

# Start Sequence Details

## Race Sequence for Saturday, May 24 *(see below for General and Individual Recalls)*

- **First Race: The Swiftsure Lightship Classic**
  - 08:51 AM Warning
  - 9:00 AM Start
- **Second Race: The Unlimited Flattery Race and Cape Flattery Race for Multihulls**
  - 9:01 AM Warning
  - 9:10 AM Start
- **Third Race: The Cape Flattery Race**
  - 9:11 AM Warning
  - 9:20 AM Start
- **Fourth Race: The Juan de Fuca Race**
  - 9:21 AM Warning
  - 9:30 AM Start
- **Fifth Race: The Swiftsure Inshore Classic Race**
  - 9:31 AM Warning
  - 9:40 AM Start

Race Officials will use VHF Channel 9 to countdown each race start and to indicate if competitors are over early and must restart. This is a great channel for the public and media to monitor if they are watching the race.

### Races and Signals

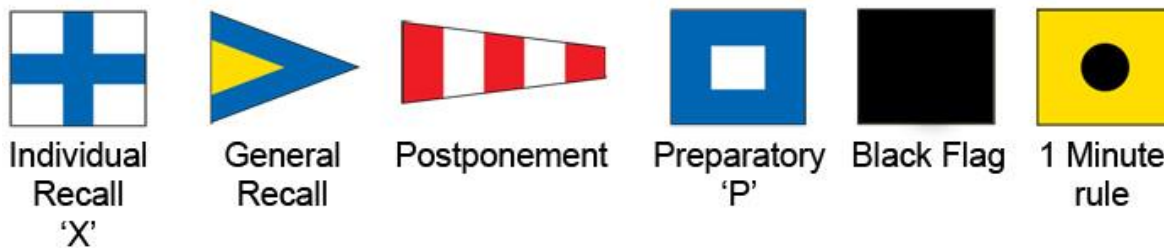
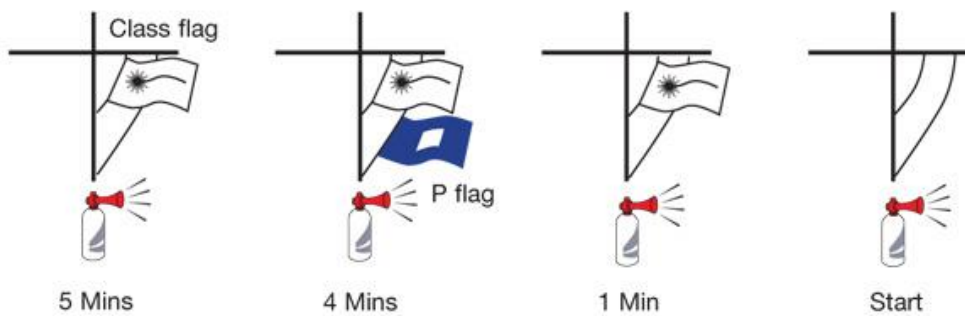
*(after the first Warning Signal, the Start of the previous race constitutes the Warning Signal for the subsequent race)*

Time	Signal	Flag	Sound	Race Starting
0851	Warning	Numeral 1 UP	Horn	Swiftsure Lightship Classic
0856	Prep	“P” flag UP	Horn	
0859	1-minute	“P” flag DOWN	Horn	
0900	Start	Numeral 1 DOWN	Gun	
0901	Warning	Numeral 2 UP	Horn	Cape Flattery Unlimited and Cape Flattery for Multihulls
0906	Prep	“P” flag UP	Horn	
0909	1-minute	“P” flag DOWN	Horn	
0910	Start	Numeral 2 DOWN	Gun	
0911	Warning	Numeral 3 UP	Horn	Cape Flattery
0916	Prep	“P” flag UP	Horn	
0919	1-minute	“P” flag DOWN	Horn	
0920	Start	Numeral 3 DOWN	Gun	
0921	Warning	Numeral 4 UP	Horn	Juan de Fuca
0926	Prep	“P” flag UP	Horn	
0929	1-minute	“P” flag DOWN	Horn	
0930	Start	Numeral 4 DOWN	Gun	
0931	Warning	Numeral 5 UP	Horn	Swiftsure Inshore Classic
0936	Prep	“P” flag UP	Horn	
0939	1-minute	“P” flag DOWN	Horn	
0940	Start	Numeral 5 DOWN	Gun	

## General Recalls

A General Recall following the start signal can be called when so many boats are over the start line before the starting gun such that the Race Committee cannot identify individual boats to designate as being over early. The goal is to have a “clean start” (under full sail with the bow about ½ foot from the start line – an imaginary line between the naval ship and the flag on the crane). In the event of a General Recall, it will require that sailboats in that start be re-started so the sequence of all subsequent starts is adjusted accordingly (10 minutes before each start). The process for a General Recall is as follows:

Time	Signal	Flag	Sound	Explanation
Immediately following Start Signal	General Recall	1 <sup>st</sup> Substitute flag UP Numeral pennant of recalled CLASS UP	2 short horns	Signals the immediate recall and restart of that particular race
4 minutes later		1 <sup>st</sup> Substitute flag DOWN	Horn	
1 minute later	Warning		Horn	
5 minutes later	Prep	“P” flag UP	Horn	
3 minutes later	1-minute	“P” flag DOWN	Horn	
1 minute later	Start	Numeral 1 DOWN; Numeral 2 UP	Gun	



Note that the Start of the recalled Class becomes the Warning of the next scheduled Class start.

## Individual Recalls

Individual competitors who are over the start line before the gun sounds will be identified as being over early on VHF Channel 9. Interestingly, the onus is on the skippers to ensure they are not over early and to restart if they are. Hailing boat names and sail numbers of those over early is a courtesy but not mandatory. The X signal flag is flown on the Starting Vessel if one or more sailboats are over early.