

## 2015/16 YOUTH HOCKEY TEAM TRAVEL TO MARTHA'S VINEYARD

Travel to Martha's Vineyard is via the Steamship Authority: 1 Cowdry Road Woods Hole, MA 02543.

THE SSA SUGGESTS ARRIVING AT LEAST 30 MINUTES PRIOR TO DEPARTURE TO ALLOW FOR PARKING AND TICKETING. PARKING IS OFFSITE AT THE TERMINAL SO THIS EXTRA TIME IS NECESSARY.

### TEAMS:

MVYH will arrange for all team travel. Teams will receive a travel voucher with boat times approximately two weeks prior to scheduled games. The voucher can then be presented to the ticket agent at the Woods Hole Terminal prior to boarding.

MVYH will pay the cost of the ferry and ground transportation for the players and coaches. This may be a bus or taxis depending upon the timing during the season.

### SPECTATORS:

With **at least ten** spectators traveling, the SSA offers a group rate of **\$14 RT FOR ADULTS AND \$7.50 RT FOR CHILDREN AGES 5-12**. All individuals in the group must travel together from the same point of origin to the same destination and back. One person in the group must be designated as the individual responsible for payment and picking up the group's tickets upon arrival. A generic travel voucher will be sent to your team approximately two weeks prior to scheduled games to be presented at the ticket booth. An **accurate headcount** can be provided on the day of departure to the ticket agent for payment and boarding.

(The SSA does not provide any reduced fare for vehicle travel if any members of your group choose to make a car reservation for game day.)

Spectators for games can utilize extra seats on the vans **after** the team has boarded. The remainder of the spectators will need to take taxis to the arena. These are 15 passenger vans so they can accommodate a number of people in one trip.

MVYH will require up to date email addresses for programs in order to forward the necessary travel vouchers.

Thank you for including us in your travel hockey season.  
Any questions can be addressed to [celiagillis@hotmail.com](mailto:celiagillis@hotmail.com)