

# Sail the Series!



**You are invited to enter the 2010 Onion Patch Series.**

**All boats racing in the combined St. David's Lighthouse or Gibbs Hill Lighthouse Divisions of the 2010 Newport Bermuda Race are eligible to race the 2010 Onion Patch Series.**

The Series offers the most diverse and challenging racing of any multi-event series in the world, the ultimate test of inshore and offshore racing skill.

**How to Enter:** Boats may enter the Series through June 10<sup>th</sup> by using the "edit entry" process on the Newport Bermuda electronic entry form at <http://www.bermudarace.com/>. Be sure to designate your Onion Patch team if you are on one. For details about the series and the entry process Click <http://www.onionpatchseries.com>

**Events Included:** The Series consists of three events with five races scheduled.

- New York Yacht Club's 156<sup>th</sup> Annual Regatta presented by Rolex on June 12<sup>th</sup> and 13<sup>th</sup> in Newport, Rhode Island. The first race each day counts for the series scoring.
- The Newport Bermuda Race® organized by The Cruising Club of America and the Royal Bermuda Yacht Club. This is the offshore classic you have already entered and it is weighted 1.25 versus 1.0 for the other races.
- Royal Bermuda Yacht Club's Anniversary Regatta with one windward leeward race in Bermuda's Great Sound and a "Tour of Bermuda" race finishing in Hamilton Harbour.

**Enter all three events:** In addition to the Newport Bermuda Race, all boats must also enter both the NYYC Annual Regatta and RBYC Anniversary Regatta individually at <http://www.nyyc.org/156annual/>. Entries close on Thursday, June 10th.

**Individual or Team Entry:** Boats may enter individually to compete for the Henry B. duPont Trophy or form three-boat teams to race for both the Onion Patch Trophy and the Henry B. duPont Trophy.

**Rules:** In addition to any specific rules for each event found in their individual NoR's, the Onion Patch Notice of Series is posted at <http://www.onionpatchseries.com/>.

