



Sound Experience **Crew Guidebook**

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Welcome to the Sound Experience team Dear Crew:

On behalf of the staff and community that make up Sound Experience, I would like to welcome you as crew aboard *Adventuress* this year. We all look forward to the incredible energy and enthusiasm that you will bring to the ship's community and education programs. I hope you agree at the end of your term that you have fulfilled an important service to the people and environment of the Salish Sea and beyond. We also hope that you continue to stay involved in the Sound Experience community.

We are very thankful of all the crew who come aboard who have chosen to take the time to contribute in whatever ways they can. Some crew will bring art or music; others bring science and natural history. Some are trained teachers and others experienced sailors. We all pitch in to create and deliver the programs that are the foundation of the experience aboard *Adventuress*. Our blend of environmental education and sail training provides the education and inspiration to care about this special place and empowers participants with the tools they need to make a difference when they go back to their own neighborhoods.

I hope you will find that the spirit of *Adventuress* and the Salish Sea fills you and guides you. We are happy to have you aboard, maybe for the first time or perhaps as returning crew. Welcome! For more information about the crew, staff, programs, or opportunities to go sailing, visit our website, www.soundexp.org.

Warmly,

Amy Kovacs
Program Director
Sound Experience

Sound Experience Vision, Mission, Values and Goals

Vision Statement

We envision a future where everyone values Puget Sound/Salish Sea and the world's oceans, and chooses to act as stewards of their treasured waters.

Mission Statement

Sound Experience sails the historic schooner Adventuress to educate, inspire and empower an inclusive community that works to improve our marine environment and celebrates our maritime heritage.

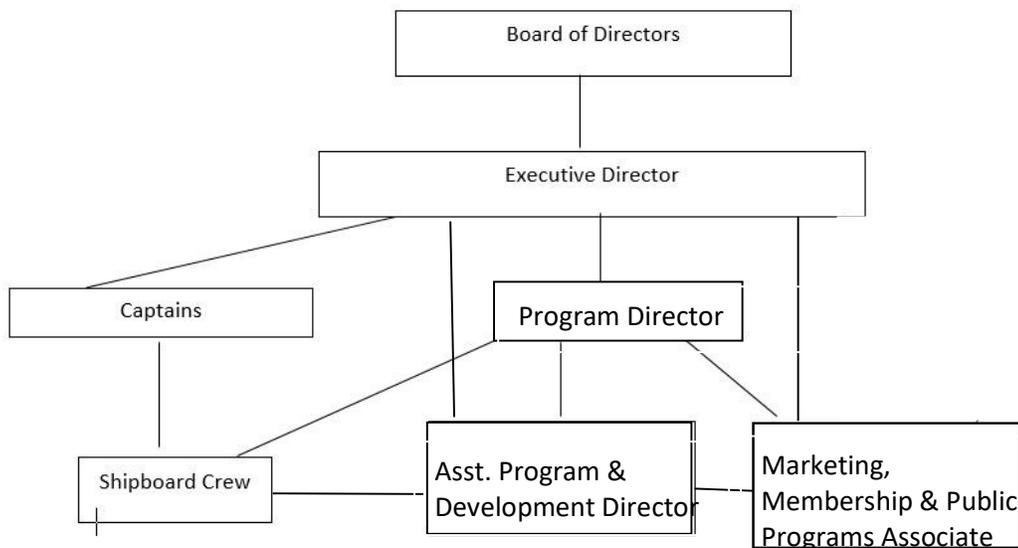
Values

- Transformative Education – changing our youth, our communities and our world
- Learning Organization – evolving for and with our people
- Living Sustainably – acting for our waterways
- Partnering – sharing our collective strengths
- Integrity – doing the right thing
- All Are Welcome

2017-2021 Strategic Goals (currently in the process of creating a new strategic plan)

- Deliver experiential programs that promote environmental stewardship and transform people
- Model the interdependence between a healthy environment and working communities
- Demonstrate global leadership in maritime historic preservation through best practices, clean technology and sustainable maintenance aboard the schooner Adventuress
- Engage a broad and diverse community that contributes its experience, influence and resources toward a robust organization
- Create an enduring organization that leverages excellence in human resources and technology

Organizational layout



Current Board of Directors and Affiliations

President

Julie Masura, Senior Lecturer, University of Washington Tacoma

Vice President

Available position

Secretary

Alexandra Tellez

Treasurer

Jim Welsh, Treasurer & Finance Committee Chair

2022 Board Members

Joshua Berger

Jim Congdon

Caitlin Hardy

Michael Hoffman

Satish Iyer

David Jackson, Ship Committee Chair

Jason Karas

Dirk Kristensen

Rusty Lhamon, Development Committee Chair

Maggie Mallon

Kathryn Noonan

Dave Schoegg

Henry Veldman

Capt. Jonathan Ward

Michele Wolski, Education Committee Chair

History of Sound Experience and the schooner *Adventuress*

To learn more visit: [History of *Adventuress* - Sound Experience](#)

Maiden Voyage to the Arctic

Launched in 1913 in East Boothbay, Maine, *Adventuress* was designed for luxury and adventure by Bowdoin B.

Crowninshield. The yacht was built for John Borden II, a wealthy businessman from Chicago, for an Arctic expedition to secure a Bowhead Whale specimen for the American Museum of Natural History. On board was Roy Chapman Andrews, the museum's naturalist, who would later discover fossilized dinosaur eggs in Mongolia and serve as the inspiration for Hollywood's Indiana Jones character. The whale eluded the expedition, but Andrews did pivotal research along the way on the dwindling fur seal population of the Pribilof Islands.

Guiding the World's Largest Ships

In 1914, Borden sold *Adventuress* to the San Francisco Bar Pilots. They valued her speed and state-of-the-art auxiliary engine. With an altered rig to accommodate the challenging working conditions, *Adventuress* plied the treacherous waters off the Golden Gate for more than three decades. During World War II, she served the U.S. Coast Guard patrolling the coastline.

Nearly Lost to History

By 1950, ships of her vintage were becoming increasingly rare. For her part, *Adventuress* had been phased out of use by the Bar Pilots and left at the dock at Sausalito, a more damaging fate for an old schooner than hard use. *Adventuress* was a sad

sight with her truncated rig and without her bowsprit. To many, it appeared that her days of adventure were over.

“She’s Something Different”

O.H. “Doc” Freeman, an entrepreneurial Seattle chandlery owner, discovered *Adventuress* tied to the dock in Sausalito. He saw past the neglect. Paying just \$7,800 and hoping to turn a profit in Seattle, Freeman brought her up the coast in February 1952. The voyage was, by all accounts, downright harrowing. Off the coast of California, the winter wind blew a steady 45 knots, causing the sails to blow out. Despite the engine throwing its clutch and a leaking heater filling below decks with gasoline fumes, the ship made it to her new home in Puget Sound.

Teens and a Tall Ship

After changing hands several times, *Adventuress* found a dreamer named Monty Morton who started Youth Adventure, a nonprofit youth sail training organization closely tied to scouting. His motto was “Busier youth build better citizens.” Morton and marine surveyor Captain “Cap” Raynaud began to restore the schooner in earnest, bringing back her topmasts, gaff rig, and bowsprit, and lengthening her main boom to increase her sail area. With the ship now repaired and Captain Karl Mehrer at the helm, young mariners could come aboard for adventure and learning.

A National Historic Landmark

In 1963, Ernestine “Erni” Bennett came aboard with Dorothy Rogers and their Girl Scout Troops looking for adventure and challenge. They became increasingly involved in the organization, with Bennett following Morton as director, and would enlist an extensive community of volunteers to complete the ship’s transformation to her original lines. In 1989, the National Park Service granted *Adventuress* the elite status of National Historic Landmark in recognition of her national significance.

Puget Sound’s Environmental Tall Ship

In the late 1980s, Bennett was seeking a successor, another organization that would continue the ship’s youth mission. She chose Sound Experience, a nonprofit founded by Barbara Wyatt and Morley Horder, whose program was modeled after the sloop *Clearwater* and Pete Seeger’s mission to clean up the Hudson River in New York. *Adventuress* was the ideal on-the-water teaching platform for environmental stewardship and protection of Puget Sound.

