



## 2010 SEAS Cup Specific Sailing Instruction

The Starting line for any given race may be different so be sure to check the details below and not assume it will be like the previous race.

### SEAS Cup entry requirements:

All entries will pay to race. The entire series = \$40.00 or per race = \$10.00 collected pre race.

An entry shall consist of a single-hulled sailing boat, a named skipper who shall be at least 21 years of age, and a crew appropriate to the size and equipment of the boat. Boats not previously rated under PHRF by SEAS must fill out the appropriate rating form and submit it at least 48 hours before the race to permit a proper rating. All boats must meet minimum Coast Guard equipment requirements. A 2010 Coast Guard Auxiliary Safety Inspection is also recommended (Besides - they are free!)

There will be a Mandatory skipper's meeting, 5:30-7 PM the evening prior to the race at the Breakwater Bar. Starting times will be determined at the skippers meeting. All racing will cease no later than 2100. Any boat not yet over the respective finish lines will be recorded as a 'did not finish' (DNF).

Each boat shall record its time and report to the designated race official ASAP. This can be done by calling the race committee member or emailing your times to [commodore@seasailing.us](mailto:commodore@seasailing.us). If times are not received within 24 hours the boat may be disqualified from the race.

### Specific Events Start and Finish Lines

#### Round 1: May 8

##### Season Kick-off day race – 1 Leg

- Starting at Marmion Island the boats will sail **ONE** of these courses:
  - a) North into Taku Inlet Rounding the buoy off Jaw Point on a starboard tack and returning and crossing the finish line an imaginary line bearing 020 magnetic to Sheep Creek Light in Gastineau Channel. (Line up the Sheep Creek Light with the center of the Sheep Creek Bridge)
  - b) South rounding Grand Island either to port or starboard (skipper's choice) and returning and crossing the finish line: an imaginary line bearing 020 magnetic to Sheep Creek Light in Gastineau Channel. (Line up the Sheep Creek Light with the center of the Sheep Creek Bridge)
  - c) West into Stephen's Passage, rounding Scull Island to port and returning and crossing the finish line: an imaginary line bearing 060 magnetic off the Marmion Island Day mark.

#### Round 2: May 29-31

##### Juneau/Taku Harbor/Twin Points - 3 legs

- Leg 1 - 17.5 nautical miles - The starting line will be between the Race Committee Boat and the day marker on Mayflower Island (channel side of Douglas Harbor). If the Race Committee Boat is not present then the starting line will be between the day marker on Mayflower Island (channel side of Douglas Harbor) and the end of the rock dump (identified by the last satellite earth station) on the opposite side of Gastineau Channel.
- After the start, boats will race down Gastineau Channel, across Taku Inlet, into Stephens Passage. Finish line for Leg 1 is an imaginary line beginning ½ miles off the entrance to Taku Harbor bearing 030 magnetic to the Graves Point marker. Boats will dock overnight in Taku Harbor
- Twin Points Day Race – 19 nautical miles – A day sail on the Memorial Weekend only! Starting at the Taku Harbor entrance, boats will race down Stephens Passage crossing to Twin Points crossing a line between the two points and returning to Taku Harbor. Finish line for Leg 2 is the same as the start an imaginary line bearing 030 magnetic to Graves Point at the entrance to Taku Harbor.
- The return Leg 3 takes the fleet back to Juneau. The finish line will be an imaginary line bearing 020 magnetic to Sheep Creek Light in Gastineau Channel. (Line up the Sheep Creek Light with the bridge over Sheep Creek)

#### Round 3: June 12-13

##### Juneau / to Admiralty Cove - 2 legs

- Leg 1 (J) Juneau/Admiralty Cove (Juneau Start) Marmion Island starting line 1) proceed down the back side of Douglas Island to. Finish is an imaginary line between the small island just past Point Young in Admiralty Cove and Skull Island. Finish line bearing to Skull Island is 280 magnetic.



- Leg 2 Admiralty Cove /Juneau) the return leg is the reverse course of the previous days race.

