

# Start Sequence Details

## Race Sequence for Saturday, May 23 *(see below for General and Individual Recalls)*

- **First Race: The Swiftsure Lightship Classic and Hein Bank Races**
  - 08:51 AM Warning
  - 9:00 AM Start
- **Second Race: The 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**
  - 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

Time	Signal	Flag	Sound	Race Starting
0851	Warning	Numeral 1 UP	Horn	Swiftsure Lightship Classic and Hein Bank Races
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 Race 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 Race
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 Race
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	

## Race Starting Process

Because the race starts in a “fluid” environment, racing yachts will always be moving, whether they are currently starting the race or not. The start sequence consists of a series of flags and sounds at timed intervals to indicate when to prepare for, and ultimately start their race. Only the competitors starting in the next race may be in the immediate start area, the others must keep clear.

The goal for the competitors is to be as close to the start line as possible when the gun goes, without going over prematurely. The best starters will also be at full speed and without another boat “blocking” their wind. In a tactful “dance”, the sailors will gauge themselves according to what point they are in the timed sequence, as well as their proximity to the start line and the other competitors.

The Race Officer sights directly down the line between the orange flags at either end and any yachts that are over the line before the start signal are identified and must return and re-start correctly. Usually individual yachts are identified (individual recall) or, if too many have crossed the line early, the race officer can call the entire fleet back (general recall), and restart the sequence.

## Individual Recalls

If individual competitors are over the start line before the gun sounds and can all be identified, flag “X” will be raised near the bow of the Starting Vessel along with a single horn immediately after the start. The offending competitors will be hailed by their sail number 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” flag remains up on the Starting Vessel until all offending yachts have restarted correctly or for four minutes, if not. Any premature starter that does not return to restart correctly receives a penalty.

## 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 Officer cannot identify individual boats to designate as being over early. In the event of a General Recall, the 1<sup>st</sup> Substitute flag will be raised near the bow of the Starting Vessel with two horns immediately after the start. It will require that **all** 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	2 horns	Signals the immediate recall and restart of that particular race
at the Race Officers discretion		1 <sup>st</sup> Substitute flag DOWN	Horn	
1 minute later	Warning	Class Flag for the recalled division	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	

## Postponement

If at any time before the starting gun goes, the Race Officer feels there is reason to do so, he may signal a postponement to the sequence by raising the Answering Pennant with two horns. In this event the sequence is suspended and will restart one minute after the Answering Pennant is lowered with one sound. A postponement may be signaled for a variety of reasons such as, a safety issue, the wind drops below a level suitable for the start, or if there has been an error in the starting sequence that will affect the fairness of the start.

## Flags and Sounds of the Starting Process

