



Mess No. 9

Door No. **1**

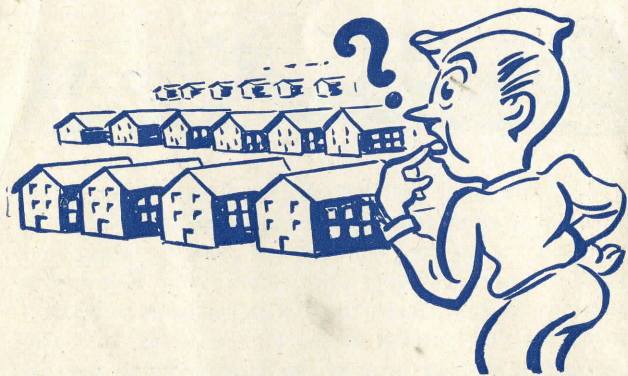
TO ALL DEBARKEES



Welcome home and welcome to Camp Kilmer! The Post Commander and his staff assure you that everything will be done for your comfort and pleasure during your short stay here. For your information Camp Kilmer was activated in June 1942—the first staging area to be built solely for that purpose in the United States. It is also the largest staging area in the United States and has handled more than two and a half million troops. Named for Joyce Kilmer, the soldier-poet of World War I whose home was in nearby New Brunswick, Camp Kilmer is an installation of the New York Port of Embarkation, part of the Army Service Forces' gigantic Transportation Corps.

This booklet contains the answers to most of the questions you will have while here. Keep it in your possession—it will be of great assistance to you now and an interesting souvenir when you get home.

YOUR BARRACKS



You will be billeted in one of our Disposition Areas and the Billeting Officer will assign you to a specific barracks. Your Unit or Group designation will appear on the front of the barracks. Note the number of your barracks and mark it down below. This is a very large Post with ten areas exactly alike and it's very easy for those of us who've been here a long time to get lost. Also, guard your wallet and valuables.

AREA NUMBER.....BARRACKS NUMBER.....

[2]

BE AVAILABLE AT ALL TIMES

There's an awful lot of work necessary to get you out of here and on your way to the Personnel Center nearest your home. We don't mind working around the clock to accomplish this. But you've got to help us. Stay on the ball. If you go "goofing off" so that you miss your processing or miss a meeting that is essential, you not only jeopardize your chances of leaving but the chances of all the men in your group. So play it smart—stay together and be available at all times as a group, until your entire processing is finished and your Unit or Group Commander dismisses you. Then check frequently as we may not be able to give you much advance notice on your departure.



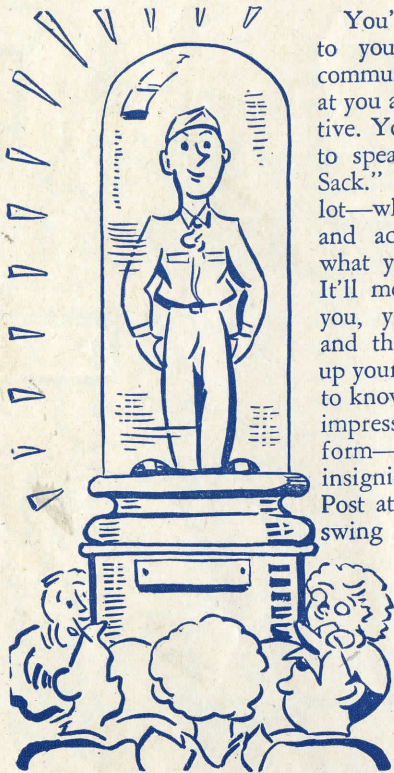
PHONE
CIRCLE P. X
3-3900



[3]

APPEARANCE AND CONDUCT

You're the "returning hero" to your family, friends and community. They'll be looking at you as the Army's representative. You will be on display, so to speak. So don't be a "Sad Sack." You've been through a lot—why spoil it by looking and acting like anything but what you are—a good soldier. It'll mean a lot to everyone—you, your family, the Army, and the community—and hike up your morale and pride plenty to know you are making a good impression. A complete uniform—including the cap and insignia—is required on the Post at all times. So get in the swing of things right away.



