PLAN OF THE DAY, THURSDAY, NOVEMBER 18, 1943.

0335 - Condition II Section 4 relieve the watch.
0406 - Reveille.
0431 - Flight Quarters.
0436 - Dawn General Quarters.
0536 - Secure from General Quarters. Set Condition III Section 4.
0735 - Condition III Section 1 relieve the watch.
0800 - All Horizon and Surface Lookouts (new men) not on watch report to the school room for instruction.
0815 - Muster on stations.
0900 - Section 2 of the 20MM gun crews report to the school room for instruction.
1000 - First Aid movie in the 1st and 3rd division compartments.
     - Section 3 of the 20MM gun crews report to the school room for instruction.
1100 - Conference of all Division Officers and Junior Division Officers in Wardroom.
1205 - Condition III Section 2 relieve the watch.
1300 - Section 4 of the 40MM gun crews report to the school room for instruction.
1400 - Section 1 of the 40MM gun crews report to the school room for instruction.
1500-1600 - Navigational movies for Quartermasters and strikers in the school room.
1500 - First Aid movies in the 1st and 3rd division compartments.
1535 - Condition III Section 3 relieve the watch.
1600.- All Officers not on watch censor mail in Wardroom.
1735 - Condition III Section 4 relieve the watch.
1935 - Condition III Section 1 relieve the watch.
SUNSET - Darken ship on main deck and above.
One-half (½) hour after sunset - Darken ship. (Set Condition II).
2335 - Condition II Section 2 relieve the watch.

J.T. WARREN,
Commander, U.S. Navy,
Executive Officer.

NOTES:

(1) If we keep the water expenditure down to 35,000 gallons daily we may be able to operate without water hours. Yesterday we used . . . . 27,089 gallons.

(2) Water will not be drawn by the jug fulls from the scuttlebutts, anyone caught doing so will be placed on report.

The following information is quoted from a Navy Department Publication on what __NOT__ to do if you should ever be taken prisoner:

PRISONER SENSE

__A FEW DON'TS__

(1) Don't carry papers or any other written material near the enemy.

(2) Don't have markings on your clothing or add to the information officially placed on your identification disc.

(3) If you are shot down, try to destroy your plane and all its equipment.

(4) DON'T GIVE ANY OTHER INFORMATION THAN YOUR NAME, RANK, AND NUMBER.

(5) Don't enter into any kind of conversation with your interrogators.

(6) Don't try to be clever and give false information.

(7) Don't worry about threats.

(8) Curb your conceit.

(9) Don't talk shop. If you have plans to discuss, do it in the open air.

(10) Don't get chummy with strangers in prison camps.

(11) Don't get chummy with women in hospitals; in fact, Don't get chummy with women anywhere.

(12) Don't believe anything the enemy tells you. Particularly don't believe that they already have the information they are trying so hard to get from you.

(13) Don't do any talking with your friends where there might possibly be a microphone.

(14) Don't broadcast.

(15) Don't address or write letters in such a way as to divulge any information.

(16) Don't be downhearted if you are captured. Keep your eyes and ears open and pick up all useful information.

(17) Don't ever give up the idea of escape. Watch your chances. Bust out.

If you will just follow these few rules you will be a model prisoner--from our viewpoint. If you don't, you will wind up as one of the highest scoring members of the enemy team.

Your captors have one interest in you--to get information that will help them destroy your comrades and your home and family. It isn't hard to keep quiet and it isn't hard to escape. Actually, being captured is an excellent chance for you to pull off something special. If you're smart and keep your head you can come back loaded with invaluable secrets.

Perhaps the only Japanese custom wholeheartedly applauded by the civilized world is hara-kiri. The Japs have practiced it individually for years. The Japanese nation began the act of falling on its sword the morning of December 7, 1941. As a prisoner you can speed up this process quite a bit.

KC