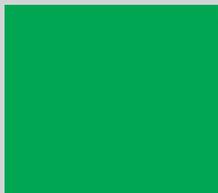


Racing Flags

VMC Revision 3

Date: 10/15/15

Supersedes all previous versions



Green

The appearance signals a clear course and indicates the immediate start or restart of a race.



White

Signals that a slow moving Competitor or Emergency Vehicle is on the course. Reduce speed and pass with care.



Yellow

Single Stationary Yellow: Slow down, no passing.

Single Waving Yellow: Immediate danger, slow down, no passing.

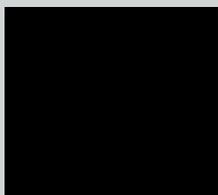
Double Yellows: Slow down, no passing. The entire course is under Yellow conditions. Prepare for a safety car to enter the course.



Red

Extreme Danger. Stop racing. Come to a controlled stop as quickly as possible to edge of track, within the driver's line of sight of a flag station. Proceed cautiously to the pits only upon indication from a corner worker.

Racing may commence after passing an incident and the next manned station is in view with no flag displayed.



Black

Closed Flag (furled): Signals "Warning" when pointed at a participant from the starters stand. Do not continue your action.

Open Flag (unfurled): Displayed with car number, participant must go immediately to the Black Flag Station in the pits.



Black w/Orange Ball

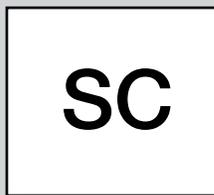
The "Meatball" flag is shown beside a board with the involved car's number. That car must proceed at a reduced rate to the Black Flag station. Do not take another lap. Something is mechanically wrong with your car.

Displayed At All Stations (black flag all): All Competitors Stop Racing. The session has been suspended. Proceed directly to the Pits. Do not take another lap.



Blue w/Yellow Stripe

Check your mirrors. Hold the line, another competitor is following closely or is trying to overtake.



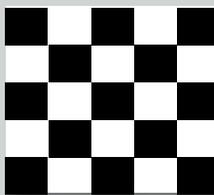
Safety Car

All competitors must slow and keep pace with the safety car. No car shall pass the Safety Car unless directed by the Safety Car to do so. The Safety Car slows the field for safety and provides expeditious restarts. The Safety Car will enter the course with lights flashig. Lights off indicates the intention of a restart from start/finish.



Yellow w/Red Stripes

Signals slippery track surface, or debris on the track surface. Exercise caution.



Checkered

Notifies the race or practice session is finished. Quit racing, cool your car down and return to the pits at the next opportunity.

NOTE: Clubs or tracks may have specialized local requirements.