

## STANDARD ROAD RACING FLAGS

Flags are used to allow race officials to communicate with drivers. Every flag has a meaning, know them all. Make sure you are looking up, and looking down course while racing so that you can see and identify flags when they are displayed. Missing flags is a safety issue and can result in a penalty or worse, a serious incident!



Green Flag - Go! Race is on. Hammer down, it's party time!



Red Flag - Stop. Bring the car to a quick but safe stop on either side of the paved surface. Wait there for directions from a worker or official, do not exit the car, do not remove your harness or helmet, etc.



Yellow Flag - Caution, something potentially dangerous lies ahead. Slow down, NO PASSING. You are under the control of the Yellow Flag station from the time you reach that flag station until the following two conditions are met: (1) You pass the incident that caused the Yellow Flag, and; (2) You do not see a Yellow Flag at the next manned flag station.

There are two types of Yellow Flags, it's important to know the difference:

- 1) Standing or Stationary Yellow - Flag is displayed but not waiving. There is a potential danger ahead but it's off the racing line or racing surface. Proceed with caution, no passing.
- 2) Waiving Yellow - Waiving denotes urgency. There is an immediate danger ahead on the racing line, or in an impact zone, etc. Slow down to 70% racing speed or less and use extreme caution. No passing.



Black Flag (opened) - You have screwed the pooch. This flag will be displayed and the offending car will be identified with a point or a number board. Safely enter Pit Road and talk philosophy with a friendly race official. Black Flag (furled) - The Black Flag will be wrapped around the stick, and the worker will shake it at the offending car as one would shake their finger at someone while giving them the business. You've done something wrong and you probably know what it is, keep racing but knock off the shenanigans.



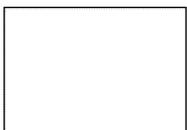
Black Flag with a Red or Orange Ball - Meatball Flag, aka Mechanical Flag. Your car has been observed with a possible or definite mechanical issue. Go to your pit or garage and make repairs before you oil down or otherwise mess up the track.



Red/Yellow Stripes - Debris Flag, aka Oil Flag, aka Surface Flag. There is something on the track ahead that you need to know about. It may cause damage to your car or cause a loss of traction. You must identify the exact debris yourself and remember where it is. Regardless of how long the issue persists, the Debris Flag will only be displayed for 2 laps.



Blue Flag with Yellow Stripe - Passing Flag aka Mirror Flag. Faster (than you) traffic is approaching from behind and will be passing you soon. Check your mirrors, be predictable and give a point-by as appropriate. A waiving passing flag indicates urgency; fast rate of closure from behind.



White Flag - Slow moving or off-pace vehicle ahead, often an Emergency Vehicle (EV). Unless accompanied by a Yellow Flag, you may maintain speed BUT pass wide and carefully. Do not race another car or cars to, and around an EV! EV's are a rolling No Passing zone