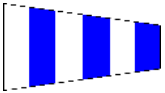

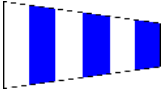















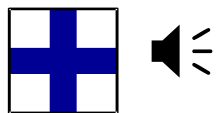


									<b>Start</b>
-4	0		FF 						
-2	2	Blue Peter 	FF 	RS + Performance 					
0	4	Blue Peter 	Down	RS + Performance 	Laser 				FF
+2	6	Blue Peter 		Down	Laser 	GP14 			RS + Performance
+4	8	Blue Peter 			Down	GP14 	Topper 		Laser
+6	10	Blue Peter 				Down	Topper 	Oppy/Mirror/Topaz 	GP14
+8	12	Blue Peter 					Down	Oppy/Mirror/Topaz 	Topper
+10	14	Down						Down	Oppy Mirror/Topaz & Handicap

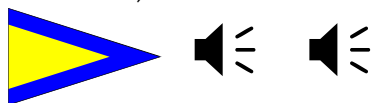
### Individual Recall

(X) + Single sound signal



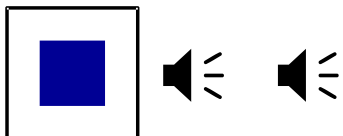
### General Recall

(1<sup>st</sup> Substitute) + Two sound signals



### Shorten Course

(S) + Two sound signals



(If only finishing some fleets then also fly the flag of the finishing fleet)

### Finishing Line



### Postpone

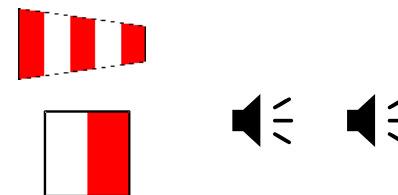
(Answering pennant) + Two sound signals



To start a postponed race, lower AP with 1 Hoot and begin start sequence 1 minute later

### Postpone/Go ashore

(Answering Pennant over H) + Two sound signals



### Abandon for the day

(Answering Pennant over A) + Three sound signals

