The RC flag is flown from the committee boat and signifies the starting line. Fly the flag from the mast or a pole to show the starting line.

The postponement flag (AP) is very useful in controlling the starting sequence. When there is a problem or delay, hoist AP to delay the start or stop the sequence. When you are ready to start or restart the sequence, drop AP, wait 1 minute, and then hoist flags for the starting sequence.
Class Flags

The class flag is raised at the beginning of the fleet’s 5 minute sequence. The class flag is lowered at the start of the fleet’s race.
<table>
<thead>
<tr>
<th><strong>Preparatory Signal (P)</strong></th>
<th>The Prep flag is used during each starting sequence to indicate 4 minutes to go and 1 minute to go. Hoist at 4 minutes before start and lower 1 minute before start.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Recall Signal</strong></td>
<td>Hoist this flag and hail boats who were over the line early. Drop flag when early boats have returned to the restart side of the line</td>
</tr>
<tr>
<td><strong>Change of course</strong></td>
<td>Hoist this flag and hail boats when you shorten or change the course. The course can be shortened by hailing the fleet and telling them to head to the finish line after the next turning mark. You can also pick a shorter version of the current course.</td>
</tr>
</tbody>
</table>
Example starting sequence of rolling start

1. Hoist class flag at 5 minutes before start of the appropriate fleet
2. Hoist Prep flag at 4 minutes before start
   Drop Prep flat at 1 minute before start
3. Drop class flag to start the fleet (1)
4. At the same time, hoist class flag for the next fleet to start their 5 minutes
5. Hoist Prep flag at 4 minutes before start
   Drop Prep flat at 1 minute before start
6. Drop class flag to start the fleet (2)
Abandonment

Abandonment can be used to stop a race that was started incorrectly. To start another race, lower the flag 1 minute before the new starting sequence. Abandonment is also used to quit racing for the day.