For Generations to Come

Now an icon of the Salish Sea, *Adventuress* remains an authentic example of living maritime history. “Youth of all ages” can climb aboard, take the helm, and sail as they did 100 years ago. With a mission to educate, inspire, and empower an inclusive community to make a difference for the future of our marine environment, *Adventuress* hosts thousands each year. Under the careful stewardship of Sound Experience, she is poised to sail for generations to come.

Crew Guidelines and Expectations

Crew Roles and Job Descriptions

Crew have different roles on board the vessel, but worked collectively together for a common goal of providing safe and fun programming aboard the schooner *Adventures*. Current job descriptions can be found here : [Join Our Crew - Sound Experience](#)

Roles and Responsibilities will be reviewed during crew orientation

Crew Orientation

Crew Orientation is designed to help crew get started, but **it is expected that crew will enjoy researching curriculum content and develop teaching techniques, sailing and shipboard community support skills throughout the season.** Crew Orientation is the first 5 days of each sailing season. All season-long crew members are required to attend Crew Orientation. Details about when Crew Orientation begins will be given before the start of each season.

Education Program

The success of each shipboard program is dependent upon the individual and collective efforts of each and every crew member. There is no better example of teamwork and synergy.

While there are specific environmental education program themes, crew members are expected to use and adapt our hands-on curriculum and not rely entirely upon lecture formats. Much of the training (especially for month-long interns and periodic year-round volunteers) will be in-service and driven by the initiative of the individual and resources available.

Crew are asked to present the different sides and complexities on issues facing the Salish Sea ecosystem; to encourage participants to make their *own* decisions and to create opinions on the issues; and to share with them decisions they can make in their daily lifestyle which will affect the health of Salish Sea. Crew should take care not to advocate personal opinions, though may share if asked.

Crew should realize that *Adventuress* is a working vessel. We sail almost every day of our season, interfacing with youth, group leaders, teachers, parents, elders and volunteers from all over the Salish Sea. It is the job of the crew to welcome and involve everyone in the program and ensure a positive experience. We encourage everyone to try new experiences but do not force anyone to do anything they are not comfortable with.

Educator / Deckhands are supported by the Shipboard Lead Team and Office Watch in all aspects of their roles and responsibilities.

COVID-19 Practices

Please visit the link here: [Sound Experience Covid-19 Practices - Sound Experience](#)

We will be reviewing additional steps we are taking onboard the ship during crew orientation.

Group Living and Communication

Living and working aboard a ship with 10-15 other crew members can be both difficult and rewarding. It is crucial that all crew realize they are a member of a team, living and working together. The experience will only be successful if every person realizes that *all work has value* and they consciously strive to create a positive living community. This will require a lot of giving and understanding. Habits and behaviors which may be acceptable if one was living alone and working a 9-5 job may need to be put aside. You will be expected to make an honest effort to be sensitive to others and to take responsibility for your own behaviors, moods, needs and desires.

Crew members are expected to take an active role and responsibility for establishing clear, effective and sensitive communication. Crew meetings may be organized through the Program Coordinator and Captain on an as-needed basis. These meetings will be time for checking in with crew, discussing concerns and conflicts, and to give and receive feedback. Every morning at breakfast there will be a short meeting to discuss relevant concerns for the day and program needs.

Sound Experience Electronics Policy

The community of *Adventuress* fosters meaningful relationships between all crew. As the world of electronic connectivity continues to increase we ask crew to leave behind many of the ‘comforts’ daily use of phones, computers and other technological devices afford. In this spirit we hope to celebrate those around us – through education, live music, sharing of experiences and just having fun.

While daily business may require use of these electronics, all aboard are asked to follow these guidelines for personal use. We also recognize there are times onboard crew must reach out for emergencies, hide from inclement weather and other important communications; during those moments we ask you to check in with the Captain or PC for an appropriate time and place.

The Internet onboard is for work related use only, unless otherwise approved by the Captain. Crew is asked to use their cell phones off the ship. During day programming – when *Adventuress* is dockside and without passengers – crew may use their muted laptop or electronic reader in the deckhouse after they are stood down for the day. Movie nights are, of course, encouraged! No recorded music is allowed to be played, except for maintenance days, or that which has been approved by the Captain – bring your instruments! Electronic readers are allowed for e-books if no participants are onboard and after crew are stood down. The use of earbuds is also not allowed as it compromises our safety systems.

On overnight programs no use of electronics is allowed during working hours without the approval of the Captain or PC.

Sound Experience reserves the right to access and review e-mail messages, including text messages, at any time, or any other file, document or item on a company computer or other electronic communication systems.

Crew Benefits

Crew may invite up to 2 friends and/or family members on public day sails (not school, group, or festival sails) for no additional cost when space permits and with advance notice. Additional friends and family members may come aboard at the member guest rate. Crew guest spots are limited to 4 per sail for the entire crew, please check in with the Program Coordinator to see when there is availability. Should there be no more crew guest spaces available, your friends and family may be put on the waitlist and come to the boat the day of the sail. If there is space available, or if registered participants do not make it, your guests would be welcome to hop aboard as space permits.

Earning Sea Time

When you sail on *Adventuress* you can earn sea time that counts towards a USCG license. *Adventuress* sails in inland waters and is a 100-ton vessel.

Upon your departure, or shortly after, *Adventuress*' Captain will provide you with a USCG-approved sea-time letter.

If you have any questions or concerns, do not hesitate to discuss them with the Captain. Additional information can be obtained at the USCG web site at www.uscg.mil.

Mail and Messages

You may receive personal mail at the *Sound Experience* office address during your time on the ship. Please have personal business mail collected by someone from a permanent address and forwarded to you or open a separate personal PO account that you can monitor. Do not notify companies, business or schools, etc. that this is your address during your time on board. The forwarding address is:

CREW NAME
c/o Sound Experience
PO Box 1390
Port Townsend, WA 98368

Please, ensure that we have your new address when your contract ends with Sound Experience to forward any missed mail. Please contact each individual to inform them of your change of address when you leave *Adventuress*.

In case of an emergency situation where you need to be contacted immediately, have your family contact (in order):

- 1) The *Sound Experience* office: 360-379-0438x1
- 2) Exec Director, Catherine– 206-353-6119
- 3) Lastly, ship's phone 360-286-5471

Crew Time Off

Crew typically have 2 days off per week. These days might be in a row (Thurs, Fri or Sat, Sun) or separate (Mon, Wed). All crew will have the same days off.

Please note that this is a working vessel and some duties may need to be performed on a day off. For example, if a crew member is serving as the “duty person” on their day off, they may still need to remain on the ship. Or the crew may be needed to transit the morning of the day off.

Having said that, we totally recognize that everyone has a personal life outside of the ship and there may be some exceptions made for days off (e.g. graduations, weddings, etc.). We make every effort to accommodate requests for days off, but cannot guarantee anything.

If you have a specific day (or days) that you need off during your time onboard that falls outside of the planned days off, you should notify the Program Director asap.

We will be reviewing any Covid-19 Guidelines for crew time off during the crew orientation.

Crew Time-Off Frequently Asked Questions:

[Question: Am I responsible to find my own housing during time-off or will the boat be available?"](#)

The ship is accessible during your days off, you can eat & sleep onboard.

[Question: How often will I have time off?](#)

Crew will typically have 2 days off per week. This will mean approximately 6 days per month. They may end up being 2 days in a row or separated.

[Question: How far in advance will I know my days off?](#)

The schedule for the season will be shared at the beginning of the season, so you will know in advance when your days off are. That said, there may be times when the schedule changes due to unforeseen circumstances and the days off may change. Every effort will be made to notify crew as soon as those changes occur.

[Question: When does my time off start, and when will I need to return to the ship after my day or day off, if I go somewhere?](#)

At the end of the work day (typically around dinner time), the crew are stood down for the day. At this point, the crew (with the exception of the Duty Person) are free to do whatever they want. They can leave the ship or stay as they like.

Crew are to be back onboard and ready to go to work at the start of the next scheduled day "on" - typically 7:30 am for a breakfast muster.

So you will be free to start your "time off" the evening before your first scheduled day off (as soon as you are stood down for the day). You are due back to the ship the morning of your first day back "on" in time for the breakfast muster. Check with the PC before you leave for your time-off as to the expected start time on the day of your return - the default is always 7:30 am. It is your responsibility to know what time you are expected back to the ship. **ALWAYS TELL THE PC, MATE or CAPTAIN when and if you will be sleeping off the ship.**

The Duty Person has additional responsibilities each day including staying with the ship throughout the evening / night. (All of the additional responsibilities of the Duty Person will be explained as part of your training.) The Duty Person role rotates amongst the crew.

