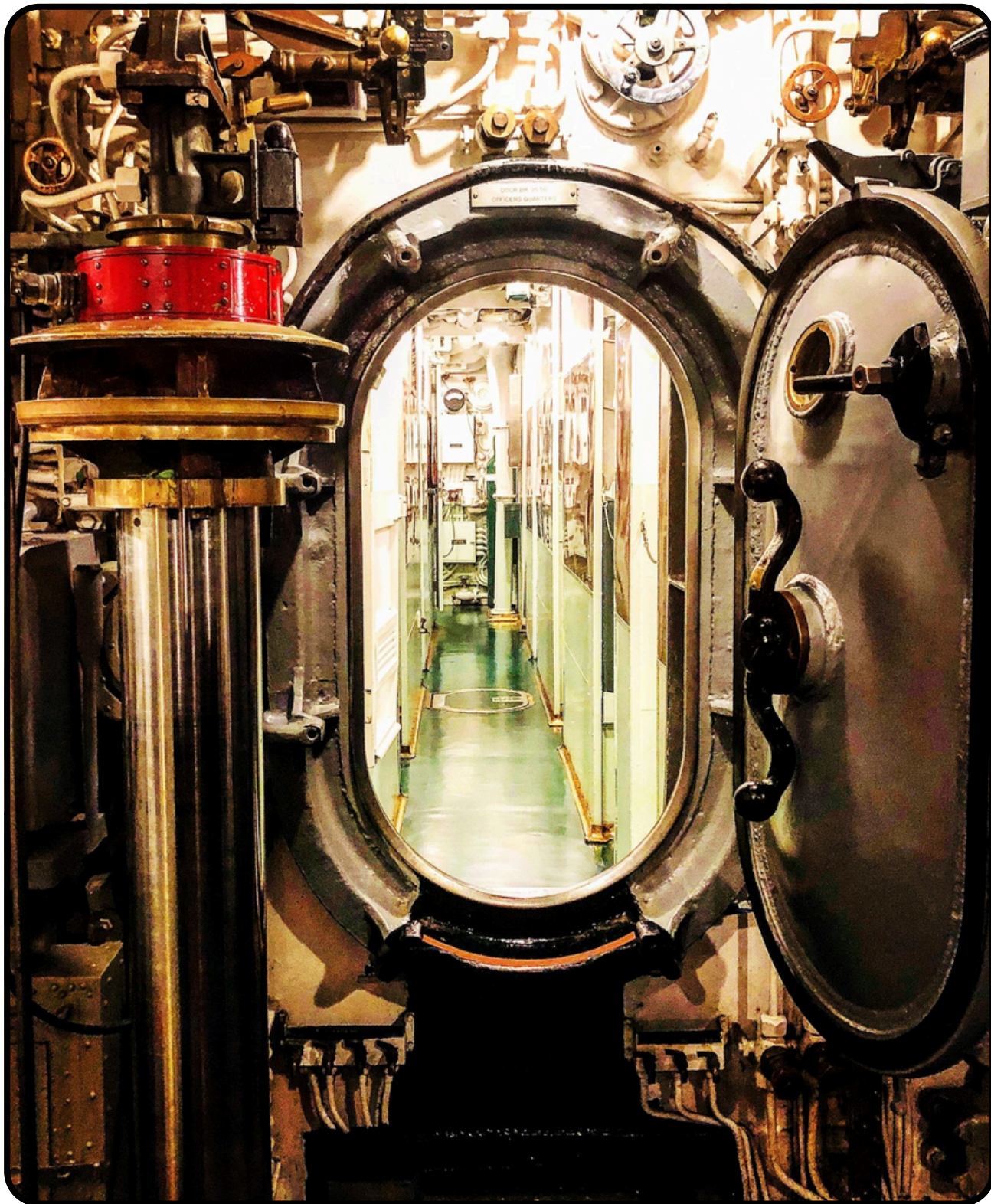


ACCESSIBILITY

All museum galleries are fully accessible by stroller, walker, and wheelchair, with two elevators available.

