

# Gate Starts

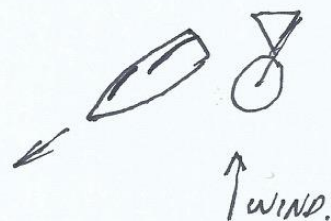
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## Instructions

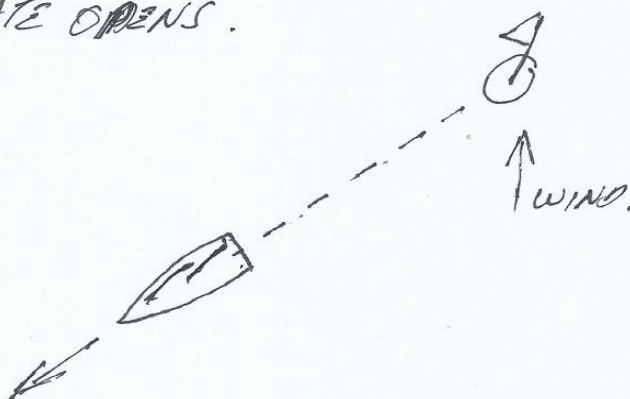
1. The **Pathfinder/start boat** (close-hauled and heading downwind), passes close to the marker buoy on **port tack** at the start time – e.g. 1230 or 1330
2. The **Pathfinder** passing the marker buy, **results in the gate opening**
3. **Competing boats** should be as close to the starting area as possible, ready to sail on **starboard tack** through the now opened gate
4. The **Pathfinder** remains on **port tack** for two minutes
5. Once competing boats have sailed through the gate they are then free to tack as they wish

## GATE START.

THE PATHFINDER (START BOAT) PASSES THE BUOY CLOSE HAULED ON PORT TACK. AT THE START TIME eg 12:30.



AS A RESULT THE GATE OPENS.



COMPETING BOATS SAIL THROUGH THE GATE ON STARBOARD TACK.

PATHFINDER REMAINS ON PORT TACK FOR 2 MINUTES