[Question: "What are the chances of camping around the places we are docking? Will local regulations allow it? Would it be a waste of space to bring a tent to try?"](#)

The Pacific Northwest has some GREAT campsites. But you do need to set up camp at a designated campsite. Our dock locations are in very developed areas (Seattle, Tacoma, Olympia, Everett, Bellingham, Friday Harbor, etc.) so if you wanted to find a nearby designated campsite from the ship, you would need to be prepared to travel by car or public transportation.

There is a crew tent available for your use so you do not need to bring your own. Limited space onboard the ship prevents stowing multiple tents and other camping gear (e.g. stove).

Dress Code

Crew are required to wear clothes that are neat, clean, and appropriate for working with youth and adults of diverse populations. **Crew t-shirts will be provided upon arrival and should be worn during day sails and the first and last day of overnight programs.** Please use the following guidelines when choosing the clothes you will bring with you.

- No rips or holes, or excessive patches. Existing patches should be tasteful, please refrain from any pants with holes or patches in the seat or crotch.
- No displays of alcohol, tobacco, or sexually explicit content.
- Shoes must be closed toed in the Galley at all times and on-deck when underway. Secure heel-straps are mandatory as well.

Gear List

This checklist is for your comfort and safety, and is similar to the one sent to our participants. As you pack, keep in mind that the weather in the PNW can be very unpredictable, even in the summer. Be prepared for cool, wet weather as well as hot, sunny weather. Also be aware that you will be living out of your bags and will often be changing bunks, sometimes nightly. To make this easier on you, you will want to bring only a small amount of gear. Most people feel they brought too much clothing. Pack thoughtfully. Layers of warm-when-wet fabrics like wool, polypropylene and synthetic pile will help you keep up with the changes in conditions.

Expect to get dirty and don't bring anything too elegant. Focus on functional clothing. Please use a soft pack or duffel bag.

Items to bring (Please use a soft pack or duffel bag that can securely close; no hard luggage):

- K-N95 Mask(multiple) we will have some if you do not have any
- Warm coat or jacket
- Waterproof rain jacket and pants (rubber is best)
- 2 wool or synthetic fleece sweaters
- 2 long-sleeved shirts
- 2-3 T-shirts
- 2-3 pairs of long pants
- Set of work clothes for maintenance days (clothes you don't mind getting paint, etc on)
- Wool or synthetic socks (wicking is best, not cotton)
- Underwear
- Long underwear or sweats (tops and bottoms, also function as pajamas)
- 1-2 pairs of closed-toed shoes (Closed-toed shoes must be worn while underway and on shore hikes. Closed-toed sandals such as Keens are acceptable. *No flip-flops while underway!*)
- Sleeping bag, outdoor weight
- Small pillow
- Toiletries
- Washcloth and compact bath towel
- Wool hat/beanie (covers ears)
- Gloves
- Sunhat (securable)
- Water bottle with your name on it
- Medicine/medical devices (will be stored separately during youth trips)
- Day pack
- Separate set of clothes for time off

The following items may be nice to bring but are optional:

- Bag for wet clothes and dirty laundry
- Waterproof boots (we do have a selection of boots on board)
- Journal/Notebook, pens or pencils
- Camera, binoculars
- Cloth napkin/handkerchief
- Flashlight
- Poems or other readings/music to share
- Cell phone (for off-boat use only)
- Laptop computer (for off-boat use only, to be stowed at your own risk)
- Musical instruments (the boat does have a couple guitars on board)
- Gear for days off (camping supplies, 'nice' clothes, etc...)
- 2 Twin sized sheets. 1 to cover bunk and the other to go inside your sleeping bag
- Knife, marlinspike, etc

Please do **not** bring any electric devices such as hair dryers or electric shavers

Sound Experience Drug Abuse Policy Statement

Sound Experience is committed to a drug-free policy. Sound Experience is committed to the strict enforcement of United States Coast Guard and U.S. Department of Transportation regulations applicable to vessels licensed to carry passengers or engaged in commercial service. These regulations prohibit the use, sale, distribution, manufacture, or possession of drug paraphernalia or substances illegal or controlled pursuant to state or federal law, or the unauthorized use of alcohol on company premises or while on company business. This policy is designed to protect public safety by testing for substances that, when ingested, lead to impairment. Impairment is defined as having bodily concentrations of drugs at or above threshold levels of metabolites including, but not limited to, those listed below:

Initial Test Analyte	Initial Test Cutoff Concentration	Confirmatory Test Analyte	Confirmatory Test Cutoff Concentration
Marijuana metabolites (THCA)	50 ng/ml	THCA	15 ng/ml
Cocaine Metabolites (Benzoylecgonine)	150 ng/mL	Benzoylecgonine	100 ng/mL
Phencyclidine (PCP)	25 ng/mL	Phencyclidine (PCP)	25 ng/mL
AMPHETAMINE			
Amphetamine	500 ng/mL	Amphetamine	250 ng/mL
Methamphetamine	500 ng/mL	Methamphetamine	250 ng/mL
MDMA/MDA	500 ng/mL	MDMA/MDA	250 ng/mL
OPIOIDS			
Codeine/Morphine	2000 ng/mL	Codeine/Morphine	2000 ng/mL
6-Acetylmorphine (6AM or Heroin)	10 ng/mL	6-Acetylmorphine (6AM or Heroin)	10 ng/mL
Hydrocodone	300 ng/mL	Hydrocodone	100 ng/mL
Hydromorphone	300 ng/mL	Oxymorphone	100 ng/mL
Oxymorphone	100 ng/mL	Oxymorphone	100 ng/mL
Oxycodone	100 ng/mL	Oxycodone	100 ng/mL

To facilitate enforcement of the provisions of this policy, Sound Experience will use every legal means to deter and/or detect violations including, but not limited to, urine, breath or blood testing of Captains and crewmembers as required by DOT and USCG under the following circumstances:

- 1) *Pre-employment*: A condition of hiring a new employee is the passing of a pre-employment drug test.
- 2) *Reasonable Suspicion*: In situations where the employer is aware of facts that would lead them to suspect the drug policy has been violated, a drug test will be conducted.
- 3) *Post-Incident*: The marine employer shall ensure that all persons directly involved in a serious marine incident are chemically tested for evidence of dangerous drugs and alcohol in accordance with the requirements of 46 CFR 4.06.
- 4) *Random*: At any time during an employee's work schedule, the employee may be subject to an unannounced random test for the illegal use of drugs.
- 5) *Periodic*: As required upon license renewal, usually exempt as in 46 CFR Part 16.220.
- 6) *Return to Duty*: An employee who tests positive may be terminated by Sound Experience, or if directed to counseling or rehabilitation as a condition of continued employment, must submit to unannounced drug tests for a specified period of time.

Tests will be performed by Substance Abuse and Mental Health Services Administration (SAMHSA) certified laboratory personnel experienced in collection protocols; chain of custody procedures; drug test and confirmation methods; and Medical Review Officer functions.

Sound Experience will take appropriate disciplinary action, including the possibility of termination of employment and/or services as well as possible suspension of United States Coast Guard license and/or Merchant Mariner Document, and legal prosecution, for violations of this policy. We understand that our testing agency (The Maritime Consortium, Inc.), is also required to notify the U.S. Coast Guard in the case of any positive tests.

We further recognize that chemical dependencies are a personal concern for many individuals and accordingly encourage drug abusers to immediately seek professional help such as is available through the confidential services of an Employee Assistance Program (EAP).

Sound Experience supports the necessity for maintaining a Drug-Free Policy and pledges to abide by the provisions of this document and DOT/Coast Guard drug and alcohol testing rules.

Sound Experience Drug Testing procedure

Employee Chain of Events:

- 1) Contacted office about employment.
- 2) Offered position.
- 3) Requested to supply proof of drug test in last six months or random testing program for 60 of the last 180 days enrolled in Maritime Consortium Inc. Testing Program. Pre-employment drug testing will be arranged if necessary and you may be asked to complete the drug testing related background-check paperwork. Background-check paperwork is to be completed within 30 days after start date.
- 4) If selected for random testing: report to testing facility within 24 hrs of notification by Captain.

