



FLAG PROCEDURES

**IF IT DOESN'T SAY YOU CAN'T
IT DOESN'T MEAN YOU CAN!!!**

1. **YELLOW FLAG**

When the yellow flag comes on, you will slow down and hold your position. **DO NOT RACE BACK TO START/FINISH LINE.** No passing. Cars must not break formation until the green flag is dropped during the start or the restart of the race. The lead car will set the pace until the race resumes. Laps under yellow flag do not count (unless otherwise notified by the track management). No Driver is to stop or get out of their car on the track surface while yellow light is on. Any driver passing on the yellow flag will be put in scratch position. If done a second time in the same race, the driver will be black flagged to the pits.

2. **RED FLAG**

When red light comes on cars must pull over to inside or high side of the track and stop (whichever is appropriate). Failure to comply will result in suspension of driver from remainder of night's racing. There will be no movement of the car on track while red light is on. Violators will be sent to the pits and loaded for the night. Driver must remain with the car.

3. **GREEN FLAG**

Indicates race is in progress. All cars on track may race as soon as green flag is displayed.

4. **WHITE FLAG**

Indicates that the lap being completed is the last lap of the race as it crosses the start/finish line. The winner of the race will be the car which crosses the line having completed the designated number of laps for that event. If circumstances cause the race to be ruled a completed race before the designated number of laps has been run, then the designated number of laps completed when the race was halted and finishing positions will be determined by the Head Scorer according to scoring procedures.

5. **CHECKERED FLAG**

Indicates that the lap that is being completed is the last lap of the race for each car as it crosses the start/finish line. The winner of the race will be the car which crosses the line having completed the designated number of laps for that race before the designated number of laps has been run, the designated number of laps completed when the race was halted and finishing positions will be determined by the Head Scorer according to scoring procedures. (After receiving the checkered flag, all cars with the exception of the race winner **MUST** leave the racing surface for the first time around. Drivers that consistently ignore this policy will be subject to a \$50.00 fine per offence.)

6. **BLUE FLAG WITH DIAGONAL YELLOW STRIPE**

Yield right of way to overtaking cars. A Driver receiving the passing flag is thereby informed that he or she is or shortly will be impeding a faster car which is about to overtake and pass. He or she is further instructed to move toward the left (inside of track) to allow the faster car to overtake and pass safely. Passing flag will be used at starter's discretion and not necessarily given to all lapped or slower cars, which in the starter's opinion are moving too slowly and may present an impediment. A driver failing to obey the blue flag may receive a black flag.

7. **BLACK FLAG**

Leave the track as quickly and safely as possible. A driver receiving this signal is informed that, for some reason or set of circumstances he or she must cease racing and leave the track without stopping or impeding traffic. Disqualifications due to a rule infraction such as unsportsmanlike driving or failure to obey the Starter's signals. This disqualifies the driver/car for the remainder of the night. Once back in the pits, driver (ONLY) in a calm and sportsmanlike manner may approach the Pit Steward as to the reason for the black flag being imposed.

8. **MECHANICAL FLAG**

Black border with big round lime green dot in centre proceed to pits immediately to make necessary repairs, once repairs are completed may resume race.