

1	2	3	4	5	7	8	9	10	12	13	20	21	23	24	25
S	S	S	S	S	S	S	S	S	S	S	S	S	S	S	S
A	C	A	A	A	B	D	A	D	C	D	B	B	B	B	A
B	B	C	T	B	D	B	B	A	B	T	A	T	C	C	T
T	A	D	A	C	C	C	C	B	D	A	T	C	D	F	B
A	T	B	T	D	A	D	B	D	C	F	A	D	A		C
B	A	F	D	B	T	T	D	F	B		F	B	T		F
F	F		F	A	A	A	A		A			F	A		
				F	F	F	F		F				F		
d	pyc	both	d	d	both	pyc	d	pyc	pyc	pyc	d	both	d	d	d

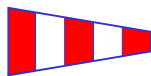
[Allowable start locations pyc=PYC start only. d=D mark start only, both=either start location]

RACE MARKS IDENTIFIED IN RED SHALL BE LEFT TO PORT
RACE MARKS IDENTIFIED IN GREEN SHALL BE LEFT TO STARBOARD

Race Signals

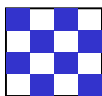
The meanings of visual and sound signals are stated below. An arrow pointing up or down (\uparrow \downarrow) means that a visual signal is displayed or removed. A dot (●) means a sound; dots with dashes (●—●) mean repetitive sounds. When a visual signal is displayed over a class flag, the signal applies only to that class.

Postponement Signals



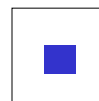
AP Races not started are *postponed*. The warning signal will be made 1 minute after removal unless at that time the race is *postponed* again or *abandoned*.

Abandonment Signals



N All races that have started are *abandoned*. Return to the starting area. The warning signal will be made 1 minute after removal unless at that time the race is *abandoned* or *postponed*.

Course Change Signals

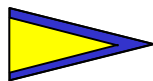


S No later than the warning signal: Sail the short course.
At a rounding or finishing mark: Finish between the nearby mark and the staff displaying this flag.

Recall Signals



X Individual Recall



First substitute General recall. The warning signal will be made 1 minute after removal.

Time Before Start in Minutes	Visual Signal	Sound Signal	Meaning
5	Class Flag \uparrow	Short	Warning
4	Prep Flag \uparrow	Short	Preparatory
1	Prep Flag \downarrow	Long	
0	Class Flag \downarrow	Short	Start