USS *Cobia* is not accessible to mobility aids or strollers; guests may park devices in the building if they choose to tour the submarine.

The tour requires navigating seven small hatchway doors (shown below) and two stairways.



Sensory tools, such as fidgets, noise-cancelling headphones, and social stories are available for use during your stay.

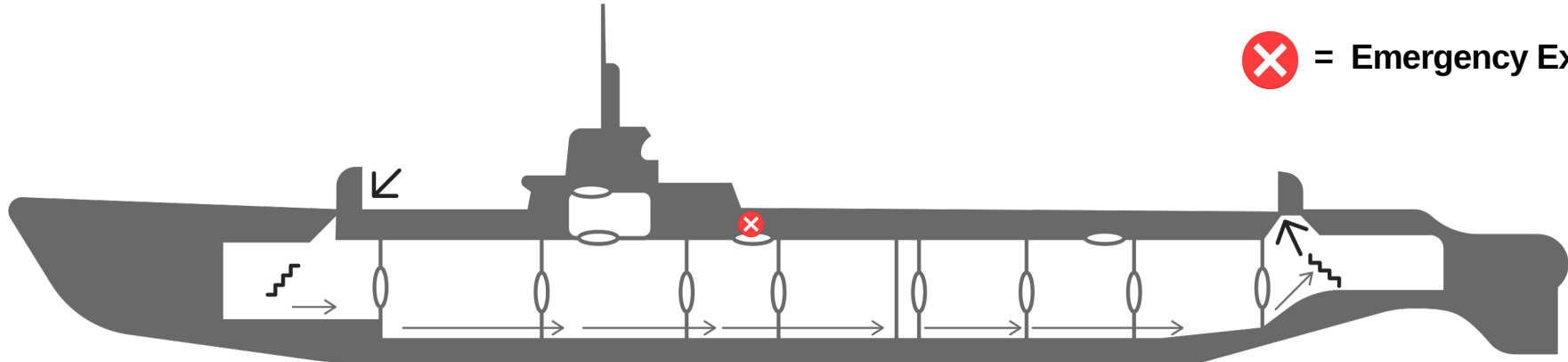
Please be aware that these are meant for participants requiring these tools, not just as toys.

If you have accessibility concerns or questions, please indicate this on your form or contact the Overnight Team prior to your visit.

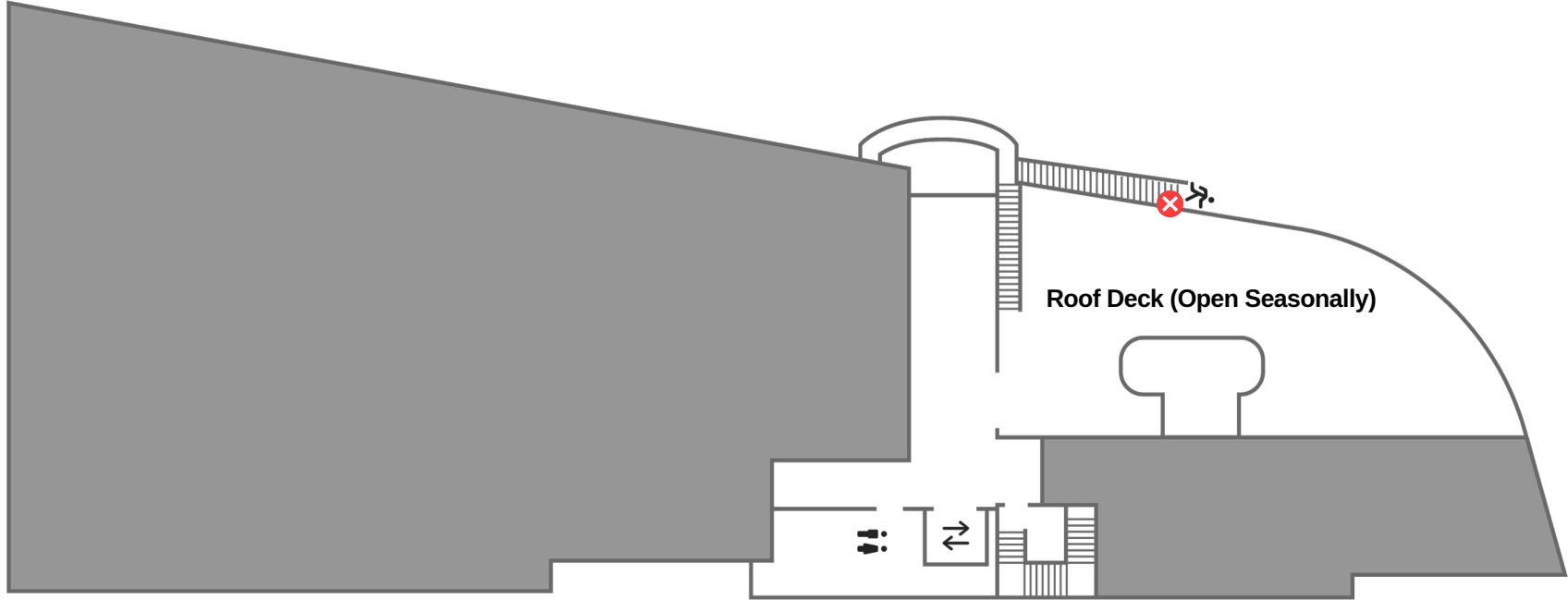
The Wisconsin Maritime Museum is committed to ensuring a safe, educational, and accessible experience for all guests.

