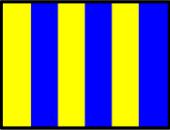
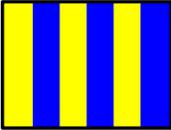
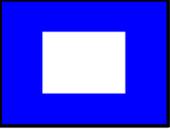
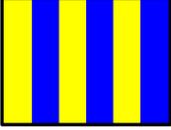
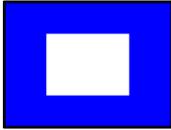
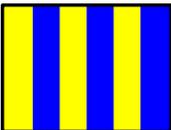
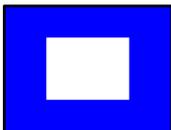
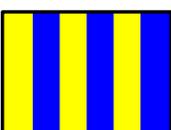
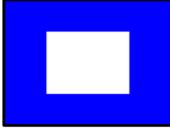
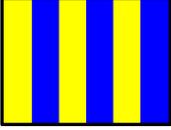
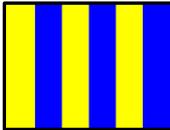
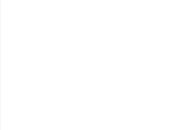
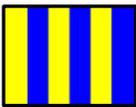
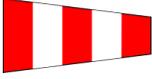
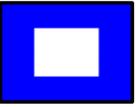
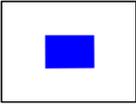


Club Series Start Sequence

Clock	Event	Actions	Flag Hoist Status
-5 mins 🔊	General Handicap Warning	 ↑	 
-4 mins 🔊	Preparatory Up	 ↑	 
-3 mins			 
-2 mins			 
-1 min 🔊	Preparatory Down	 ↓	 
0 mins 🔊	General Handicap Start	 ↓	 

🔊 is a sound signal (hoot). Automatic for the 5, 4, 1, 0 on the race hut timer.

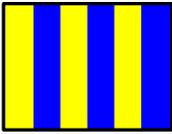
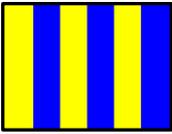
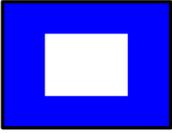
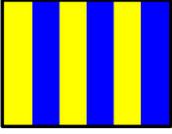
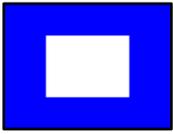
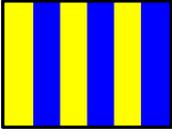
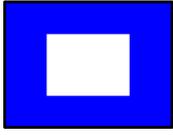
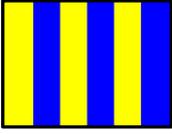
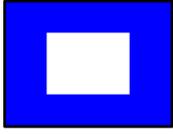
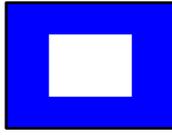
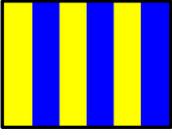
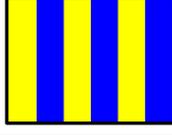
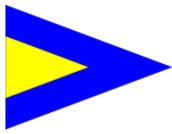
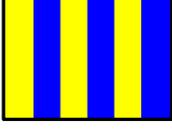
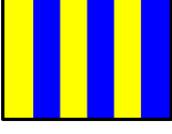
Flags Needed:

	Code Flag "G", the warning signal for the General Handicap fleet.		Code Flag "AP", Postpone. 🔊 🔊 when raised, 🔊 when lowered.
	Code Flag "P", the preparatory flag.		Code Flag "1 st Sub", the General Recall flag. 🔊 🔊 when raised, 🔊 when lowered.
	Code Flag "S", the "Shorten Course", used to finish the race. 🔊 🔊 when raised.		Code Flag "X", Individual Recall. 🔊 when raised, lower when all OCS have returned or after 4 mins.

For **Individual recall, when run from the club race hut**, use the warning flag (Code Flag "G") hoisted to the dip (halfway up) instead of Code Flag "X".

Note: At any time during the Start Sequence but before the Start, if something goes wrong, hoist code flag "AP", the Postpone flag, with 2 sound signals and lower any currently hoisted flags. After a short interval, lower the "AP" with one sound signal and one minute later begin the Start Sequence again. If the fleet has already started use the General Recall process.

Club Series Start Sequence – General Recall

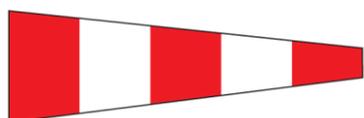
Clock	Event	Actions	Flag Hoist Status		
-5 mins 	General Handicap Warning	 ↑			
-4 mins 	Preparatory Up	 ↑			
-3 mins					
-2 mins					
-1 min 	Preparatory Down	 ↓			
0 mins 	General Handicap Start	 ↓			
Asap after start  	General Recall	 ↑			
Give adequate opportunity for boats to return.					
	General Recall down	 ↓			
Exactly 1 minute after General Recall Down start the sequence again.					
-5 mins 	General Handicap Warning	 ↑			

 is a sound signal (hoot). Automatic for the 5, 4, 1, 0 on the race hut timer, manual for the General Recall flag.