[4]

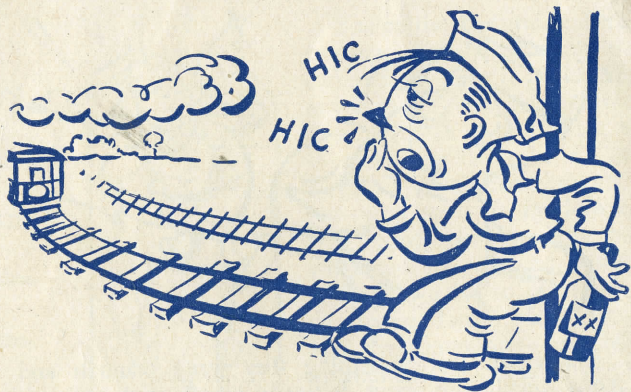
MILITARY COURTESY



That's not just something they write manuals and Army Regulations about. It ties in greatly with your appearance. There are certain traditions in civilian life which mean a lot to the folks and to society. In the Army we also have very fine, deep-rooted traditions. You know them—but naturally have had other things to think about while overseas. But now that you're back, just as you'll have to think a bit about your manners, stop and think about your military courtesy. You get a swell feeling inside when you toss a snappy "highball" at an officer and he tosses one right back at you. It makes you feel part of the same swell team. We insist on military courtesy on this Post to help you "get in the groove" right away.

[5]

INTOXICATING LIQUOR



We know you've been away for a long time and have had to do without a lot. But you're home now and will be able to do all the things you have probably dreamed about. Don't ruin it right off the bat by going out and getting "stinko" or seeing if you can run the tap dry the first night. Liquor is prohibited both on the Post and on the train and will be confiscated. Also, the War Department prohibits us from allowing you to board the train if you've been drinking. If you get all "slopped up" here you may get into trouble and will miss your train. That certainly won't be such a hot way to start off that long awaited stay at home. Honestly, it won't pay.

[6]

CHOW



After you have been billeted stay in your barracks until your Unit or Group Commander returns to take you to chow. A tight schedule has been set up which requires that you eat at the time designated or else the whole thing will go haywire. For later meals a mess schedule is posted in your barracks. Enlisted men will take with them their knife, fork and spoon. Officers will not need them—but we'll collect "two bits" on the line before each meal from them.

[7]

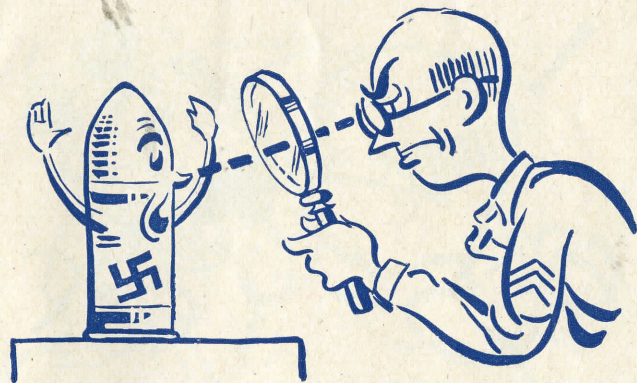
BAGGAGE

All the baggage you didn't carry down here with you will be at the "Hold Baggage" Building in your area. Everyone, except redeployed units, will claim their hold baggage when directed. If you don't want some of your personal stuff you may ship it directly to your home via Express Collect. All you have to do is fill out the tags and sign a Shipment Authorization Form. We'll ship it for you but you're not allowed to ship any G. I. items home. However, whether you want to send your baggage or not be sure to claim it.



