



# Flags & Other Signals

## Appendix 8

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## 1. BACKGROUND

Flags and lights are used to communicate simple messages to participants during the course of an Event.

## 2. GENERAL POLICY

In the interests of international consistency, AASA requires flags to be of the following sizes:

- a) The red and chequered flags shall be a minimum of 800mm x 1000mm
- b) All other flags shall be a minimum of 600mm x 800mm; however
- c) Karting flags are required to be a minimum of 500mm x 500mm.

All personnel should be conversant with the following flags and other signals and a description should be reiterated at all briefings prior to the Meeting. Where light signals are used during an Event, it should be specified in both the Event supplementary Regulations and reiterated at both the Officials' and drivers' briefings.

## 3. FLAGS

### 3.1. National Flag:

Shall be used for the start of a race when lights are not being used. The start shall be signalled by raising the flag above the starters head for a period of 3 to 5 seconds before being lowered to signal the start of the race. If the Event Regulations so specify a different flag may be used to start the race.

### 3.2. Blue Flag – waved:

During practice and qualifying – indicates to a driver that a faster car is about to overtake and pass you – let them past. During a race – indicates to a driver that you are about to be lapped by another car and your must let them pass when safe to do so.

### 3.3. Blue Flag – stationary:

Indicates to drivers leaving Pit Lane exit that a car is approaching on the race track.

### 3.4. Yellow Flag:

Indicates danger ahead.

### 3.5. Single Waved Yellow:

Slow down and be prepared to avoid a hazard on or near the track edge, overtaking is not permitted until you have passed the green flag past the incident.

### 3.6. Double Waved Yellow:

Slow down significantly and be prepared to avoid a hazard which maybe blocking the track. Drivers must be prepared to stop if necessary. This signal will be shown at the point immediately before the hazard. The flag point preceding the point with the waved yellow flag or flags will display a single motionless yellow flag. Overtaking is not permitted in the area from the first yellow flag to the green flag point after the hazard.

### 3.7. Yellow Flag with Red Stripes:

Displayed motionless indicates to drivers that there is a deterioration to the racing surface beyond the flag point due to some foreign substance, e.g. oil, water or dirt on the track.



- 3.8. White Flag – waved:**  
Indicates that there is a much slower moving vehicle on the track in the next flag section beyond that flag point.
- 3.9. Green – waved:**  
Indicates to drivers that they have passed through the section/s of track controlled by yellow flags and that normal racing and overtaking can now commence. This flag is also used at the control line to signify the start of practice, qualifying or warm up lap.
- 3.10. Red Flag – waved:**  
This flag is deployed on the instruction of race control and is used to indicate that it has become necessary to stop the activity on the track and all drivers must slow down immediately and proceed to the Pit Lane. Drivers should be prepared to stop if necessary. Overtaking is not permitted and drivers should be prepared to follow the instructions of trackside Officials.
- 3.11. Black Flag – motionless:**  
Used to indicate to the driver whose number is shown must stop at the control line in Pit Lane on the next lap. The flag will not be displayed to a particular driver for more than four laps. The instruction for the use of this flag will be made by Race Control. The pit crew will be advised of the reason for the flag.
- 3.12. Black with 40cm Orange Disk – motionless:**  
Used to inform the driver whose number is displayed with the flag that the car has a mechanical problem likely to cause danger to himself or others and that the car must return to the pit on the next lap. If the problem is rectified the scrutineers may permit the vehicle to rejoin the race.
- 3.13. Black and white diagonal – motionless:**  
This flag is used to indicate that the driver concerned has been identified as driving in an unsportsman like manner and the Clerk of Course may take further action if the behaviour continues.
- 3.14. Black and white checkered – waved:**  
Signifies the end of race or session – drivers must cease racing and slow down after crossing the control line when the flag is waved and proceed to their pit or paddock area or follow the directions of race Officials.
- 3.15. Red & White Checkered KARTING:**  
This flag signifies a false start and must be displayed prior to completion of the first lap. Drivers should return to the pits.
- 3.16. Blue with Red Dual Diagonal Stripes KARTING:**  
Displayed with a board showing the relevant kart no. to a driver who is about to be or has been overlapped. Drivers should cease racing and return to the in-grid. As approaching the exit, the driver should raise a hand to signal that they are exiting the circuit.
- 3.17. Green with Yellow Chevron KARTING:**  
Signifies a restart, prior to the completion of the first lap. When this is displayed, the drivers should reform on track.
- 3.18. Other signals:**  
A portable fire extinguisher may be shown to a driver to indicate that their vehicle appears to be on fire





#### 4. LIGHT SIGNALS

May be used to supplement or replace flag signals and should be configured to correspond with AASA flag signals, i.e. flashing = waved, steady = motionless, two flashing = double waved; one flashing – single waved.