FAQs about the Drug Testing

Q: *Who will pay for testing?*

A: Sound Experience will pay for pre-employment testing as well as all other testing.

Q: *Where will tests be performed?*

A: Testing sites are available throughout the U.S. and in the Salish Sea region. We may schedule one prior to arriving at the ship at the closest facility to you, or it may be arranged when you arrive at the ship.

Q: *What happens when analysis is complete?*

A: The Captain will be notified and will pass on results to crew member confidentially.

Q: *What if there is a refusal to comply with the testing?*

A: U.S. Coast Guard will be notified that there was a refusal and it will be treated as a positive test. Employment with Sound Experience will be terminated.

Feedback and Conflict Resolution Policy

Problems, misunderstandings and frustrations arise in the workplace. It is the organization's intent to be responsive to our employees and their concern. To ensure effective working relations, it is important that any workplace misunderstandings or conflicts are resolved before serious problems develop. Therefore, an employee who is confronted with a problem should utilize this policy to resolve or clarify the situation. The purpose of the conflict resolution policy is to provide a quick, effective and consistently applied method for employees to present concerns to have those concerns resolved. Proactively identifying and resolving conflicts is a way to strengthen the relationships that improve relational coordination.

One of our best tools in improving our relationship is communicating - talking and listening to each other. Feedback is a form of that communication and is one that we value and practice here at Sound Experience. Two feedback tools we practice here at Sound Experience are described below, and will be presented to the crew at the beginning of each Season.

These are incorporated into the Conflict Resolution Steps below.

Breakdown, Breakthrough

Acknowledgement that there is a breakdown in communication, understanding between two or more people. This will pause the conversation and lead to a opportunity to understand where both parties are coming from-the breakthrough. This could also be brought to the leadership to help support the process of understanding.

Restorative Practice

Restorative practices is a social science that studies how to improve and repair relationships between people and communities. The purpose is to build healthy communities, increase social capital, decrease crime and antisocial behavior, repair harm and restore relationships. [What Is Restorative Practices? | Restorative Practices \(iirp.edu\)](#)

Conflict Resolution Policy Steps

STEP ONE

Employees should attempt to resolve issues with employees involved. This attempt should take place in private. Issues should be approached with humility and the intent to learn. One option is to use the Breakdown, breakthrough feedback approach.

STEP TWO

If issues cannot be resolved, the employee should direct their concerns with their immediate supervisor.

STEP THREE

If the discussion with the immediate supervisor does not resolve the problem to the mutual satisfaction of the employee and the supervisor, or if you are not comfortable discussing the problem with your immediate supervisor, you may consult with the next level of management, including [the Education Director, Development Director or Executive Director]. To do this, Employees may direct their concerns through mail, email, phone or private discussion to anyone or all of the management listed above. Issues will be treated with confidentiality and respect, in a timely matter. Once a formal complaint or concern is submitted, the member of the management team will let the employee know that their complaint or concern has been received.

The following are some actions that might take place after a concern or complaint has been received:

- Sound Experience may call a meeting to facilitate a resolution and increase understanding between the parties involved.
- Sound Experience may use Restorative Practices to help resolve a conflict.
- Sound Experience may seek advise from HR firm or attorneys

Crew Evaluations/Check-ins

Crew evaluations happen at the beginning, middle and end of season. The beginning of the season is to check-in after orientation and the start of the season to assess learning, and establish goals or needs. Mid-season check-ins are to review progress and adjust any items. End of season is where a final review will happen. Crew will also be able to review and provide feedback about their own experience on the ship.

The Ship: Your home for your time on board

The schooner *Adventuress* is 101 feet long on deck. The sleeping accommodations are co-ed dormitory style, with bunks arranged in tiers in the foc'sle and main cabin. There is very little privacy. The bunks have foam mattresses and are small, but have enough room for sleeping. There are no showers on board the ship. There are three heads (marine toilets), that are located in the passageway between the main cabin and the foc'sle. Each head has a toilet and a sink which may be used for washing. Depending on the participant population, we sometimes (but rarely) make a shore stop for showers. You will be living in very close quarters during your time aboard, but with a few adjustments on everyone's part we can become comfortable living together.

Specifications

Length on deck (LOD):	101 feet
Length overall (LOA):	133 feet
Length at the waterline (LWL):.....	71 feet
Rig Height:	110 feet
Beam:	21 feet
Draft:	10 feet, 6 in.
Sail Area:	5,478 sq.feet
Displacement:.....	115 tons

The Galley

A kitchen aboard a vessel is called a galley. You will have a chance to help prepare meals and clean up the galley each day. The menu onboard *Adventuress* is wholesome and interesting, with plenty to eat. Breakfasts may include oatmeal, cereal, fresh fruit, egg or tofu dishes, and pancakes. Lunches are often soup, sandwiches and salad. Dinners are often casserole dishes with salads/vegetables. Besides breakfast, lunch and dinner, there's usually an afternoon snack. Meals are vegetarian as eating lower on the food chain is consistent with our mission. We also have limited cold storage. **Please** let us know in advance concerning any special dietary needs so that we can pass that information on to our galley coordinator with plenty of time for menu planning and food purchasing.

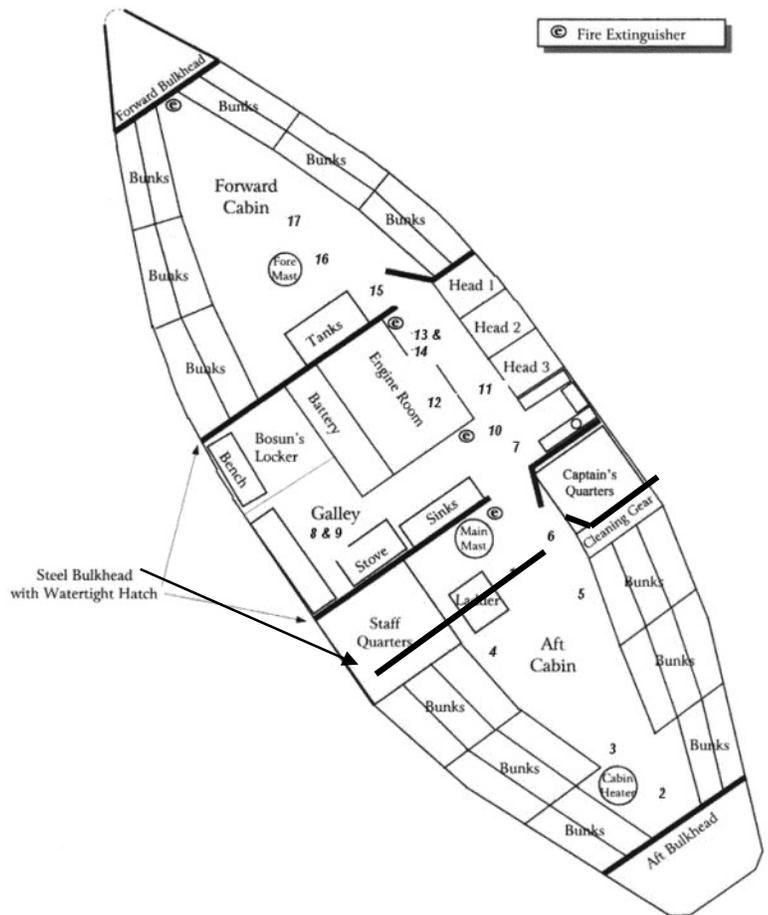
We require all crew aboard *Adventuress* to receive their WA State Food Worker's Certification as you will be spending time in the galley helping to prepare meals, cleaning after meals, working with participants in the galley, and more. You can receive this certification online by visiting www.foodworkercard.wa.gov.

Shipboard Program Overview

Sound Experience is a Puget Sound/ Salish Sea based environmental and youth leadership organization that uniquely delivers its programs aboard the 133' historic wooden schooner *Adventuress*. A nonprofit 501(c)(3) organization since 1989, we reach over 4,000 young people and adults each year, inspiring in them a greater understanding of the complexity of our marine ecological systems and stronger commitment to the stewardship of our waters. Aboard *Adventuress*, on day or overnight programs, participants experience the majesty and vulnerability of the Salish Sea and why the future of our marine environment matters to all of us.

Please note that there is a separate document called the Curriculum Handbook that provides an in-depth look at our

Below Decks Floor Plan



curriculum to help prepare you for the season.

