

Knowing your flags is as important as knowing how to drive.

Here's a quick guide to refresh your memory of what each flag represents.



Green Flag

Course is clear, passing zones open.
GO GO GO GO GO GO!!!

"Send it!!!" - Scott Stephens



Passing Flag

Alerts driver to check mirrors for overtaking traffic behind Stay on your line

"There is a race going on and you ain't in it." - Mike Stephens



Yellow Flag

Waiving: Immediate danger, NO PASSING, slow to 50%, danger likely on the track. Slow so you can make an avoidance, possibly going off track.

Standing: Danger NO PASSING, unsafe track conditions, slow to 50%, evasive action maybe needed.



Debris Flag

Something has changed course conditions (water, mud, oil, animal, race car debris, etc.)

Usually displayed for two or three laps in local area of debris until all competitors are aware.



Black Flag

Furled: Warning to driver to cease behavior.

Waiving: Driver immediately report to Grid/Start. Driver not playing by the rules.

All Stations: Session has stopped, drivers pit into Grid. Session may restart if time allows.



Red Flag

Extreme Danger, Respect other person may be seriously injured

Cars: Safely stop where you are in-sight of corner worker if possible. Stay in car! Wait for further instruction. Shut your car off.

Bikes: Carefully proceed slowly to pits.



Meatball Flag

Informs driver that something mechanical may be wrong with his/her car. Losing oil, smoking, loose parts or body work. Displayed at start and Station 8. Exit track ASAP/Enter Pit Lane.



Checkered Flag

Session has ended/YOU WON!!! Cars should be slowing to cool off.

Displayed at Start and possibly Station 7 or 8.



White Flag

Slow vehicle on the course either an emergency vehicle or crippled car. Passing of slow vehicle allowed ONLY if safe.



Fire Extinguisher

Held overhead to alert driver that their car is aflame. Stop near a corner worker and exit car expeditiously. Discharge onboard system if available. NEVER exit vehicle UNLESS ON FIRE or instructed by officials!