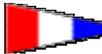


Starting sequence check-off

Check the Notice of Race and Sailing Instructions for the exact time for the Warning Signal. Note 5 minutes and 2 minutes before that time in the appropriate spaces below. Use the stopwatch time for the sequence and for scoring the boats. Your digital clock is your backup timer. If the stopwatch fails, take finish times by the digital clock, even if some boats have already finished. Check off signals as they occur to keep your place.

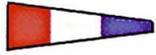
✓	<u>Time</u>			
_____	_____	5 mins before Warning signal – Put up course flags		
_____	_____	<u>Exactly</u> 2 mins before Warning signal - Start stopwatch (00:00:00)		
_____	1:00	Lower #3 Check-in flag* with one sound		↓
_____	2:00	Raise #1 flag with one sound (Warning Signal)		↑
_____	3:00	Raise "P" flag with one sound		↑
_____	6:00	Lower "P" flag with one <i>long</i> sound		↓
_____	7:00	Lower #1 flag with one sound (Starting Signal)		↓

*Or Answering Pennant if in postponement or First Repeater if in General Recall

If using this guide, be sure to note on the score sheet to deduct 7 minutes from the finish times before scoring.
It may be easier to adjust the starting time by 7 minutes and let the spreadsheet do the rest.



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.



The “AP” or Answering Pennant

If there is no or very little breeze, or any other reason to postpone the start before the actual sequence has begun, lower the #3/Check-in flag with one sound signal at 6:29 then exactly one minute later at 6:30, raise the Answering Pennant with two sound signals. This puts you into postponement. Deal with your issue or wait for up to 30 minutes for the wind to fill in then begin your sequence as outlined above, substituting the Answering Pennant for the #3/Check-in flag, or if there is no wind, abandon the race by raising the “N” over “A” flags with three sound signals

Also, at any time during the starting sequence you feel a need to stop everything, take a breath and start over, you may raise the “AP Pennant” with two sound signals. This is your “Time Out” or “Do-over” flag and brings everything to a screeching halt. Gather yourself, deal with whatever situation caused you to postpone, and then start your sequence again, substituting the “AP” flag for 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. If you can identify all the offenders and they are within hailing distance, you may hail them to let them know who they are. If you cannot identify all offenders or if there is any doubt that they would all hear you, 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.



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.