Colours = red, green, yellow, white, blue.

- a) **Start light** – used to start races are to be used in the following manner
- b) **Red light on** – cars must remain stationary – prepared to start racing in 3 – 5 seconds time
- c) **Red light out** – start racing
- d) **Green light on** – racing has started
- e) **Yellow flashing light on** – delay start, remain stationary, switch off engine, red light will remain on

#### 5. SIGNAL BOARDS

At the start of a race signal boards may well be used by start Officials to indicate the approximate time to the race start. These will be back numbers on a yellow background held aloft by the Starter and in any case a 30 second board shall be displayed to indicate that the field is under Starter's orders and no other car may join the starting grid unless authorised by the Clerk of Course.

- a) Delay start board shall be used by the Starter to indicate an aborted start.
- b) Tail lamps on – displayed at the Control line by the Starter shall require racing vehicles to switch on tail lamps.
- c) Number Boards – shall be used in conjunction with the black flag, black & orange disk flag and black and white diagonal flag. These numbers shall be white on black background and shall be visible at 70 metres.
- d) Safety Car Board – when the safety car is deployed to the track during a race each flag point shall display a single motionless yellow flag and an 'SC' Board until the intervention period is over.


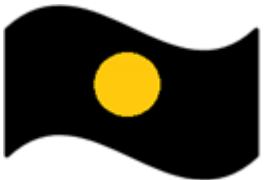
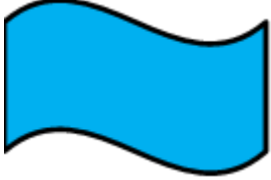










When the safety car period is over the Clerk of Course will instruct the safety car to switch off its flashing lights and return to Pit Lane at the end of that lap. When the safety car enters Pit entry road the SC Boards and yellow flags will be withdrawn at each flag point. As the lead race vehicle approaches the control line a green flag will be shown to the field to signal a restart. Each flag point will then show a green flag. Green flags will be withdrawn after one lap. Cars shall not overtake until they have crossed the control line where the green restart signal has been shown.

#### 6. OTHER COMMUNICATION METHODS

Where other communication methods are to be used, such as in Tarmac Rallies, these shall be specified in the discipline Standing Regulations or the Event Supplementary Regulations.



7. IMAGES OF FLAGS

	<p><b>Green</b></p> <p>All Clear Ahead</p>		<p><b>Black with Orange Disc</b></p> <p>Mechanical issues Stop at Pit Lane on next pass</p>
	<p><b>Blue</b></p> <p>Overtaking</p>		<p><b>Yellow and Red Stripes</b></p> <p>Slippery surface ahead</p>
	<p><b>White</b></p> <p>Service vehicle or slow moving vehicle on track</p>		<p><b>Red</b></p> <p>Indicates the Event is stopping</p>
	<p><b>Black &amp; White Diagonal</b></p> <p>Warning flag for driver's who behave in a unsportsmanlike manner</p>		<p><b>Black</b></p> <p>Enter Pit Lane on next lap</p>
	<p><b>Yellow</b></p> <p>Danger ahead. Drivers should slow down and be prepared to avoid incidents</p>		<p><b>Black &amp; White Chequered</b></p> <p>Finishing flag: End of Event</p>
	<p><b>Karting: Red &amp; White Chequered</b></p> <p>Danger ahead. Drivers should slow down and be prepared to avoid incidents</p>		<p><b>Karting: Green with Yellow Chevron</b></p> <p>Restart flag: Reform on Track</p>
	<p><b>Karting: Blue with Red Diagonal</b></p> <p>Displayed with board showing kart no. to competitors who are about to be or have been overlapped</p>		