[8]

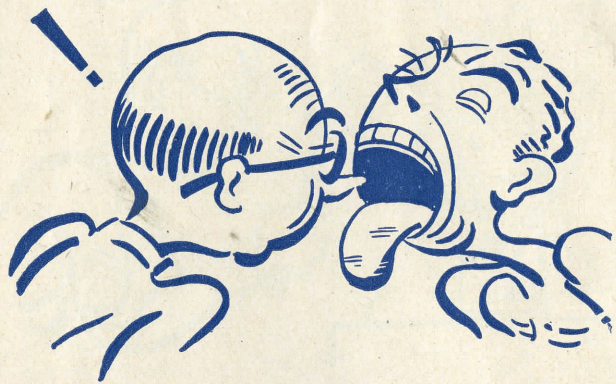
SOUVENIRS AND TROPHIES



As you probably know, it's always the "unloaded gun" or the "dud" that does the killing and maiming. Sure, we want you to take souvenirs home to the family and kids. But play it safe. Prevent accidents and have your souvenirs and trophies inspected at the time of processing. If possible, we'll remove the charge and return the shells to you. Also, turn in all GI small arms and all live ammunition. This is important—for your protection, ours and your family's.

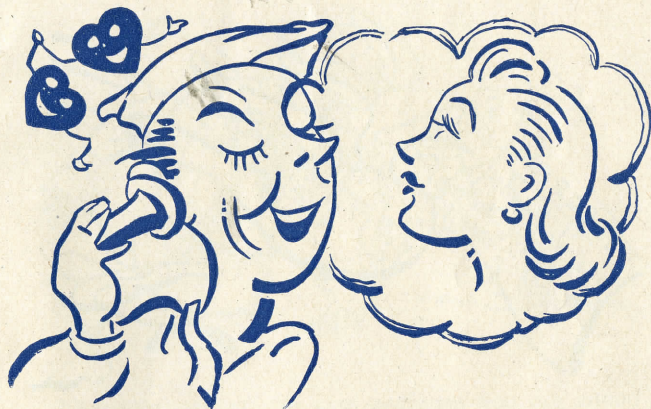
[9]

MEDICAL ATTENTION



There is a dispensary right in the area in which you are billeted. If you don't feel well, stop in and let 'em look you over. There is no use taking chances and the dispensary can probably fix you up in a few minutes. They'll send you to the hospital if that is indicated, so don't go over there first. The hospital area and buildings, including the PX, are off limits to all personnel except those on official business.

TELEPHONES



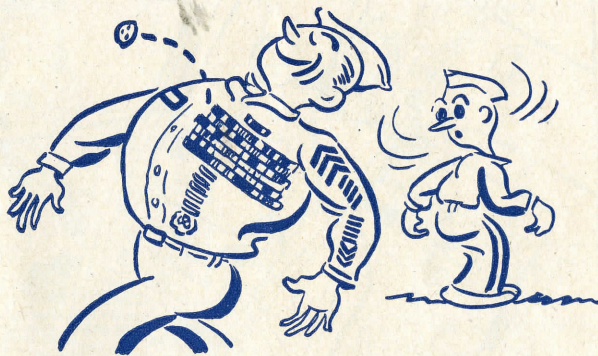
As soon as you finish your processing, or earlier if directed by your Unit or Group Commander, you can call wherever you like to your heart's content. Phones are located in the following buildings: Telephone Centers—Buildings 250, 305, 705, 806, 1006, and 1321. Be sure to tell your folks *not* to come here as you'll see them soon. And keep your calls brief—there are other men waiting to call.

