

Series	Class	Time	
Spring and Autumn	Keelboats	1400*	*Some of the weekday / Saturday start times for keelboats will be at the time shown in the handbook depending on the tide times and water depth. Long distance keelboat races and cups (except the Burgh Trophy) will start at the time indicated in the Racing Programme or at such other times as is identified by the OOD.
	Asymmetric	1403	
	General	1406	
	Novice	1409	
Summer	Keelboats	1400*	
	General	1403	
	Novice	1406	
Goalen	Dinghy	1400	
Wednesday	Keelboats	1930*	
	Asymmetric	1933	
	General	1936	
	Novice	1939	
Winter, Frostbite and Early Bird	General	1300	
	Novice	1303	

The starting light sequence of signals will be as follows:

	Warn	Preps	Start
Race 1	1 light	2 lights	3 lights
Race 2	2 lights	3 lights	4 lights
Race 3	3 lights	4 lights	5 lights
Race 4	4 lights	5 lights	Lights off

Additional Lights & Signals

Signal	Lights	Horns
Postponement (on water)	2 white lights (delay will be relayed by the safety boats)	2
Recall	1 red light	1
General Recall	1 red, 1 blue light	3
Shorten Course	3 white lights (lights 1,3 & 5)	2
Abandonment	6 white lights	3