INDIVIDUAL RECALL	IF BOATS ARE OVER THE STARTING LINE EARLY, AND YOU CAN TELL WHO THEY ARE, RAISE THE 'X' FLAG. ATTEMPT TO NOTIFY THESE BOATS. AS THEY RETURN BELOW THE LINE TELL THEM THEY HAVE	
	CLEARED. ONCE ALL EARLY BOATS HAVE RESTARTED CALL "ALL CLEAR" AND LOWER THE FLAG	"X" FLAG
<u>GENERAL RECALL</u>	IF SO MANY BOATS ARE OVER EARLY THAT YOU CANNOT DETECT THEM ALL, RAISE THE 'FIRST SUBSTITUTE' FLAG. THIS ABANDONS THAT START.	
2 SOUNDS when raised 1 SOUND when lowered	TRY TO FIX THE PROBLEM THAT CAUSED THEM TO BE OVER EARLY. USUALLY THIS IS BECAUSE STARBOARD IS TOO FAVORED. DROPPING THE COMMITTEE BOAT BACKWARDS WILL FIX THIS.	
	WHEN READY FOR A NEW START MAKE 1 SOUND, LOWERING THE FLAG, WAIT 1 MINUTE AND PROCEED WITH A NEW START SEQUENCE	1 ST SUBSTITUTE
<u>POSTPONEMENT</u>	USE THE AP FLAG AT ANYTIME YOU: (a) MAKE A MISTAKE, (b) ARE NOT GOING TO START A RACE ON TIME, (c) NEED TO MAKE A COURSE CORRECTION BEFORE THE START.	
2 SOUNDS when raised 1 SOUND when lowered	ONCE YOU ARE READY, LOWER THE FLAG ALONG WITH ONE SOUND, WAIT 1 MINUTE, AND PROCEED WITH THE START SEQUENCE	AP FLAG
<u>SHORTEN COURSE</u> 2 sounds	USE THE 'S' FLAG TO SHORTEN THE COURSE IF THE RACE CANNOT BE COMPLETED IN 2 HOURS OR IF THE BOATS SPEND OVER 30 MINUTES ON ONE LEG. THIS IS A JUDGMENT CALL AND MUST BE FAIR TO ALL COMPETITORS. IT MUST BE DONE <u>AT A</u> <u>MARK ROUNDING</u> BEFORE ANY BOATS ROUND THAT MARK. LEAVE THE FLAG FLYING UNTIL ALL RACERS HAVE FINISHED	
		"S" FLAG
CHANGE OF COURSE 2 SOUNDS	AFTER THE START OF A RACE THE POSITION OF A MARK OR THE FINISH LINE CAN BE CHANGED BY 2 SOUNDS AND FLYING THE "C' FLAG. IT MUST BE DONE BY SIGNALING ALL BOATS BEFORE THEY BEGIN THAT LEG. THIS IS USUALLY DONE TO MAINTAIN AN UP WIND COURSE. ALL OTHER MARKS CAN BE CHANGED WITH OUT NOTICE TO MAINTAIN THE COURSE SHAPE	"C" FLAG
<u>COME WITHIN HAIL</u>	COME WITHIN HAIL OR FOLLOW THIS BOAT: USE TO GATHER THE FLEET TO RECORD SAIL NUMBERS OR GIVE INFORMATION TO COMPETITORS	L