TELEGRAM FACILITIES

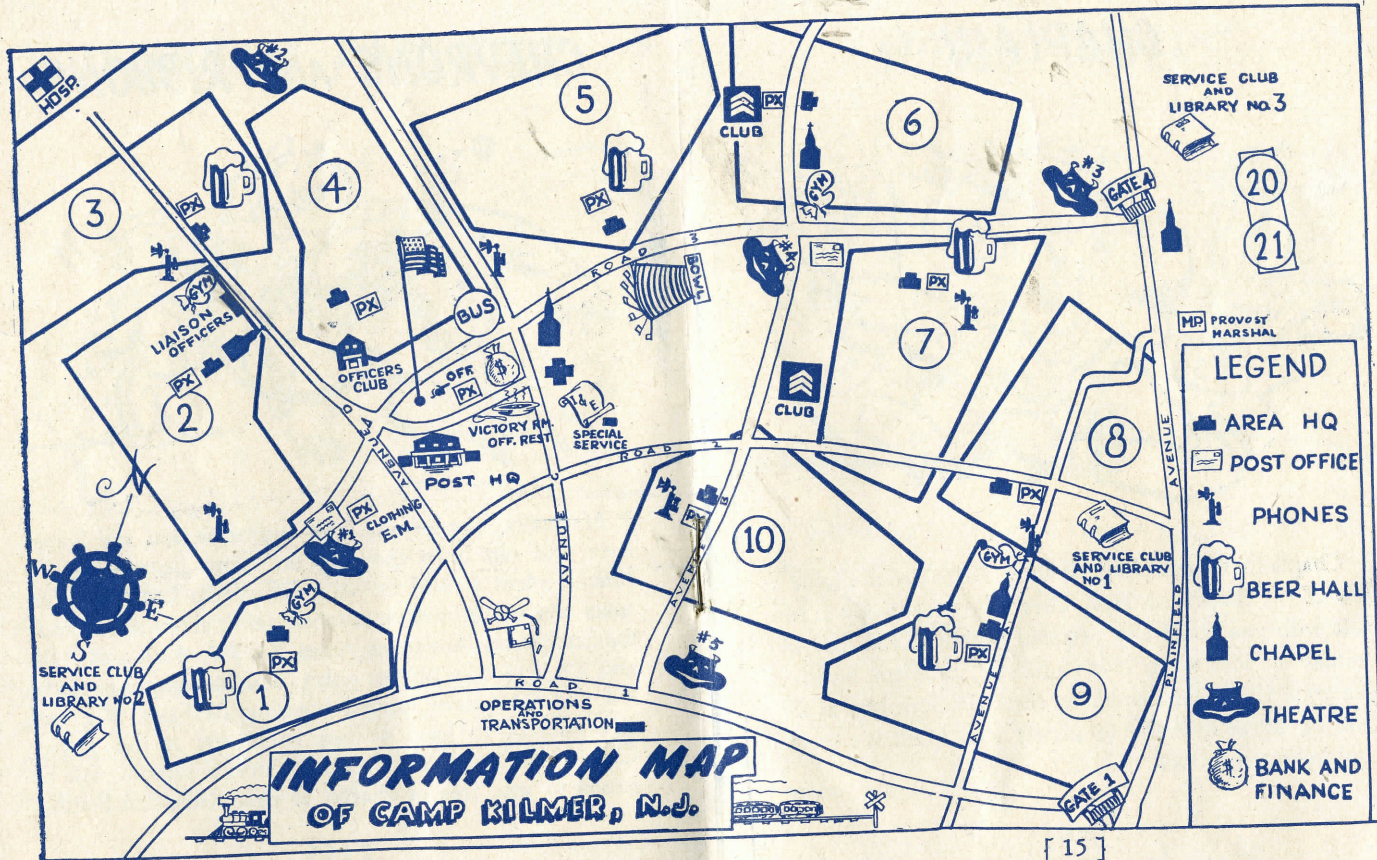


You can send as many telegrams as you want. There are telegraph offices in Buildings 250, 305, 705, and 806. You can use a prepared "canned" message or make up one yourself. However, use your code designation, such as E 310-7, after your signature. The main telegraph office is located in Bldg. 1310 and is available for receipt of telegraphic money orders.

CHEVRONS AND RIBBONS



Naturally, any of the new uniforms you are issued here will not have chevrons on them. Because of the time element it will be very difficult to have chevrons sewn on here. However, there are tailor shops available at the Exchanges located in Areas #4, #7, #10, and #14, and PX #13 (for officers only). The Exchanges in Areas #4 and #10 have limited pressing facilities. We will also attempt to have women volunteers at the Service Clubs to sew on your chevrons. Service ribbons will be issued to you, free of charge, at your Reception Station.



