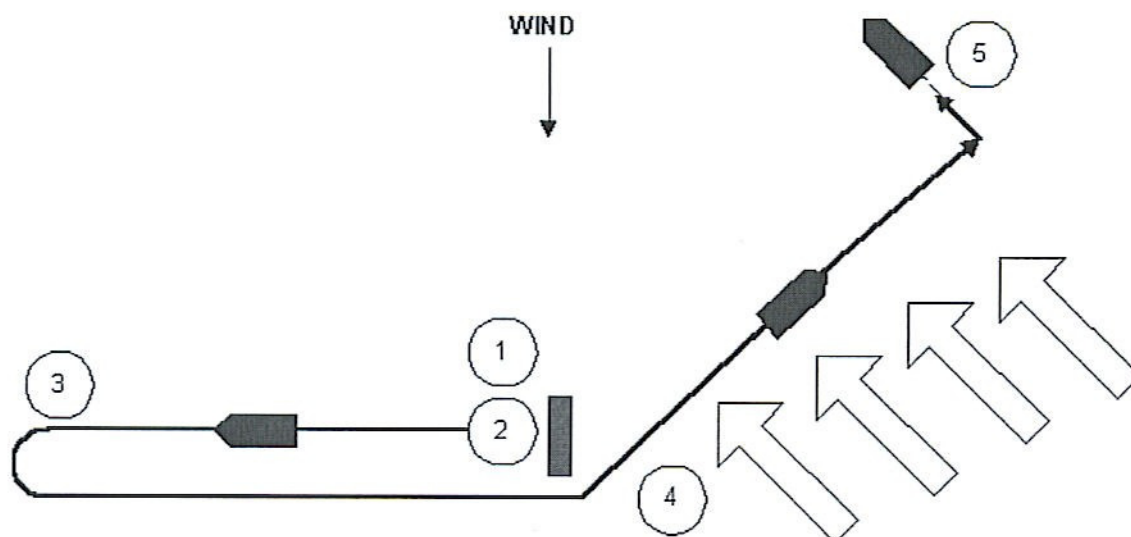


Rabbit Start



Position	Signal	Minutes before starting signal	Sound	Rabbit's Actions
1	Warning	~5	1 long sound (preceded by several short)	In the immediate vicinity and to windward of the starting mark for ~1 minute
2	Preparatory	~4	1 sound	From the starting mark, beam reach on starboard tack for 2 minutes
3		~2	1 sound	Tack or jibe; beam reach on port tack back to the starting mark
4	Starting	0	1 sound	Pass close abeam leaving the starting mark to port, sail close hauled. This is the start time for the race.
5	End of starting sequence		1 sound	At the end of the Starting Time Period, tack to starboard (see note).

Note: A suggested Starting Time Period = the number of starters multiplied by six seconds (i.e. five boats at 6 seconds = 30 seconds). A longer interval of up to 10 seconds per boat may be used depending on conditions and the number of starters. The length of the starting time period will be announced ahead of time.

The starting line is the line between the port-end starting mark and the Rabbit (in effect the wake of the Rabbit). A boat starts when it crosses the starting line.

After starting, all boats shall remain on starboard tack until the Rabbit has *tacked* to starboard.

A boat failing to start properly may do so by sailing to the approximate location the Rabbit tacked to starboard (position 5) and make a 360° turn.

All times are approximate. The absence of sound signals shall be disregarded.

A boat making contact or interfering with the Rabbit is disqualified and shall retire.