





















STARTING PROCEDURE FAIRLIE PATCH

TIME	FLAGS UP	FLAGS DOWN
USE CLOCK PROVIDED	10 SECOND COUNTDOWN TO EVERY WARNING/START SIGNAL ON VHF CH77	
1900 Warning Signal (Blast Horn Once)	 Q Display Orange Flag	
1905 5 Minutes to Class 2 Start (Blast Horn Once)	 Q  2 Display Orange Flag and Class 2 Flag	
1906 4 Minutes to Class 2 Start (Blast Horn Once)	 Q  2  P Display Orange Flag, Class 2 Flag and P Flag	
1909 1 Minute to Class 2 Start (Blast Horn Once)	 Q  2 Display Orange Flag and Class 2 Flag	 P Drop P Flag
1910 Class 2 Go 5 Minutes to Class 3 Start (Blast Horn Once)	 Q  4 Display Orange Flag and Class 4 Flag	 2 Drop Class 2 Flag
1911 4 Minutes to Class 3 Start (Blast Horn Once)	 Q  4  P Display Orange Flag, Class 4 Flag and P Flag	
1914 1 Minute to Class 3 Start (Blast Horn Once)	 Q  4 Display Orange Flag and Class 4 Flag	 P Drop P Flag
1915 Class 3 Go (Blast Horn Once)	 Q Display Orange Flag Until End of Racing	 4 Drop Class 4 Flag



Individual Recall- A boat or boat(s) is over the line on GO

Be ready on GO for the start of each class with the X Flag. Stand at the mast looking down the start line, and if you can see a boat(s) are over on GO, **DISPLAY THE X FLAG AND GIVE A SECOND BLAST OF THE HORN. CALL OUT THE SAIL NUMBER(S) OF THE BOATS OVER THE LINE ON CH77.** Only lower this if the boat(s) that was over returns to cross the line to restart, or if they do not return lower after 4 minutes or the next 1 minute horn of the following class. If they do not recross the line after 4 minutes, this boat is then disqualified from the race.



General Recall- Boats over the line on GO cannot be identified

If you cannot identify the boat(s) that is over the start line on GO, **DISPLAY THE GENERAL RECALL FLAG AND GIVE A SECOND BLAST OF THE HORN.** The start is then cancelled and boats should prepare to re-start. Their next start is then moved to the end of the sequence after the following classes where the same process above is repeated using the relevant class flag(s).