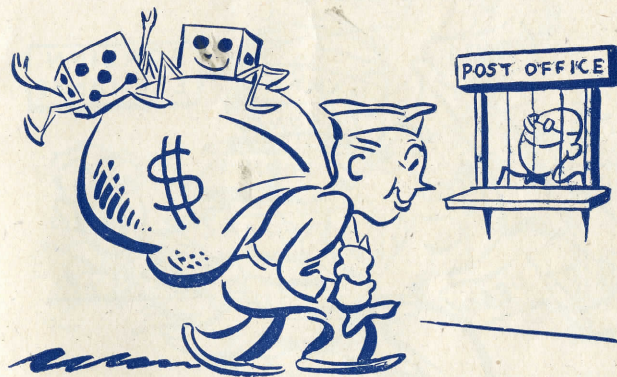
LEGEND	
	AREA HQ
	POST OFFICE
	PHONES
	BEER HALL
	CHAPEL
	THEATRE
	BANK AND FINANCE

CHAPLAIN



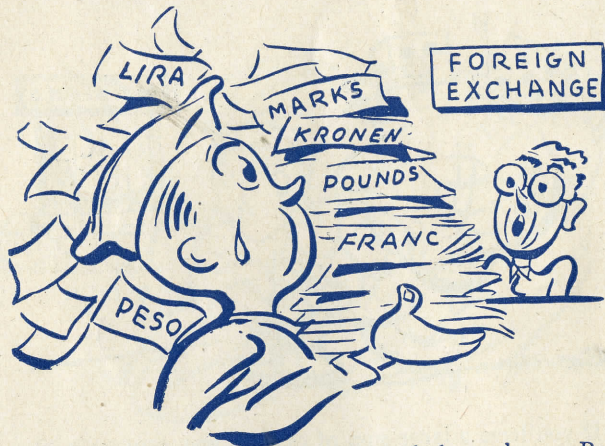
Chaplains representing all three faiths are available at any of the chapels on Post. They'll be very happy to consult with you about any personal problems you may like to take up with them. If it's a military problem, however, see your Unit Commander or Area Headquarters as they will be better qualified to answer your questions or take any indicated action.

MONEY ORDERS



If you have a large sum of cash on you, convert it into money orders so that you will be sure to have it when you get home. It doesn't pay to take a chance. Also, if you have a number of money orders, cash only what you need so that when you do need it you will have it. Post Office #1, Building #1442, and Post Office #2, Building #1552 are open from 0900 to 1700 each day Monday through Saturday for the issuance and cashing of money orders.

BANKING FACILITIES



Checks may be cashed at the Bank located near Post Headquarters Building #1302 from 0930 to 1500 on weekdays. You can also get *cashier's checks* and *traveler's checks* there. Have with you some means of identification other than your "dog tags" such as your pay book or driver's license. Again though, don't cash any more than you actually will need.

Authorized foreign money in limited amounts may be exchanged at the Finance Branch, Building #1302, right next door to the Bank from 0800 to 1700, daily including Sunday.

MAIL



Any mail you send from here must carry a return address on the envelope whether you use the "free" privilege or use stamps. However, use your home address—that is, the place where you will spend your leave or furlough—not your APO. For your information, air mail costs 8c in the States and not 6c. If you are sending air mail letters to civilian friends overseas check with the Post Office for the rates that apply to the particular locality before you deposit the letter. If you are in a redeployed unit, we may have some mail waiting here for you. If we do, it will be distributed through your Unit Mail Orderly. Be sure to be on hand when he holds a mail call.

RECREATION



Although your schedule will be full, you undoubtedly will have time to take advantage of our outstanding recreation facilities. You will find a Daily Bulletin on your barracks' bulletin board informing you of current entertainment at theatres, clubs, etc. We want you to enjoy them to the fullest extent but remember—take it easy. Don't take 'em apart, because there are thousands of men who will follow you and who should be given an opportunity to use them. We haven't the time nor the money to repair or replace them every day. So be a good sport and use your head!

POST EXCHANGES—in each area recognized by their red and yellow color.

- Haircuts: There's a barber shop in each area PX.
- Enlisted men's clothing store at Building #1406.