Program Focus

Maritime

Environment

Leadership

Goals & Outcomes

Short Term

1. Gain knowledge of the Salish Sea as a dynamic interactive ecosystem demonstrated by successfully participating in learning stations and connecting with their watershed
2. Understand basic mariner skills through the learning stations and day-to-day shipboard life. Use mariner skills to work as a collective community aboard the vessel to safely run the ship.
3. Apply the concept of renewable vs nonrenewable resources on Earth by using Adventuress's systems to maintain a healthy ship.
4. Take individual and cooperative action to become stewards of the Salish Sea by making responsible choices for a sustainable future.

Mid Term (Work in progress, see google drive for notes and more options)

Knowledge

- Make connections in their classroom, household or community, with the knowledge gained from participating in a program aboard Adventuress.

Application

- Apply the concept of renewable vs nonrenewable resources on Earth learned aboard Adventuress to a wide range of environmentally relevant choices in their daily lives.

Action

- Seek out opportunities to engage in more activities, learning opportunities, community or career programs related to environment and maritime.

Long Term

1. People introduced to the Adventuress community will develop a stronger environmental awareness, understanding and appreciation of Puget Sound within the greater Salish Sea ecosystem, and the human impacts on it.
2. People introduced to the Adventuress community will recognize the cultural values of our region's maritime activities and learn how those activities are dependent on a healthy Puget Sound/Salish Sea.
3. To ensure that Puget Sound/Salish Sea consists of healthy habitats that support its vital natural resources, citizens will have access to knowledge useful for active participation in local and national environmental discussions.

Our Program Approach



Participants and Program Categories

School and youth Groups and Underserved Partnership Programs

Sound Studies

Three- or five-hour programs offering youth hands on classes in marine debris, ocean acidification, plankton, marine life, nautical skills and life aboard a tallship. These classes form the core curriculum for all program models.

The majority of groups are class field trips, with ages ranging from 3rd grade to high school. Scout groups and local youth groups also take advantage of this experiential learning program.

Sound Explorations

Overnight or consecutive day voyages ranging in length. We offer the opportunity for youth and adults to become working members of *Adventress*, while experiencing activities in both marine sciences and nautical skills.

This program model reaches many groups with a range of diverse backgrounds. We work with youth, school groups, girl and boy scouts, open enrollment trips and underserved populations. Some groups may be tight-knit, while others may not know each other at all!

Consecutive Day Programs

These programs are consecutive day programs meant for the same group of students and will build off the prior days learning.

- 1-2 weeks in length
- limited number of participants to increase social distancing
- Monday-Friday 4-6hrs a day
- Programs will focus on 3 areas - maritime skills, environment stewardship and leadership

Virtual Programs

30-60 minute programs where we stream into the classroom. These programs can reach young people who would otherwise not be able to access the vessel.

CTE Credit program for High School Students

These are week or 2-week maritime skill summer courses for highschool students in partnership with a local Skills Center that offers Career and Technical Education courses for students. A CTE certified teacher is either part of the crew or joins us on board

Partnership Programs

New and existing programs that are in partnership with community based organizations. These programs pair the skills, and curriculum of Sound Experience and the goals and needs of the youth and organization we are working with. They could be a 1 day program or up to 5 days overnight.

Public Engagement Programs

Day Sails

Public Day Sails, Member Day Sails and Dockside Tours are offered at our ports-of-call around the Salish Sea during our sailing season from March through October. The 3-hour Public Day Sails are open to participants of all ages. Member sails are open to members only. They are a perfect way to explore Puget Sound and learn about our unique marine environment while sailing aboard a historic tall ship. Participants are encouraged to join in to raise the sails, sing a sea chantey or two, and enjoy one or two of our shipboard classes. Or just sit back and enjoy the scenery!

Dockside Tours and Dock Talks

Dockside Tours are also offered throughout the season, usually in conjunction with a Public Day Sail. They are free of charge and are a great chance to come aboard and tour the ship and learn more about our programs.

The Dock Talks speaker series is a way for the public and the Sound Experience community to engage, on or off the ship, on topics focused on maritime, the environment and community. Experts in their field are invited to share their work and learnings in a variety of topics through a short presentation. Each talk is unique and cover a variety of topics. For example, juvenile salmon migration, how the Salish Sea map was created or how to identify marine mammals on the water.

Workplace Sails

These sails use the same format as our Day Sails but are filled with participants from companies and organizations that would like to provide an experiential or team building activity for their employees. These programs help to connect Sound Experience with a wider community, provide meaningful experiences and raise funds that make our programs possible.

Open Enrollment Programs

Trips for Teens

- **Fantastic Voyage:** These trips are for teens 7th grade and up, focusing on community, leadership, and the environment.
- **Girls at the Helm:** Ernestine Bennett Leadership Sail – This trip is for middle and high-school girls focusing on women and leadership.
- **Gender Odyssey:** This is a week-long overnight program for gender diverse teens. This is in partnership with Transfamilies along with other local organizations.

Trips for Families

- Member Expeditions: Youth must be at least 8 years old and accompanied by an adult family member.

A “TYPICAL” DAY

We are often asked what crew members will do each day. Our experience has been that each trip and each day is different. Our program and schedule are often based on the winds, currents, and tides. We don't plan a set itinerary because we find that it limits the program possibilities and does not make the best use of a sailing vessel. Some days we may get up earlier in order to catch a tide or sail later in the evening to make use of a wind pattern. Schedule and routines are adjusted to take advantage of our weather!! But, in general, our days often resemble the schedules listed below.

These schedules and time frames are given only to help you form an idea of what a day on *Adventuress* involves. We will strive to create a balance between a flexible, creative program and maintaining a consistently quality program. We can do it!

- 0700 Wake up! Personal time to get ready for the day. Time to pack up and stow gear. Help facilitate this if participants are on board.
- 0730 Breakfast and crew meeting. Discuss groups arriving for programs, who will play what role for the day and any other relevant issues. All crew and volunteers must attend to review introductions, roles aboard, program goals, and the station bill.
- 0800 Ship chores, station prep and sail prep.
- 0840 Meet the group at the top of the dock as they arrive.
Group uses shore heads
Group introduction in which expectations are set
Walk to the ship
- 0900 Loading of gear and students on to the ship.
- 0905 Captain's safety talk.
- 0915 As ship pulls away from the dock, the Program Coordinator gives an introductory talk while the rest of the crew assists with leaving the dock.
- 0925 One crew member teaches a sea chantey to the group and we all raise our voices together.
- 0930 Students help set sail and sing the chantey.
- 0940 Students split into their small groups and begin rotations to 3 teaching stations which will last 15-20 minutes each.
- 1045 Moment of silence, drama/musical celebration!
- 1100 Students break into small groups again and rotate around to the last 2 teaching stations.
- 1145 All groups move to one side of the boat for docking while the Program Coordinator leads a final group discussion. The rest of the crew helps in docking.
- 1155 Crew supervises the group as they leave the boat and walk the group up the dock.
- 1200 Lunch, prep for the next program.
- 1240... Meet the next group and start all over again with a program from 1-4 pm!
- 1600 Time for debriefing the day, deckwash, station clean up, dinner prep and personal development time.
- 1800 Dinner and clean up.

Evenings:

Schedules may vary depending on vessel, program and training needs. When we are at the dock, one person is designated to stay with the ship each day and night to do boat watch and keep *Adventuress* safe from harm. Otherwise, evenings are open for personal development (study curriculum, communicating with family, practice skills, dining out, group fun, personal reflection, other recreation, etc)PLEASE NOTE: Covid guidelines may restrict some of these activities. Quiet time is at 2200 regardless and bunks should be ready if a late return is anticipated. Returning to the ship intoxicated is not an option and will warrant disciplinary action.

Typical overnight program overview

Morning

Days begin with a morning wake-up song at 7am. Breakfast is around 7:30 or 8 am. Coffee is on early! Crew meets in the deckhouse while participants eat to discuss plans or issues relevant to the day. Each watch will have a different morning stewardship assignment (chore) after breakfast. The different stewardship duties for the morning include preparing and cleaning up breakfast, cleaning below decks and topsides, and prepping the sails. There is enough time to get yourself organized for the day before we haul up the anchor and set sail or commence activities on shore at anchor. Coordination and communication among co-watch leaders is critical as you develop your watch's program.

