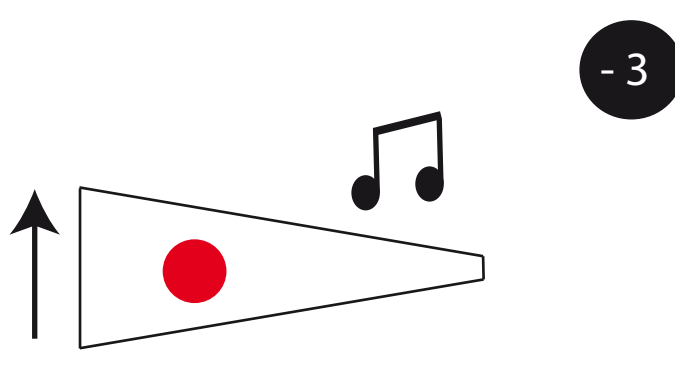
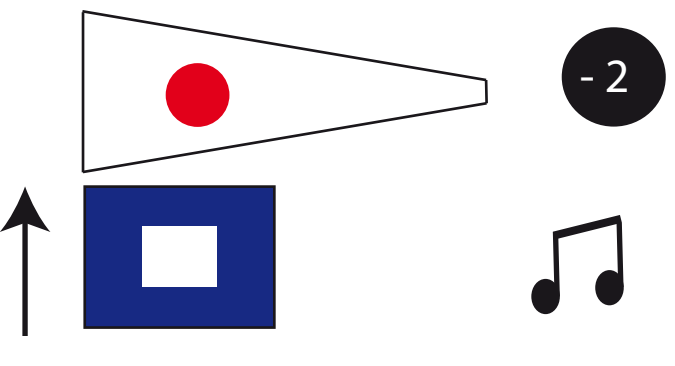
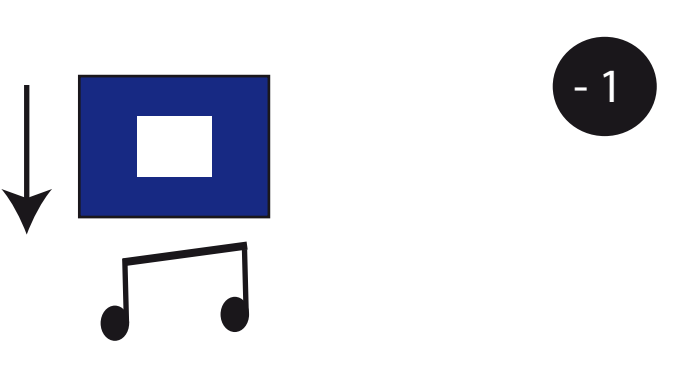
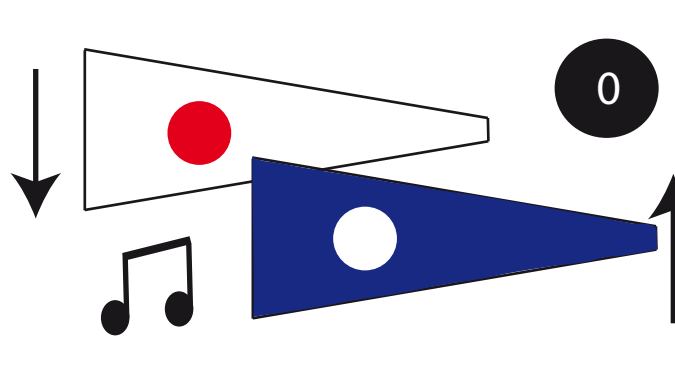

<p>Before start: "AP" flying, course flag (red or green) up (course flag remains up for entire starting sequence)</p>	<p>- 4 minutes: "AP" down 1 sound signal</p>

	
<p>- 3 minutes: Warning for 1st start Division 1 flag up 1 sound signal</p>	<p>- 2 minutes: Preparatory for 1st start Code flag "P" up, 1 sound signal</p>