THEATRES—Five War Department theatres painted blue.

SERVICE CLUBS—Three, located in Area #1, Area #8 and Area #21.

KILMER BOWL—Outdoor amphitheatre on Road 3, near Theatre #4.

OFFICERS' Club—Building 1308, across from Post Headquarters, and flag pole.

NON-COMMISSIONED OFFICERS' Club—Buildings #1511 and #606.

OFFICERS' POST EXCHANGE #13—Building #1303, near Post Headquarters. Officers' uniforms are available here.

VICTORY ROOM—Officers' Restaurant, across from Officers' Post Exchange.

PX BEER HALLS—Unusual club atmosphere (Gay 90's, Area #1; Pirate's Den, Area #3; Circus, Area #5; Ranch, Area #7; Barn, Area #9).

For those who wish to engage in athletic sports, there are handball courts, tennis courts, and gymnasias with equipment available. Your Area Headquarters will give you information concerning these.



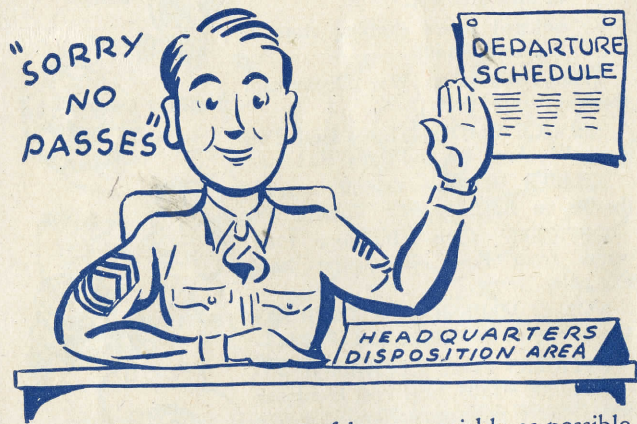
The CIRCUS



PIRATES DEN



PASSES



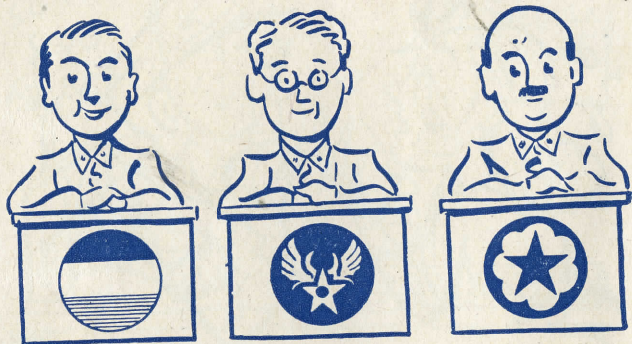
In order to get you out of here as quickly as possible, there's a rough schedule you've got to maintain. Because of this, no passes can be issued except in cases of extreme emergency, that is, death or near death of nearest of kin, certified by the Red Cross. In the toss-up between getting out of here in a hurry, or having a pass, we feel sure you'd rather get home. The War Department requires that you go by troop train or plane and in a group. Therefore, no delays enroute or other modes of travel are authorized from this station to reception stations.

VISITORS



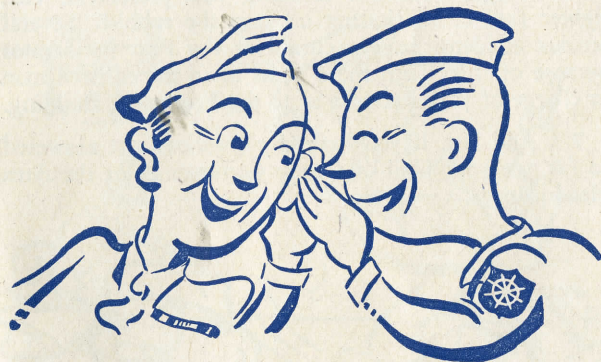
You'll be out of here before you can say "Jack Robinson." We've got a lot of things to do for you and you have a lot of things to do yourself before you can get on your way. There is no way that any visitors could see you and there's no place for them to visit with you. Therefore, no visitors are allowed on the Post at any time. So when you call or telegraph your folks, don't ask them to come here to visit you. In all probability you will be gone before they get here, and if you are here, they won't be able to see you. That will only cause hard feelings and undue hardships for all concerned.