The Day

Days are very full, but always interesting and fun. During the day, Watch Leaders guide their watch groups to have a rich learning experience. Throughout the day, one watch will take the deck responding to current conditions as we sail. The other two watches are busy learning about their environment, each other and participating in activities. Watches will be responsible for preparing and cleaning up one meal per day, and preparing presentations and activities for the evening program. The goal will be to create a near-seamless flow from one activity to the next; each building upon the previous. As a watch leader team- you should be gauging the interests and energy of your group as you guide them through the program and weighing them alongside program goals and objectives. Flexibility and creativity is the key to success.. Make sure to include some free time each day.

Evening

When we get to our destination for the day, we'll drop anchor, usually before dinner. Evenings are a time for the whole group to gather in the main cabin to share an evening program. The program may consist of songs, stories, sharing time or other group activities. The lights go out at 2200 and the ship is quiet all night. Each watch is responsible for keeping an eye on the ship for part of the night, with each person taking a turn at getting up for an hour of night watch—staying awake to make sure the ship is safe. This is a wonderful time to enjoy the peaceful beauty of a tall ship at anchor in the Salish Sea: stars, sounds of night animals, glowing plankton in the water and have a sense of responsibility in sharing the care of the ship's company.

0700 Wake Up!

0730 Muster as a whole group for breakfast... share in a song, quote, inspiration, or memories from the previous night.

0745 Breakfast. Participants eat in main cabin or on deck, while crew members meet with the group leader in the deckhouse.

0830 Post breakfast chores.

- Galley clean up (dishes etc.)
- Below deck cleaning
- Deckwash & sail prep

0930 All hands muster to review day's plan and to set sail together!

1030 Break into three watch groups. PC and Watch Leaders divide the day in equal chunks of watch time where the watches will rotate with their watch leaders between:

- Deck watch... sail, steer, bow watch, navigate
- Below Decks
- Deckhouse

Watch rotation through lunch or break for lunch and start another set of rotations

1600 All hands to strike sail and put the boat to bed for the night.

1645 Drop anchor.

1700 One watch begins dinner prep while others row/sail our small boat and explore the anchorage, climb the rig, create evening programs of serendipitous fun, brainstorm skits, RELAX and enjoy the water!

1800 Dinner as a group.

1830 Designated watch begins dinner clean up.

2000-2130..Evening Program... all gather together for songs, stories, laughter, town meetings, debates, environmental jeopardy, group skits, charades, etc.

2200 Lights out... anchor watch rotation begins.

2200-0700 ..Watches and crew rotate in sharing the anchor watch duty for hour-long shifts.

Program Elements

Here is a list of some common program elements that are incorporated into day, overnight and consecutive day programs, we will talk more about these during orientation.

Morning Circles/ Check-ins
Morning Meetings- Staff
Wake-ups/Goodnights
Meal Skits
Moment of Silence
Listening Session
Evening Program
Chores
Mealtime (participants)
Mealtime (crew)
Crew Debriefs
Muster
Orientation Sensation
Choose your Own Adventure
ORBITZ

WA State Docks, Directions, & Travel Tips

If you have any difficulty finding the ship or where you are supposed to start your service aboard, don't hesitate to call the office (during business hours) 360-379-0438, the ship 360-286-5471, or Catherine (after hours) at 206-353-6119.

Adventuress Ports

- Bellingham: Squalicum Harbor Marina
- Friday Harbor: Friday Harbor Marina
- Port Townsend: Boat Haven (Winter), NW Maritime Center (During Season)
- Everett
- Seattle: Elliot Bay Marina, Center for Wooden Boats, Shilshole Marina, Argosy Dock
- Bainbridge Island: Winslow City Dock
- Tacoma: Foss Waterway Seaport
- Olympia: Percival Landing, Swantown Marina
- Gig Harbor: Jerisich City Dock, Arabella's Landing

Olympia-Percival Landing

Distances

Seattle: 64 miles south

Portland: 100 miles north

Public Transportation

Greyhound: 800-231-2222. Station a few blocks from the dock at 107 East 7th Avenue. 7 trips/day from Seattle 1.5 hours

Amtrak 800-872-7245. Closest station is in Lacey, a suburb of Olympia

Capital Airporter: 360-754-7113; Service from SeaTac to Olympia

Intercity Transit: 800-244-6846; Olympia area bus service

<http://www.intercitytransit.com>

Percival Landing: 360-753-8379; Call for other public transport options

Driving

1. From I-5 take Exit 105 "State Capitol/City Center/Port of Olympia."
2. Stay in right lane, Exit 105B "Port of Olympia."
3. Follow Plum Street to 3rd Avenue (State Avenue).
4. Turn left onto 3rd Avenue to 90 degree bend in road to the left.
5. Find small parking lot for Percival Landing and look for *Adventuress*.

Be sure to ask crew where you can park your car long-term



Tacoma

535 Dock St. -Thea Foss Waterway

Distances

Seattle: 35 miles south

Portland: 125 miles north

Public Transportation

Greyhound: 800-231-2222; Station in Tacoma

Amtrak: 800-231-7245; Station in South Tacoma

Capital Airporter: 360-754-7113; Service from SeaTac to Tacoma

Pierce Transit: 253-581-8100; Take from Amtrak and Greyhound Stations

<http://www.piercetransit.org/>

Driving

1. From I-5 take Exit 133 "City Center/I-705."
2. Follow signs for Schuster Parkway.
3. Turn right at the traffic light onto 4th Street (very sharp turn).
4. Follow 4th Street down the ramp, where it becomes Dock Street.
5. Pass first building on left and turn left into parking lot, where the sign says "The Dock."
6. *Adventuress* is docked next to the parking lot for the Dock St. Landing Restaurant and will be easy to see (two tall wooden masts with a red pennant)

Gig Harbor- Jerisich Dock

3211 Harborview Dr

Distances

Seattle: 43 miles south

Portland: 150 miles north

Public Transportation

Greyhound: -231-2222; Station in Tacoma

Amtrak: 800-231-7245; Station in South Tacoma

Capital Airporter: 360-754-7113; Service from SeaTac to Tacoma

Pierce Transit: 253-581-8100; Take from Amtrak and Greyhound Stations to 3211 Harborview

<http://www.piercetransit.org/>

Driving

1. From Seattle take I-5 South, (31.9 mi)
2. From Portland merge onto I-5 N toward SEATTLE (Crossing into WASHINGTON) (136.9 mi)

3. Merge onto WA-16 W via EXIT 132 toward GIG HARBOR/ BREMERTON/ SPRAGUE AVE. (9.8 mi)
4. Take the exit toward WOLLOCHET DR NW/ CITY CENTER. (0.3 mi)
5. Turn RIGHT onto PIONEER WAY. (0.7 mi)
6. Turn LEFT onto HARBORVIEW DR. (0.1 mi)
7. **Adventuress is docked at the Jerisich dock and will be easy to see (two tall wooden masts with a red pennant).**

Seattle- Elliott Bay Marina

2601 West Marina Place Seattle, WA 98199

Distances

Portland: 160 miles north

Vancouver: 180 miles south

Bellingham: 100 miles south

Public Transportation

Greyhound: 800-231-2222; 811 Stewart Avenue

Amtrak: 800-872-7245; King Street Station. Three trains daily into Seattle from Tacoma/Olympia/Portland

One train daily from Bellingham/Mount Vernon

Seattle Metro 800-923-7433 Route 174 from Sea-Tac Airport, transfer to Route 17 at 5th/Virginia, transfer to Route 46 at NW Market/Ballard.

<http://transit.metrokc.gov/>

Driving

1. From I-5 take the Mercer Street Exit.
2. Take a right at the first light on to Fairview.
3. Go left at the next light which becomes Broad.
4. Stay on Broad until Denny Way, take a right onto Denny. Denny will become Elliott Avenue.
Stay on Elliott Avenue until you see signs for the Magnolia Bridge.
5. Get on the bridge. The exit is the only exit off to the right of the bridge.
6. Take the second left and follow this road as it winds into the marina.
7. Park in the back section of the parking lot marked "GUEST PARKING-NO OVERNIGHT WITHOUT AUTHORIZATION". If cars are to be left overnight they need to check with the office to get guest parking overnight permits for their dashboards.

