

Race start details - all specified times will be announced by the timer in charge over VHF 09

Special Note – the start order for the Swiftsure Long courses are reversed this year. Start order is pennants 4, 3, 2, 1, 5, 6 as detailed below.

Time	Signal	Flag	Sound
0830		Orange start line flag displayed	No sound
Juan de Fuca Race - start sequence			
0851	Warning	Numeral pennant "4" displayed	two second horn
0856	Prep	Code flag "Papa" displayed	two second horn
0859		Code flag "Papa" removed	four second horn
0900	Start	Numeral pennant "4" removed	Cannon
Cape Flattery Race - start sequence			
0901	Warning	Numeral pennant "3" displayed	two second horn
0906	Prep	Code flag "Papa" displayed	two second horn
0909		Code flag "Papa" removed	four second horn
0910	Start	Numeral pennant "3" removed	Cannon
Cape Flattery & Swiftsure Multihulls Race - start sequence			
0911	Warning	Numeral pennant "2" displayed	two second horn
0916	Prep	Code flag "Papa" displayed	two second horn
0919		Code flag "Papa" removed	four second horn
0920	Start	Numeral pennant "2" removed	Cannon
Swiftsure Classic Race - start sequence			
0921	Warning	Numeral pennant "1" displayed	two second horn
0926	Prep	Code flag "Papa" displayed	two second horn
0929		Code flag "Papa" removed	four second horn
0930	Start	Numeral pennant "1" removed	Cannon
Inshore Race Flying Sails- start sequence			
0931	Warning	Numeral pennant "5" displayed	two second horn
0936	Prep	Code flag "Papa" displayed	two second horn
0939		Code flag "Papa" removed	four second horn
0940	Start	Numeral pennant "5" removed	Cannon
Inshore Legends and Cruising Divisions Race- start sequence			
0941	Warning	Numeral pennant "6" displayed	two second horn
0946	Prep	Code flag "Papa" displayed	two second horn
0949		Code flag "Papa" removed	four second horn
0950	Start	Numeral pennant "6" removed	Cannon

Additional Signals - these will be **called for by the race officer** if, and when required.

For any Start

Individual Recall	Code flag " X " within 2-4 seconds after start gun.	Single 2 second horn
NOTE	"X" remains displayed until directed by the Timer	No sound on removal
General Recall *	Code flag " 1st Sub " up to 12 seconds after start gun.	Two , 2 second horns
NOTE	1st Sub remains displayed until directed by Timer	One horn on removal
Postponement *	Code flag " AP ", all other flags must come down.	Two , 2 second horns
NOTE	AP remains displayed until directed by the Timer	One horn on removal
Abandonment	Code flag " N ", all other flags must come down.	Three , 2 second horns
NOTE	"N" remains displayed until directed by the Timer	One horn on removal

* **If a General Recall is signalled**, the recalled fleet returns to the start area. The 1st Sub flag remains displayed until the timer calls for it to be removed. **One minute after its removal**, the numeral pennant for the recalled fleet is hoisted to signal the start of a new sequence. All subsequent start timings will be adjusted by the timer.

* **If a postponement is signalled**, the process is the same as for General Recall above, but under the "AP" flag instead.