



Race Weekend Protocol: Flagger

Flag meaning and use:

- **Green** - This flag starts the race.
- **Red** - Drivers come to a complete stop. This flag is used when there is an emergency on the track and the emergency personnel need to reach the drivers for medical assistance.
- **Full Course Yellow** (Yellow thrown at the flag stand) - Drivers proceed with caution, no passing around the full course until the green flag flies again.
- **Corner Yellow** (yellow thrown from corner workers on the track) - Proceed with caution, no passing in the area of the caution flag.
- **White** - One lap to go.
- **Checkered**- Race is over.
- **Black rolled** - warning for rough driving.
- **Black waved** - driver is disqualified and has to exit the track, usually thrown for rough driving
- **Meat ball** (red dot on black, use both red and black flags if not available) - mechanical disqualification, kart is not safe to remain on the track.
- **Blue** - Used to notify lap traffic the leaders are closing in. Lap drivers should move off the racing line to allow the leaders to pass and continue racing.

Duties:

1. During the drivers meeting, review flag meanings with new and/or young drivers. Review race start procedure.
2. After the drivers meeting, set up flags in the flag stand.
3. During practice, fly the green flag until time is up, complete the session by throwing the checkered flag.
4. Races
 - a. Classes with rolling starts -
 - i. Drivers will complete 1 warm up lap, show a rolled green and rolled white side by side to indicate drivers should "grid up"
 - ii. When the entire class is grouped up, on the front straight moving at a controlled slow speed, throw the green to start the race. Give the group a sign for 1 more lap if they have not gridded up cleanly. Do not throw the green if the second place kart is in front of the pole kart. The pole position is in charge of leading the pack until the green flag is thrown.
 - iii. Scoring will let you know when there are two laps to go, the next time the leader comes to the start finish line, throw the white flag.
 - iv. On the lap following the white, throw the checkered flag to end the race.
 - b. Classes with standing starts (shifter and Kid Karts)
 - i. Grid the group.
 - ii. Signal visors down
 - iii. Throw the green in 2 to 5 seconds. Keep them on their toes race to race :)
 - iv. See rolling starts for the remainder of the race.