The marina is located on the south bluff of Magnolia, just west of Pier 91. *Adventuress* is usually at N dock. Sound Experience/ Schooner *Adventuress*

Seattle-Shilshole Bay Marina

Distances

Portland: 160 miles north

Vancouver: 180 miles south

Bellingham: 100 miles south

Public Transportation

Greyhound: 800-231-2222; 811 Stewart Avenue

Amtrak: 800-872-7245; King Street Station. Three trains daily into Seattle from Tacoma/Olympia/Portland. One train daily from Bellingham/Mount Vernon

Seattle Metro 800-923-7433

<http://transit.metrokc.gov/>

Map:

[Shilshole Bay Google Maps](#)

King Co. Metro Transit: <http://transit.metrokc.gov/>

WA State Ferries: <http://www.wsdot.wa.gov/ferries/>

Driving:

Southbound on I-5

1. Head south on I-5
2. Take exit 172 to merge onto N 85th St (3.5 mi)
3. Turn right onto 32nd Ave NW (0.1 mi)
4. Continue onto Golden Gardens Dr NW (0.1 mi)
5. Turn left to stay on Golden Gardens Dr NW (0.6 mi)
6. Turn left onto Seaview Pl NW (0.2 mi)
7. Take the 1st left onto Seaview Ave NW
8. Destination will be on the right

Northbound on I-5

1. Head north on I-5
2. Take exit 169 for NE 45th St (0.3 mi)
3. Slight left onto 7th Ave NE (262 ft)
4. Take the 1st left onto NE 45th St (1.0 mi)
5. Slight right onto N Midvale Pl (482 ft)
6. Continue onto N 46th St (0.5 mi)
7. Continue onto N Market St (2.1 mi)
8. Slight left onto NW 54th St (0.4 mi)
9. Continue onto Seaview Ave NW
10. Destination will be on the left

Heading South on I-405 and West on WA-520

1. Head south on I-405
2. Take exit 14 to merge onto WA-520 W toward Seattle (6.8 mi)
3. Keep right at the fork, follow signs for I-5 N/Vancouver BC and merge onto I-5 N (3.3 mi)
4. Take exit 172 for N 85th St toward Aurora Ave N (0.4 mi)
5. Slight left onto N 85th St (3.1 mi)
6. Turn right onto 32nd Ave NW (0.1 mi)
7. Continue onto Golden Gardens Dr NW (0.1 mi)

8. Turn left to stay on Golden Gardens Dr NW (0.6 mi)
9. Turn left onto Seaview Pl NW (0.2 mi)
10. Take the 1st left onto Seaview Ave NW
11. Destination will be on the right

Heading North on I-405 and West on I-90

1. Head north on I-405 N
2. Take exit 11 to merge onto I-90 W toward Seattle/Mercer Island (7.5 mi)
3. Take exit 2C to merge onto I-5 N toward Vancouver B.C (6.8 mi)
4. Take exit 172 for N 85th St toward Aurora Ave N (0.4 mi)
5. Slight left onto N 85th St (3.1 mi)
6. Turn right onto 32nd Ave NW (0.1 mi)
7. Continue onto Golden Gardens Dr NW (0.1 mi)
8. Turn left to stay on Golden Gardens Dr NW (0.6 mi)
9. Turn left onto Seaview Pl NW (0.2 mi)
10. Take the 1st left onto Seaview Ave NW
11. Destination will be on the right

Parking For Shilshole

Public parking is available in the parking lot closest to the Marina Office. Public parking is found on the first 3 rows closest to the street. Addition parking is found on the street.

Seattle- Lake Union

Distances

Portland: 160 miles north

Vancouver: 180 miles south

Bellingham: 100 miles south

Public Transportation

Greyhound: 800-231-2222; 811 Stewart Avenue

Amtrak: 800-872-7245; King Street Station. Three trains daily into Seattle from Tacoma/Olympia/Portland. One train daily from Bellingham/Mount Vernon

Seattle Metro 800-923-7433 Route 19 from Sea-Tac Airport, transfer to Route 70 at 3rd/Pike.

<http://transit.metrokc.gov/>

Driving

1. From I-5 take Exit 167 on the left toward Aquarium/Seattle Center.
2. Turn right onto Fairview Ave N.
3. Turn left onto Valley Street and follow for 1/10 mile.
4. Parking may be found at the Center For Wooden Boats on the right.

5. *Adventuress* will be docked at the South Lake Union docks behind the armory building.

Anacortes – Cap Sante Marina

Public Transportation

Greyhound: 800-231-2222;

Marina Map

<http://www.portofanacortes.com/marina/2015-05-15-04-55-26/marina-map>

Driving

Cap Sante Marina - Anacortes

1019 Q Avenue

Adventuress is typically docked at 'B Dock', which is just south of Anthony's Restaurant.

To get to Cap Sante Marina:

From I-5 North and South:

Take exit 230 toward WA 20 West

Turn Left onto WA 20 W

Continue straight onto WA 20 Spur W

Turn Right on R Avenue

Continue straight onto Q Avenue

Cap Sante Marina will be on the right. There is a small parking lot at the south end of the marina near B dock. If all these spaces are full, there is a much larger lot immediately north near Anthony's Restaurant.

Bellingham- Squalicum Harbor

MARINA

Distances

Portland: 250 miles north

Seattle: 100 miles north

Public Transportation

Greyhound: 800-231-2222; Nearest station is 20 minutes away, in Fairhaven

Amtrak: 800-872-7245; Nearest station is 20 minutes away, in Fairhaven

Horizon Airlines: 360-547-9308; Daily flights into Bellingham Airport

Skagit Transit: 360-757-4433; Bellingham Area Public Transit

www.skagit.org

Driving

1. From I-5 take Exit 253 "Lakeway."

2. From I-5 south veer right at the end of the exit.

From I-5 north follow to the end of the exit ramp.

3. Turn right at the stoplight at end of the exit ramp onto Lakeway Drive.

4. Stay on Lakeway Drive until the intersection of Lakeway, Ellis Street, and East Holly.

5. Continue straight through intersection, as Lakeway becomes East Holly.

6. Turn left onto F Street.

7. Turn right onto Roeder Avenue.

8. Continue along the waterfront and turn left onto Coho Way, which takes you into the Squalicum Harbor Marina.

9. Continue along Coho Way through the stop sign and turn right at the Zuanich Park restrooms.

10. We are docked at the end "D" Commercial Dock accessible through Gate 5 (poorly signed). Look for the tall masts and red pennant.

11. There is parking next to Zuanich Park and restroom facilities available during daylight hours.

FRIDAY HARBOR MARINA

Distances

Seattle: 90 miles north to Anacortes ferry landing, then west on Washington State Ferry

Portland: 240 miles north

Public Transportation

Airporter Shuttle*: 800-235-5247; Rides from SeaTac Airport to Anacortes ferry terminal

San Juan Airlines: 800-874-4434; Flights from Seattle's Boeing Field to Friday Harbor

Greyhound: 800-231-2222; Nearest station is near the Alaska Ferry Terminal, in the village of Fairhaven

Amtrak: 800-231-7245; Nearest station is Mount Vernon. One train per day from Seattle

Skagit Transit: 360-757-4433; Connects Mount Vernon to Anacortes Ferry

Harbor Airlines; 800-359-3220; Regular flights from SeaTac to Friday Harbor

Kenmore Air: 800-543-9595; Regular floatplane flights to San Juan Harbors from S. Lake Union and N. Lake WA

WA State Ferries: 800-84-FERRY; Regular service from Anacortes to Friday Harbor

PS Express: 360-385-5288; Daily cruises from Port Townsend to Friday Harbor

Victoria Clipper: 800-888-2535; Daily cruises from Seattle to the San Juans

Island Air: 888-378-2376; Charter flights from Port Townsend to San Juan Island

*Recommended method of public transportation from Seattle area to Anacortes ferry terminal

Driving

1. From I-5 north take exit 230 for Hwy 20 “Anacortes and San Juan Islands.”
2. Follow Hwy 20 west across farmlands, over large bridge past Swinomish Reservation, and past large refinery on right. *Long-term, free parking is available at a park and ride near this refinery with regular shuttles to the ferry terminal during peak season.*
3. Keep right (ignore signs to Port Townsend and Whidbey Island). Continue along Hwy 20 spur along coastline into Anacortes.
4. Once on Commercial Street, follow signs for San Juan Ferries, taking a left at the Safeway.
5. Continue slowly (this section of the road is frequently speed trapped) until the road ends at the ferry terminal.
6. Pay parking is available near the terminal and up the hill to the left. We don’t recommend bringing vehicles into the San Juans in the summertime, as it can be costly and difficult to fit on crowded ferries.
7. Take ferry to Friday Harbor on San Juan Island.
8. You will see *Adventuress* when arriving in Friday Harbor. The city marina is about 2 blocks along the shoreline to the right when you exit the ferry. Walk through the city park and down the ramp from the restrooms.

