










Race Track Flags

Flag	Description	Type	Where & How Displayed	Meaning
YELLOW (CAUTION)	Solid yellow 	Command	Any Station Stationary: Waved: Double Yellow:	Caution, a hazard is ahead, but will not require altering the racing line. NO PASSING until beyond the hazard. Slow a bit and exercise caution. Example: a car stopped at the edge of the track or a worker near the track. DRIVERS MAY NOT PASS FROM FLAG STATION UNTIL PAST THE INCIDENT. Extreme Caution, a hazard is ahead that requires drivers to slow significantly and/or take evasive action. NO PASSING until beyond the hazard. Examples: two cars collide and block 50% of the track or workers responding or wheel in middle of track. Full course yellow. NO PASSING. Stop racing, proceed single file at slow speed. Do not go to pits, race will be restarted. Pace car will enter track to gather the field. Also 1 st lap start of Drivers Education session for some organizations.
BLUE (PASSING)	Blue with yellow diagonal stripe 	Advisory	Any Station Stationary Rocked or Waved:	Check mirrors. A faster car that is or soon may be attempting to pass is approaching you. Approaching car is much faster (leader lapping slower cars). Advisory flag, driver is not required to move over for following car. However, intentional blocking of a faster car will result in penalties and should be reported.
BLACK	Solid black 	Command	Start/Finish and/or designated station. Number Board indicates car being flagged. Stationery (furlled or open) All Stations Stationary	FURLED: A warning that a driver has misbehaved (i.e. blocking, failure to observe other flags). If driver continue to misbehave, driver will receive an open black flag. OPEN: Driver has behaved in an unacceptable manner (i.e. passing under a yellow flag). Report to the pits on next lap for consultation with a steward. If driver ignores the black flag, he may be disqualified and eliminated from the race results. Displayed at all stations indicate session or race has been stopped. Stop racing, go slowly to the pits. Be alert for hazards on the track. Start/Finish will display ALL sign.

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Flag	Description	Type	Where & How Displayed	Meaning
MECHANICAL BLACK (MEATBALL)	Black with orange circle 	Command	Start/Finish and/or designated station with number board	Number board indicates the number of the car being flagged. Car has mechanical problems that are serious. Report to the pits next lap to have the problem checked.
RED	Solid red 	Command	Any Station	STOP IMMEDIATELY. The session has been stopped due to extreme hazard. Driver should bring car to a stop as quickly as safely possible, preferably at a corner station. Do not continue. Used only in severe cases to immediately stop racing.
WHITE	Solid white 	Advisory	Any Station Stationary or waved open Stationary furled	Driver is approaching a slow moving vehicle (ambulance, wrecker, or slow racecar) on the racecourse. Advisory flag, you may continue to race under a white flag. Waved flag indicates slow vehicle is immediately ahead. Used to signal to Drivers Education instructors that the session is nearing an end
DEBRIS	Yellow and red vertical stripes 	Advisory	Any Station Stationary	Debris on track such as fluid, dirt or a cone. The debris may be driven through without damage to the racecar. If debris poses a hazard to a racecar (i.e. a tire), a yellow flag should be displayed. Advisory flag, you may continue to race under a debris flag.
GREEN	Solid Green 	Command	Start/Finish Waved	Session or race has been started, commence racing.
CHECKERED	Black/white Checkerboard 	Command	Start/Finish Waved	Session or race is complete. Stop racing. Slow and return to pits.