## Round 4: July 17

### Douglas Backslide – 1 Leg

- Leg 1 – The race begins between the committee boat and the Marmion Island Day Mark and proceeds west and north up Stephen's passage and passing between Portland Island and Georges rock to the imaginary finish line bearing 110 magnetic to George's Rock.
- The race will be followed by a party at Auke Rec.

## July 18 – Glacier Bay Cruise Begins

## Round 5: July 24-26

### Auke Bay/ Funter Bay- 3 legs

- Leg 1 Starting line will be an imaginary line in Favorite Channel bearing 195 magnetic to the north light on Portland Island. The fleet will sail past Strauss Rock into Saginaw Channel rounding Pt. Retreat into Lynn Channel and finishing at Funter Bay. Finish line is an imaginary line off Clear Point bearing 62 magnetic.
- Leg 2 Starting line is an imaginary line off Clear Point bearing 62 magnetic Starting line is an imaginary line off Clear Point bearing 62 magnetic head south to Rocky Island taking the island to the port and heading further south to round Hanus Reef Light to the port and returning to the start line off Funter Bay
- Leg 3 Reverse course of leg 1

## Round 6: July 31

### Douglas SlideBack – 1 leg

- Starting at the Range Finder on Battleship Island, the race proceeds south and east behind Douglas finishing at Marmion Island with the day mark bearing 060 magnetic.

## Round 6: August 14

### SEAS Day Race – 1 leg

- 10:30 Starting at Marmion Island the boats will sail **one** of these courses:
  - d) North into Taku Inlet Rounding the buoy off Jaw Point on a starboard tack and returning and crossing the finish line an imaginary line bearing 020 magnetic to Sheep Creek Light in Gastineau Channel. (Line up the Sheep Creek Light with the center of the Sheep Creek Bridge)
  - e) South rounding Grand Island either to port or starboard (skipper's choice) and returning and crossing the finish line: an imaginary line bearing 020 magnetic to Sheep Creek Light in Gastineau Channel. (Line up the Sheep Creek Light with the center of the Sheep Creek Bridge)
  - f) West into Stephen's Passage, rounding Scull Island either to port or starboard (skipper's choice) and returning and crossing the finish line: an imaginary line bearing 060 magnetic off the Marmion Island Day mark.

## Round 7: August 28

### 'Round Grand – 1 leg

- Starting at Marmion Island the boats will sail south rounding Grand Island either to port or starboard (skipper's choice) and returning and crossing the finish line: an imaginary line bearing 020 magnetic to Sheep Creek Light in Gastineau Channel. (Line up the Sheep Creek Light with the center of the Sheep Creek Bridge)

## Round 7: Sept. 4-6

### Juneau/Taku Harbor season finally

- The starting line will be between the Race Committee Boat and the day marker on Mayflower Island (channel side of Douglas Harbor). If the Race Committee Boat is not present then the starting line will be between the day marker on Mayflower Island (channel side of Douglas Harbor) and the end of the rock dump (identified by the last satellite earth station) on the opposite side of Gastineau Channel.
- Leg 1 - 17.5 nautical miles - After the start, boats will race down Gastineau Channel, across Taku Inlet, into Stephens Passage. Finish line for Leg 1 is an imaginary line beginning ½ miles off the entrance to Taku Harbor bearing 030 magnetic to the Graves Point marker. Each boat shall take its time and report to the designated race official. Boats will anchor overnight in Taku Harbor



# SouthEast Alaska Sailing

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- The return Leg 2 takes the fleet back to Juneau. The finish line will be an imaginary line bearing 020 magnetic to Sheep Creek Light in Gastineau Channel. (Line up the Sheep Creek Light with the bridge over Sheep Creek)

**Handicapping:** All vessels will be handicapped using the PHRF-NW handicap system.

**Scoring:** The series will be scored by the low-point scoring system according to US Sailing's The Racing Rules of Sailing (2009-2012) Appendix A. The highest 7 scores for each boat will be thrown out.