COBIA

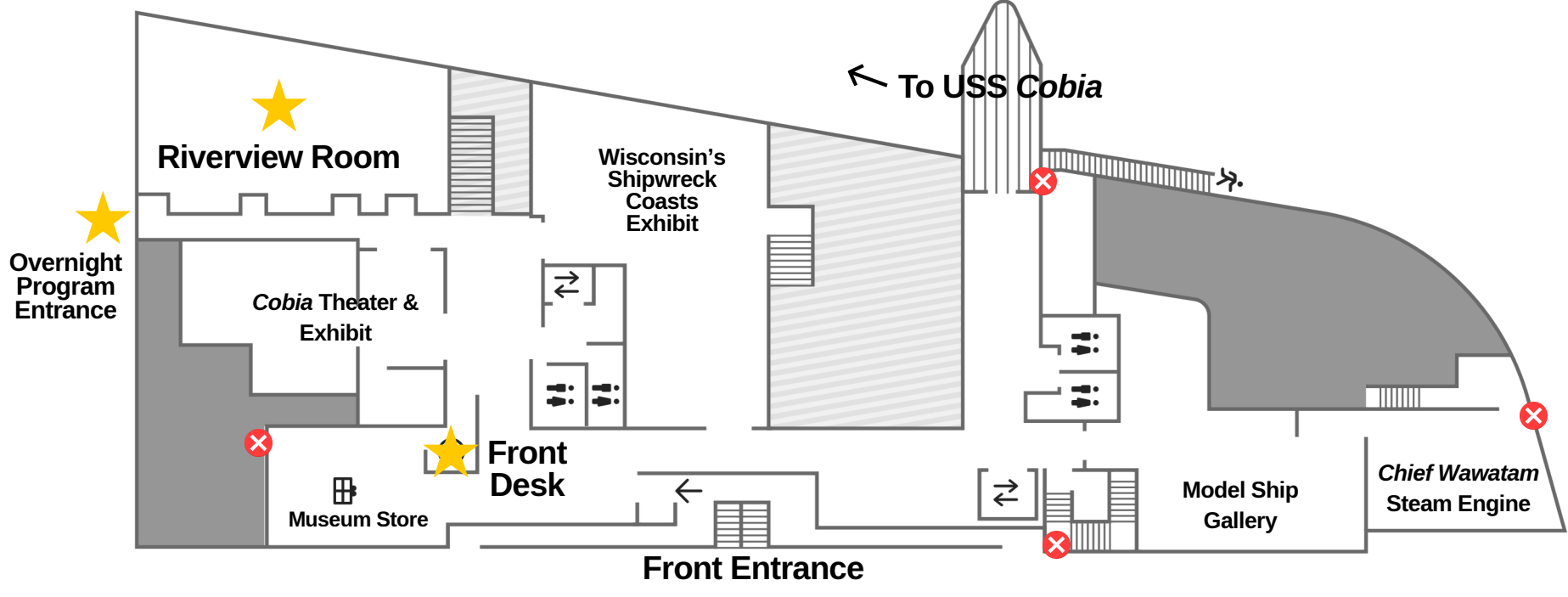
⊗ = Emergency Exit



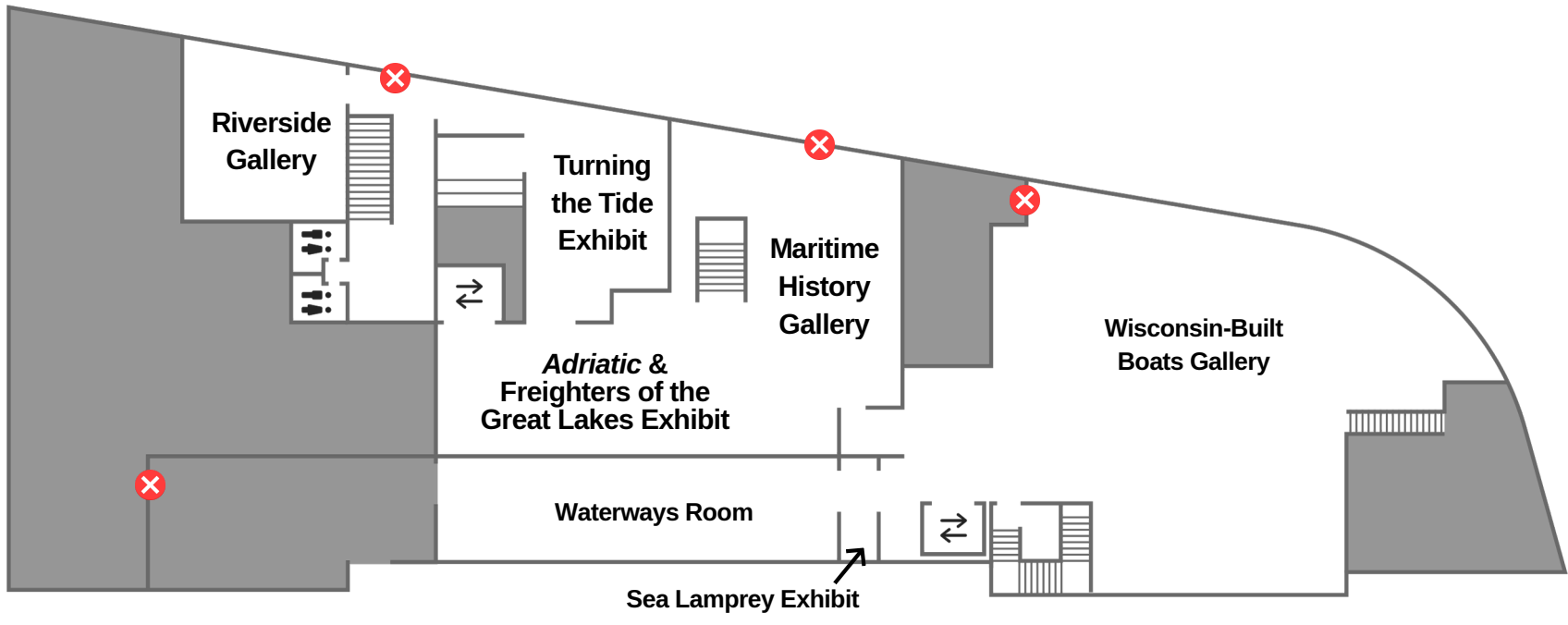
Upper Level



Main Level



Lower Level





Questions?

Please reach out to overnight@wisconsinmaritime.org and our Overnight Team will do our best to assist you.

Thank you for choosing the Wisconsin Maritime Museum & USS *Cobia*!



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