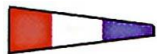


# Race Signal Flag Guide

This is NOT a comprehensive list, merely a guide to some of the more commonly used signal flags

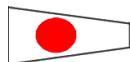


**Race Committee Flag** -- Raise this flag when you arrive at the starting area. The flagstaff represents the Committee Boat end of the Starting and Finish Line so set it in a place where you can sight down the line to the pin once you are at anchor. The designated mark or pin, as outlined in the LSI or NOR, is the other end of the Finish Line.



**#3 - Check in Flag** – Raise this flag after you have set your starting line (and weather mark if one is being used), are at anchor and are ready to check in the fleet. You should be in position to check in the fleet ½ hour before the time of the Warning Signal. Competitors should cross your stern under sail on a starboard tack and call out their sail numbers and fleet designations. This flag is lowered with one sound signal one-minute prior to the warning signal.

Starting sequence signals -



**#1 Flag**

or



**#2 Flag**



**“P” Flag**



**Answering Pennant / “AP” flag** – If you wish to delay the start due to lack of breeze or if you are unprepared, raise with two sound signals at the time of the warning signal. You may also raise this flag with two sound signals at any time during the starting sequence to bring everything to a screeching halt and allow you to compose yourself. This means you are in postponement. When prepared to begin anew, lower with one sound signal one minute prior to the warning signal for the race to begin just as you would with the #3/Check-in flag.



**“X” Flag – Individual Recall** - Once you have signaled the start of the race (lowered the Class Flag with one sound signal), and if just one or a couple/few boats have crossed the starting line early and you can identify who they are so that you can determine that they do return and re-start, raise the “X” flag with one sound signal. Do not hail any of them, or you might present a competitive advantage to one over the other(s). Keep this flag raised until all offenders have returned, cleared the starting line and re-started or for 2 minutes, whichever comes first. Note any who continue without re-starting as “OCS” on the finish times sheet.



**First Substitute – General Recall** – If there are too many over-early offenders to identify each individually, raise the First Substitute with two sound signals. This will call the fleet back for a re-start. This flag will then remain up until you are ready to begin the starting sequence all over again ...lower it with one sound signal as you would the #3 (Check-in) flag in the normal sequence.



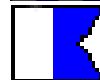
**“S” Flag /Shorten Course** – If you find yourself in a situation where the wind has dwindled, the course turns out to be too long, or few, if any, of the competitors will finish within the time limit should there be one listed in the LSI, then move the Committee Boat to the Channel Mark or Rounding Mark nearest to where the lead competitor is approaching, anchor the boat to provide a finish line between that marker and the “RC” Flagstaff, and raise the “S” Flag with two (2) sound signals to signify that you are finishing the fleet at this new point. See the LSI for instructions on how to shorten only one fleet or the other but keep in mind that you cannot finish two fleets in different locations.



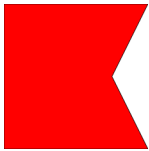
**Blue Flag** – Once you are anchored in place and prepared to time and note the individual finishes put up the Blue Flag to signal that you are “on station”. Remember that the “RC” flagstaff is one end of the finish line and the designated Marker or pin is the other. Boats are finished when any part of the boat crosses the line between the two.



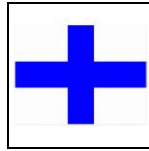
**“N” Flag over “A” Flag** – With three (3) sound signals means that all races are abandoned and there will be no more racing today.



## LNKC Permanent Race Mark Flags



B



X



R



Y



G



C



Z



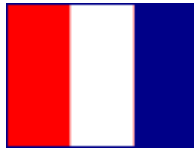
D

(3 marks skippers may choose to round any one)

## Other Course Signal Flags



W - Weather



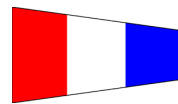
T - Temporary/Leeward



P - Pin



#2 - Twice around



#3 - Three times around

Note: Only those channel markers referred to in the LSI are shown. See others [Here](#).  
(LNKC and Member Clubs are not responsible if the linked map is not available or incorrect)

