



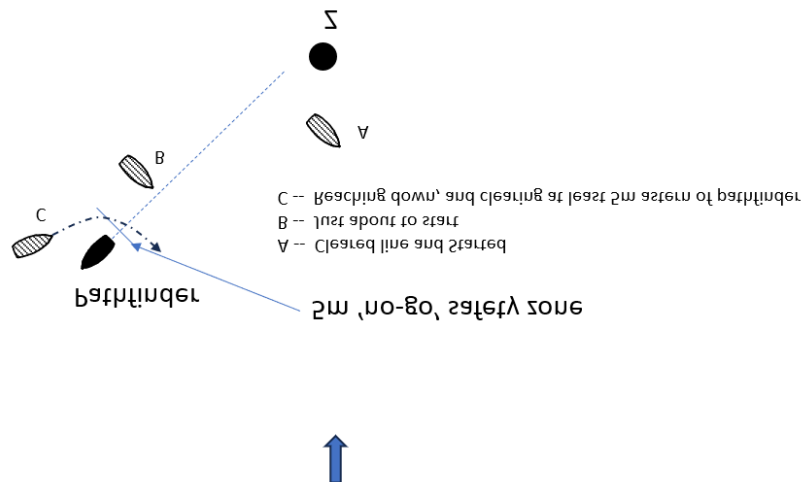
PRE-START SETUP

- Agree **Pathfinder & Coordinator** on VHF (Ch M / 37A)
- Confirm **Start Time**
- Appoint someone in the crew to use VHF and then Announce:
 - You are **Pathfinder**
 - **Fleet name**
 - **Course D (Windward/Leeward)** + Course Number & windward mark
 - Time check (using GPS / phone time)
- Ensure all boats are **listening on VHF**

START SEQUENCE

- **At -10 min** (Announce): Warning Signal
- **At -5 min**: (Announce): Preparatory Signal

START / OPEN GATE



- Sail close-hauled, starboard tack approaching Mark Z
- Pass **Mark Z (leave to port)** as close to start time as possible
- **Gate opens as you pass Mark Z**
- (Announce): *“Gate open”*

GATE OPEN (0–3 MIN)

- Maintain **steady course, starboard tack**
- You = **moving mark + obstruction**
- Boats must:
 - **Keep clear**
 - **Pass astern**
 - Cross line: **Your stern → Mark Z**



Pathfinder / Race Coordinator – Quick Reference Card

- **As soon as all boats have crossed behind you** - (Announce): “All boats have started - line closed”
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CLOSE GATE

- After **3 minutes**:
 - **Gate closed**
 - You are now free to tack
 - (Announce): “*Gate time exceeded - Gate closed*”
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DURING RACE

- Race normally
 - Use VHF for:
 - Safety issues
 - Course clarification
 - Shortened course (if agreed)
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RECALL (IF NEEDED)

- Unsafe/unfair start → **General Recall (VHF)**
 - Agree and restart
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FINISH

- Default: **Near Mark Z (leave to port)**
 - If shortening:
 - Agree on VHF
 - Clearly announce
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AFTER RACE

Remind boats to send:

- Boat name / sail number
 - Finish time
 - Boats ahead / astern
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KEY RULES

- Boats **must keep clear of Pathfinder** until gate closes
 - No boats to **windward (same tack) in first 3 min**
 - Late starters = **DNS**
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Keep it simple, be clear on VHF, sail steady 👍