	
<p>- 1 minutes: 1 minute to 1st start Code Flag "P" down 1 long sound signal</p>	<p>0 minutes: <b>1st start</b>, warning for 2nd start Division 1 flag down, Division 2 flag up 1 sound signal</p>

INSTRUCTIONS:

*Timer controller*

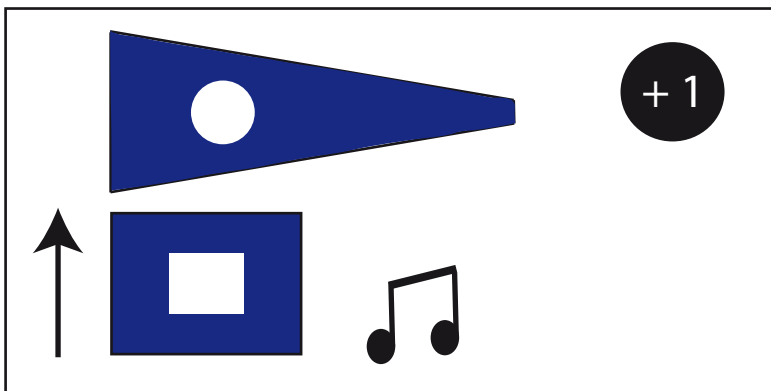
Set timer to - 4 minutes.  
Confirm with control tower when about to begin starting sequence.  
Countdown 10 seconds on radio to allow for tower co-ordination.  
Count down last 10 seconds of each flag change so Flag controller can match sound signals.  
Make appropriate sound signals at each step.

*Flag controller*

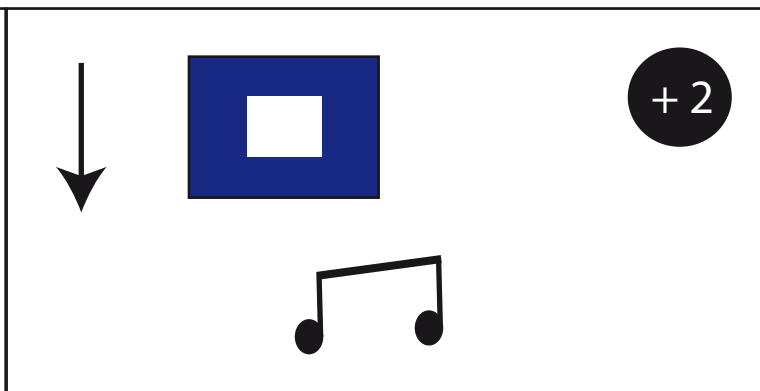
Raise "AP" and Course flags.  
Confirm with timer controller when starting sequence will begin.  
Have appropriate flags on hand for changes.  
Listen for countdowns from timer.  
Make sure flag raises/drops align with timer and are quick!

For additional starts, add in Division 4, 5, etc flags as appropriate to the end of the starting sequence.

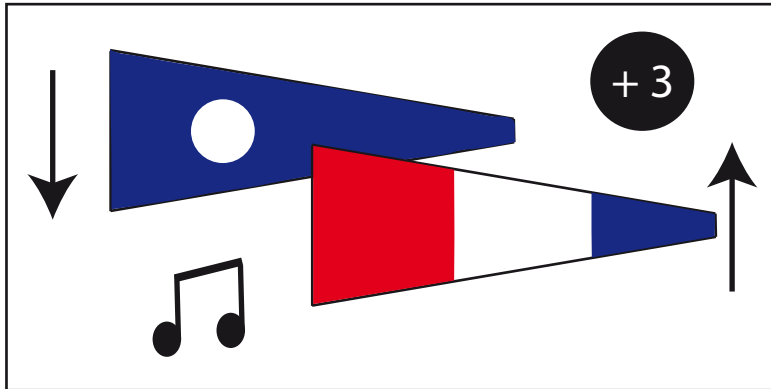
e.g. for a 4th start,  
raise Division 4 flag at + 6 minutes,  
raise code flag "P" at + 7minutes,  
lower code flag "P" at + 8 minutes,  
lower Division 4 flag at + 9 minutes.