LIAISON OFFICERS



The Commanding Generals of the Army Ground Forces, Army Air Forces and Army Service Forces have representatives located on the Post. They are here to be as helpful to you as possible if you have any problems peculiar to their particular Force. You will find them in Building #300—telephone numbers are AGF, Ext. 519; AAF, Ext. 538; ASF, Ext. 545.

MISCELLANEOUS TIPS



1. Anticipate your needs for toilet articles, candy, gum, cigarettes, etc. at the PX before you leave, as you may not be able to get these items later.
2. You can have your uniforms repaired and altered at Post Exchanges #4, #7, #10, #14 and #13 (for officers only).
3. For your own safety, walk on the left side of the road, facing traffic at all times.
4. Guard your valuables—this is a large camp. Take the same precautions you would in any strange city.
5. There is an intra-post bus running at frequent intervals that will take you to all parts of the Post free.

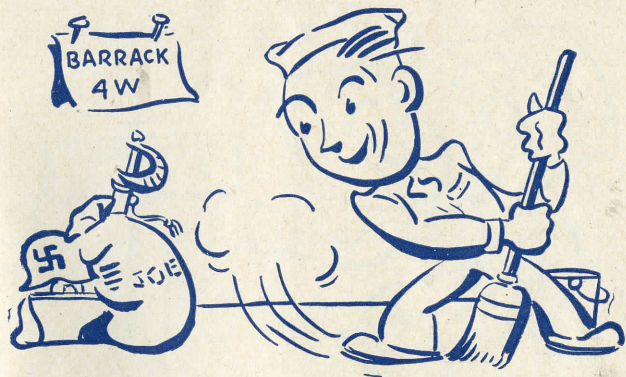
6. Do not carry knives and pistols on your person—leave them in your baggage. Do not throw ammunition, air cartridges used for inflating life preservers, etc., lighter fuel or lubricating oil into the rubbish. Several serious accidents have occurred at the Post Incinerator because of this. Turn these items in to the enlisted man in charge of your barracks or to the Processing Building.

7. And last, if you have any questions not answered so far, see your Unit or Group Commander or the Area Headquarters.



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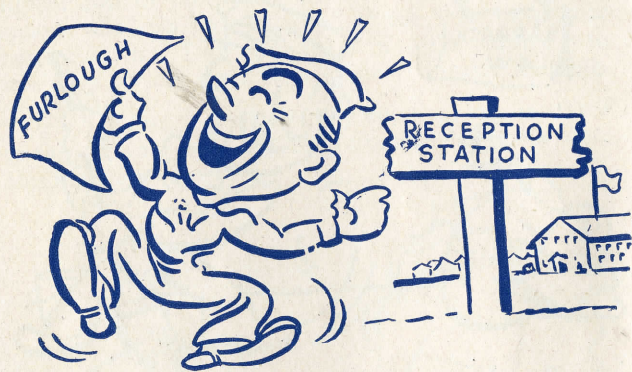
BEFORE YOUR DEPARTURE



You wouldn't have liked to come into a dirty camp or barracks, so leave your barracks and their surrounding areas in the same condition you found them. We don't have the people to clean up after you and there will be another crowd following you. Your help on this score will be appreciated by us and by those who follow you. Turn in any bedding issued you here to the enlisted man in charge of your barracks immediately after breakfast on the day of departure.

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WHEN YOU LEAVE HERE



Most of you will move from here to a Separation Center for discharge. Others will go to a Reception Station for leaves and furloughs not to exceed forty-five (45) days. After that you will report back to the Reception Station. Failure to report as ordered will result in your being considered AWOL and subject to the penalties which apply thereto.

BUDDIES' ADDRESSES

NAME

ADDRESS

NAME

ADDRESS

NAME

ADDRESS

NOTES