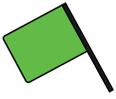


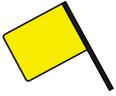
Flags and their Meanings at

GREEN **At Start / Finish:** Will be waved, to signal the start of a lapping session or to start a race.



At the corners: Can be used to indicate that the track is clear and may be waved at the flag station immediately after the incident that necessitated the use of the yellow flag. Indicates that the problem has been cleared and it is once again safe to race on the track.

YELLOW **This is a signal of danger and should be shown to drivers in two ways with the following meanings:**



Single Waved (During Lapping): There is a hazard on or beside the track or in a precarious position. Reduce your speed. Do not overtake or resume driving at speed until next **MANNED STATION** without yellow displayed. Waved at all corner stations and Start/Finish, known as a full course yellow, requires drivers to proceed at virtual pace-car speed. **Passing is prohibited.** Emergency personnel/vehicles may be working in an immediate impact zone on or off the race course.



Double Waved (During Race Only): Will be displayed simultaneously at all stations. Reduce your speed, do not overtake and look for pace car. Once behind the pace car follow the pace car's direction.

RED **The session has been stopped**



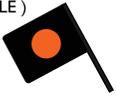
All drivers are required to slow down immediately and proceed to the pit lane and be prepared to stop if directed to. **Overtaking is strictly forbidden.** Drivers may be directed to stop at a specific spot on the track and in some cases they may be directed to stop immediately where they are. The red flag will be displayed (simultaneously) at Start/Finish and at all corners **WAVING**.

BLACK **At Start / Finish:** Will be displayed rolled as a warning to a driver for unsporting conduct. Driver may continue on track, however, another transgression will result in a Standing black flag. 



Will be displayed standing to a car whose driver has committed a sporting infraction. Driver must immediately report to the pits for consultation with the Grid Marshal or Senior Driving Coach. During a race the drivers' number will be displayed along with the black flag at Start/Finish.

MEATBALL
(BLACK W/ ORANGE
CIRCLE)



Warns a driver that their car has a mechanical problem and must immediately return to the pits or a Safe Refuge Zone. Drive off racing line with caution.

During a race the driver's number will be displayed along with the meatball flag at Start/Finish.

**RED &
YELLOW**



Should be shown standing to inform drivers that there is a deterioration of adhesion due to oil, dirt, debris, or water on the track in the area of and beyond the flag.

This flag should be displayed, for at least (depending on the circumstances) 2 laps unless the surface returns to normal beforehand.

BLUE Should normally be waved, as an indication to a driver that he is about to be overtaken.



During Lapping: Give way to a faster car which has caught and is about to overtake you. The driver that is being overtaken should keep their line at the next available passing zone.

During a Race: The flag should normally be shown to a car about to be lapped and, when shown, the lapped driver must allow the following car to pass at the earliest opportunity.

CHECKERED



Displayed waving at the Start/Finish. The lapping session or race is over. Cars complete the lap at cool-down speed and exit the track at the Pit Lane. No passing on cool-down lap.