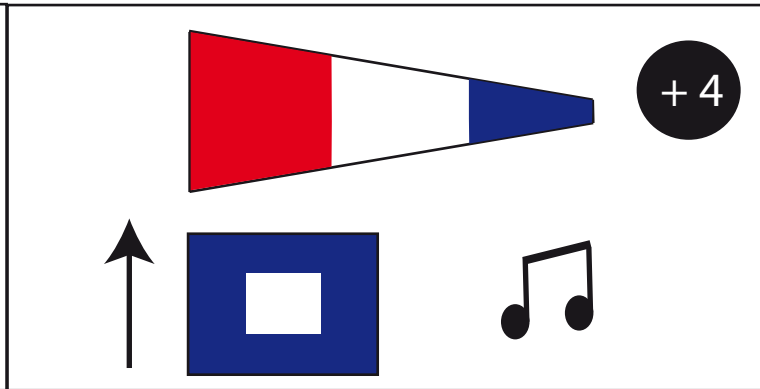
+ 1 minutes: Preparatory for 2nd start  
Code flag "P" up  
1 sound signal



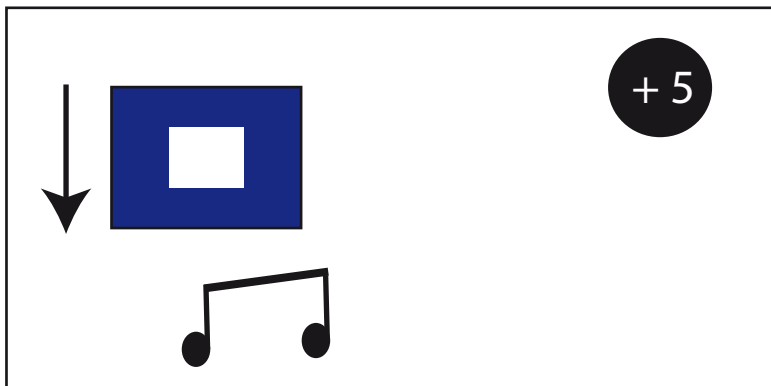
+ 2 minutes: 1 minute to 2nd start  
Code Flag "P" down  
1 long sound signal



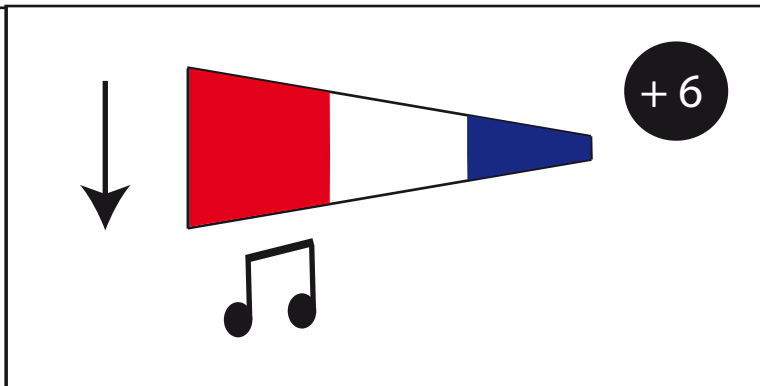
+ 3 minutes: **2nd start**, Warning for 3rd start  
Division 2 flag down, division 3 flag up  
1 long signal



+ 4 minutes: Preparatory for 3rd start  
Code flag "P" up,  
1 sound signal



+5 minutes: 1 minute to 3rd start  
Code Flag "P" down  
1 long sound signal



+ 6 minutes: **3rd start**  
Division 3 flag down,  
1 sound signal