



# Flagging

The following FLAGS are used at the track events:

## GREEN

- Track is clear
- Session underway

## YELLOW (Stationary)

- Problem somewhere on track requiring caution
- Slow car down.
- Also displayed during warm-up laps
- NO PASSING

## YELLOW (Waving)

- Problem requiring evasive action in your immediate area
- Slow car down, do not slam on brakes
- Check behind you
- NO PASSING

## YELLOW with RED Stripes

- Oil or debris on track creating a slippery condition
- Slow car down, do not slam on brakes
- If flag is not available—  
USE WAVING YELLOW



## BLUE with YELLOW diagonal stripe

- Car behind wanting to pass
- Check mirror
- Give passing signal
- Lift off throttle and let car pass



## WHITE

- Slow moving or emergency vehicle in your immediate area
- Slow car down and proceed with caution



## BLACK

- Pull safely into the pits
- Something wrong with your car or your driving
- Will be pointed at your car
- Acknowledge to the flagger, you've seen flag
- When in doubt come into the pits



## BLACK with ORANGE circle (meatball)

- Something is probably wrong with your car
- Acknowledge the flag, and enter the pits



## RED

- Event is to be halted
- Shown at all stations
- Pull off line and come to controlled stop in view of a flag station
- Do NOT get out of car
- Wait for instructions



## CHECKERED

- End of run session
- Commence cool down lap, and enter the pits
- Any variation will be explained at track

