
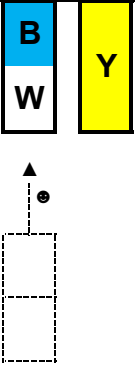
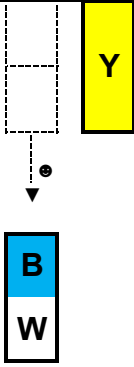



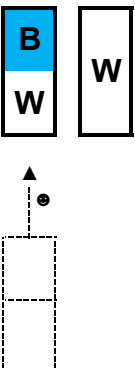
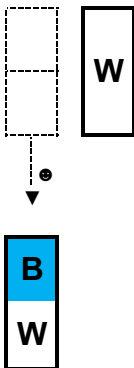

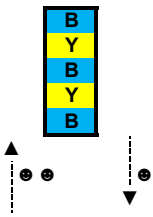

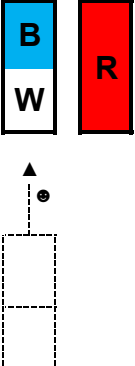
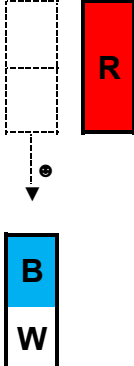

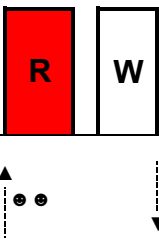
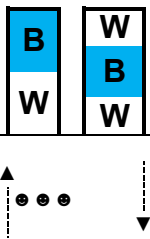
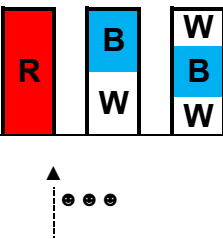



## Race Control Signals made from the 'Maid of Kent'

Time >	0	+ 1 minute	+ 4 minutes	+5 minutes	Individual Recall
First Start	<b>Warning signal</b>	<b>Preparatory signal</b>	<b>One Minute</b>	<b>Race starts</b>	
					
Time >	+5 minutes	+ 6 minutes	+ 9 minutes	+10 minutes	General Recall
Second Start	<b>1st Fleet starts</b>	<b>Preparatory signal</b>	<b>One Minute</b>	<b>Race starts</b>	
					
Time >	+10 minutes	+ 11 minutes	+ 14 minutes	+15 minutes	<p><b>Note:</b></p> <p>The Warning signal for the new start is to be made One Minute after the General Recall is lowered</p> <p>B = Blue R = Red W = White Y = Yellow</p>
Third Start	<b>2nd Fleet starts</b>	<b>Preparatory signal</b>	<b>One Minute</b>	<b>Race starts</b>	
					
<b>Other Signals</b>					
Races not started are postponed - Short delay		Start abandoned - Watch for new signals		All races abandoned - All ashore	
					
		<p>Warning signal is to be made one minute after these signals are lowered</p>			
<p>Attention to all signals should be made with a strong blast on the whistle.</p> <p>The number of sounds are shown by : ● or ●●● or ●●●●</p>					