Port Townsend- Boat Haven

Distances

Seattle: 50 miles north via Edmonds/Kingston Ferry

Portland: 200 miles north

Public Transportation

WA State Ferries: 800-84-FERRY; Regular service from Edmonds to Kingston and Seattle to Bainbridge

Kitsap Transit: 360-373-2877; Service from Bainbridge Island to Poulsbo. www.kitsaptransit.org **no Sunday service**

No Greyhound or Amtrak service

Jefferson Transit: 360-385-4777; Service from Poulsbo and Kingston www.jeffersontransit.com

The best public transit option is to take the ferry from Seattle to Bainbridge, and take a Kitsap Transit #90 bus

from the ferry terminal to Poulsbo Transfer Center. At the Transfer Center, take Jefferson Transit bus to Port Townsend. **no Sunday service from PT to Bainbridge through Kitsap transit.** There is a downtown shuttle available at Park and Ride.

Driving

1. From I-5 take Exit 177 to Edmonds/Kingston Ferry.
2. From Kingston, take Hwy 104 to Hood Canal Bridge.
3. Follow signs for Port Townsend and Chimacum, turning right onto Hwy 19.
4. Follow Hwy 19 into Port Townsend, where it becomes Hwy 20/Sims Way.
5. Turn right into Port Townsend Industrial Park at the stoplight in front of Safeway. Follow street past Blue Moose Café to the water. Turn left at the water to drive along dock slips. *Adventuress* is docked along the first dock after the heavy haul out- look for her masts.
6. Free parking and shuttle to downtown at the Park and Ride behind Safeway (on your left as you come down the hill into Port Townsend). Have vehicle make and license available for Sound Experience staff.

Port Townsend- Northwest Maritime Center Dock

Jefferson Transit: 360-385-4777; Service Port Townsend Park and Ride to downtown. www.jeffersontransit.com. There are multiple regular shuttles that operate downtown routes

Driving

1. From I-5 take Exit 177 to Edmonds/Kingston Ferry.
2. From Kingston, take Hwy 104 to Hood Canal Bridge.
3. Follow signs for Port Townsend and Chimacum, turning right onto Hwy 19.
4. Follow Hwy 19 into Port Townsend, where it becomes Hwy 20/Sims Way.
5. Free parking and shuttle to downtown at the Park and Ride behind Safeway (on your left as you come down the hill into Port Townsend). Have vehicle make and license available for Sound Experience staff.
6. Go straight through stoplight in front of Safeway.
7. Go straight through stoplight at Kearney Street, where Sims Way becomes Water Street.
8. Continue through downtown along Water Street. The Maritime Center Dock is near the end of Water Street, on the right, just beyond the Monroe Street intersection. Park along the street, where spaces are available.

Online Highways Travel Guide to Wa — <http://www.ohwy.com/wa/homepage.htm>

Online Highways of WA offers information about traveling in WA state and highlights food and lodging stops listed by city.

Lewis & Clark - Explorers & Travelers — <http://www.kcmuseum.com/explor01.html>

Read an account of the travels of the Corps of Discovery and view a map of their travels from Illinois to WA State.

State Tourism — <http://www.tourism.wa.gov/>

User-friendly guide to WA parks, accommodations, attractions, local events, festivals, transport, and travel publications.

Transportation, Weather, Maps & Travel Planning — <http://www.travel-in-wa.com/>

Features virtual panoramas, extensive tourist information arranged alphabetically by city, and links to recreational resources.

Washington - WesternWashington.com — <http://www.westernwashington.com/>

From Mt. St. Helens to microbreweries, lighthouses to speed traps. A comprehensive guide to traveling in western WA.

4Seattle—a guide to Seattle from 4anything.com — <http://www.4seattle.com/>

Washington's hip, high-tech metropolis featuring the Space Needle, Pacific Science Center, the Mariners, University of Wash., Pike Place Market, Fremont and Ballard.

Lodging & Travel Guide - WA IslANDs & Region

— http://www.travel-in-wa.com/CITIES/Map_Cities.html

Guide for Seattle Metro, Puget Sound, Olympic Peninsula, San Juan Islands, Mt Rainier, Mt St Helens, Cascades, Washington beaches, Northwest Interior, Columbia River, Central & Eastern Washington.

Travel Information for Wa, Including Info on Mountain Passes & Highways

— http://www.statelib.wa.gov/info_rscrs/dbs_tools/find-it/s_alones/travel.htm

Travel information for Washington State, including information on mountain passes, state highway construction, state ferry schedules, and seasonal travel tips. Access the Travel Information page at the Department of Transportation.

The World Travel Guide Online - Wa — <http://www.wtgonline.com/data/wst/wst.asp>

The WTG entry for Washington includes tourist and business travel information, air, sea, road and rail travel, maps and climate charts, accommodation information, business and social profiles, a synopsis of national history and government.

WSDOT Traveler Information — <http://www.wsdot.wa.gov/traveler.htm>

Traveler Info, Winter Travel Tips, including Traction Tire and Studded Tire info, Travel Info, Seattle Traffic Flow Map, Tacoma Traffic Flow Map, Lake WA Bridges—Weather Info, Images, Pass Reports.

Washington Travel & Tourism Information — <http://www.rvsite.com/states/watravel.htm>

Welcome to the Washington Travel & Map; Tourism Section of The RV Site. In this section, you can find phone numbers, addresses, and web links for Travel & Tourism Information for Washington.

Washington State Ferries — <http://www.wsdot.wa.gov/Ferries>

Official WA State Ferries site; schedules, fares, maps, fleet guide, news, tourist / travel info, wait times, events, photos, etc.

Anacortes, Washington — <http://www.anacortes.org/>

Anacortes is a charming, historically rich waterfront community on Fidalgo Island. Anacortes is equally distanced between Seattle to the south and Vancouver, British Columbia to the north. Fidalgo Island is connected to the mainland and Whidbey Island by bridge and to the San Juan Islands and Victoria, BC by year round ferry. Long-term parking available for San Juan Island travelers.

Puget Sound Express — <http://www.pugetsoundexpress.com/contact.htm>

Provides daily, two-way shuttle service between Port Townsend and Friday Harbor. Its vessel, the Glacier Spirit, is 65 feet in length and equipped with the latest amenities including; large viewing windows with comfortable booth seating, restrooms, full food service and bar service. A wide walk around deck allows you to get outside and close to the wildlife. In addition, the onboard naturalist provides a full narration on the history and wildlife of the area.

Kenmore Air — <http://www.kenmoreair.com/sanjuan.htm>

Providing daily spring and summer (May 1 through September 3, 2002) flight shuttles between Seattle and San Juan Island - Friday Harbor and Roche Harbor; Orcas Island - Rosario Resort, Westsound, and Deer Harbor; and Lopez Island - Lopez Islander Resort.

Friday Harbor, San Juan Island, Wa — <http://fridayharbor.com> or <http://www.sanjuanisland.org>

The San Juan Islands are accessible only by air or by boat, and most popularly by Washington State Ferry from Anacortes. Friday Harbor, a quaint seaport, rises from the ferry landing and public marina where it is an easy stroll to the docks, parks, restaurants, shops, galleries, and of the many of the abundant lodging facilities. Additionally, visitors can readily take a cruise, pedal a bike, hop a flight, paddle a kayak, charter a boat, catch a bus or rent a car to see deer, bald eagles, seals, and Orca whales in their natural habitat, and to wander about the island exploring the National and State parks.

Victoria Clipper — <http://www.victoriaclipper.com/marketing/homepage.shtml>

Provides shuttle service and/or tours to/from the following destinations: Seattle or Vancouver Island, Victoria BC, San Juan Islands, and Portland, OR.

Gray Line of Seattle — <http://graylineseattle.com/index.cfm>

Sightseeing and Package Tours in Seattle and the Pacific Northwest.

Port Townsend, Washington — <http://ptguide.com>

Port Townsend, WA City Guide to a Historic Victorian Seaport on the Olympic Peninsula, Washington.

Notes: