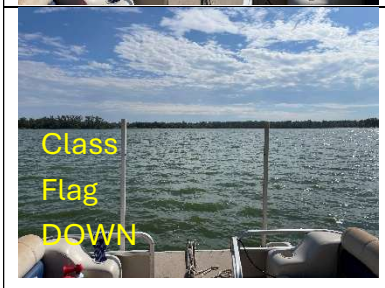
Before starting

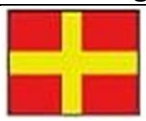
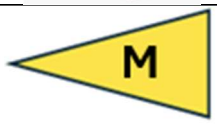
1. Pin should be to port looking up-wind, so the start line is to port
2. Locate the class flag
3. Must either have the Pro Start system or stopwatch and air horn

Start Sequence

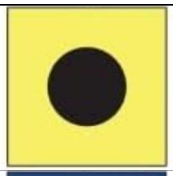
	<u>6 Minute Prestart Warning</u> **FLAGS**: All flags down **HORN**: 4 short horn blasts
	<u>5 Minute Warning</u> **FLAGS**: Class Flag **Up** - Port **HORN**: 1 short horn blast
	<u>4 Minute Warning</u> **FLAGS**: Prep flag **UP** - Starboard **HORN**: 1 short horn blast
	<u>1 Minute Warning</u> **FLAGS**: Prep flag **DOWN** - Strbrd **HORN**: 1 short horn blast
	**<u>0 Minute – RACE START</u>** **FLAGS**: Class flag **DOWN** - Port **HORN**: 1 short horn blast Sight down line from port pole to pin. Boats that cross before the final horn are OVER EARLY: otherwise, ALL CLEAR
	If just a few boats over early, • **1** horn blast, **Individual Recall Flag** goes up - Port **Restart** due to numerous people over • **2** horn blasts, general **Recall Flag** goes up - Port

Starting Flags

Class Flags – Raised on the line side (port). Tells which class of boats will be racing.

	Cruisers
MMRL Flag	Match Racing Fleet
	Catamarans
	Monohull Dinghies - includes Snipes if there is no separate Snipe Start
	Snipes
	All fleets racing (any boat can race)

Prep Flags – Raised on the Starboard side. Tells which start rules are in effect.

	"I" Flag If a boat crosses the start line before the final horn, they must restart. They may NOT cross the start line to get behind the line to restart. They must go around one end of the line to restart.
	"P" Flag If a boat crosses the start line before the final horn, they must restart. They may cross the start line (dip below the start line) when restarting.