RACE SIGNALS

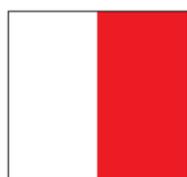
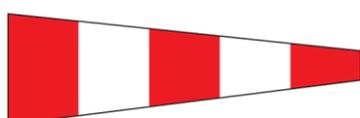
The meanings of visual and sound signals are stated below. An arrow pointing up or down ($\uparrow \downarrow$) means that a visual signal is displayed or removed. A dot (\bullet) means a sound; five short dashes (-----) mean repetitive sounds; a long dash (—) means a long sound. When a visual signal is displayed over a class flag, fleet flag, event flag or race area flag, the signal applies only to that class, fleet, event or race area.

Postponement Signals



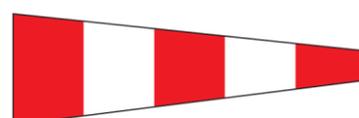
$\uparrow \bullet \bullet \downarrow \bullet$

AP Races not started are *postponed*. The warning signal will be made 1 minute after removal unless at that time the race is *postponed* again or *abandoned*.



$\uparrow \bullet \bullet$

AP over H Races not started are *postponed*. Further signals ashore.



$\uparrow \bullet \bullet$

AP over A Races not started are *postponed*. No more racing today.

AP over a Numeral Pennant 1–9

Postponement of 1-9 hours from the scheduled starting time.



Pennant 1 $\uparrow \bullet \bullet \downarrow \bullet$



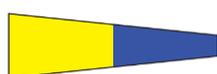
Pennant 2 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 3 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 4 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 5 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 6 $\uparrow \bullet \bullet \downarrow \bullet$



Pennant 7 $\uparrow \bullet \bullet \downarrow \bullet$

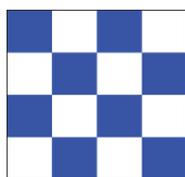


Pennant 8 $\uparrow \bullet \bullet \downarrow \bullet$



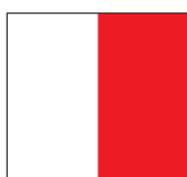
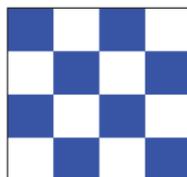
Pennant 9 $\uparrow \bullet \bullet \downarrow \bullet$

Abandonment Signals



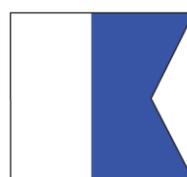
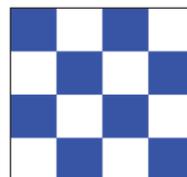
$\uparrow \bullet \bullet \bullet \downarrow \bullet$

N All races that have started are *abandoned*. Return to the starting area. The warning signal will be made 1 minute after removal unless at that time the race is *abandoned* again or *postponed*.



$\uparrow \bullet \bullet \bullet$

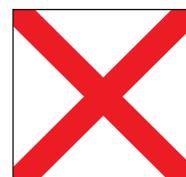
N over H All races are *abandoned*. Further signals ashore.



$\uparrow \bullet \bullet \bullet$

N over A All races are *abandoned*. No more racing today.

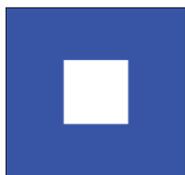
Safety



\uparrow —

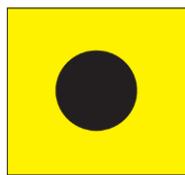
V Monitor communication channel for safety instructions (see rule 37).

Preparatory Signals



↑● ↓—

P Preparatory signal.



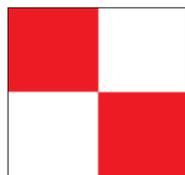
↑● ↓—

I Rule 30.1 is in effect.



↑● ↓—

Z Rule 30.2 is in effect.



↑● ↓—

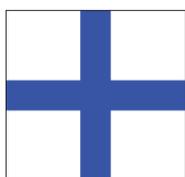
U Rule 30.3 is in effect.



↑● ↓—

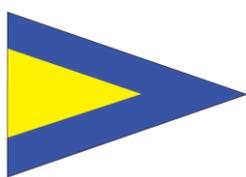
Black flag. Rule 30.4 is in effect.

Recall Signals



↑●

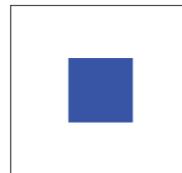
X Individual recall.



↑●● ↓●

First Substitute General recall. The warning signal will be made 1 minute after removal.

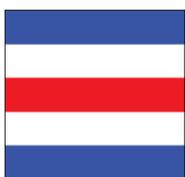
Shortened Course



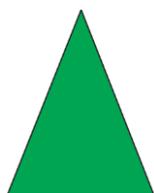
↑●●

S The course has been shortened. Rule 32.2 is in effect.

Changing the Next Leg



C The position of the next *mark* has been changed:



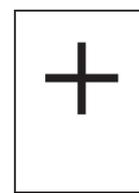
to starboard;



to port;



to decrease the length of the leg;



to increase the length of the leg.

Other Signals



↑●

L Ashore: A notice to competitors has been posted. Afloat: Come within hail or follow this vessel.

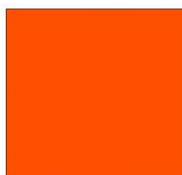


M The object displaying this signal replaces a missing *mark*.



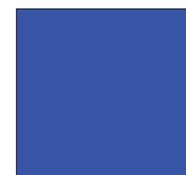
↑●

Y Wear a personal flotation device (see rule 40).



(no sound)

Orange flag. The staff displaying this flag is one end of the starting line.



(no sound)

Blue flag. The staff displaying this flag is one end of the finishing line.