

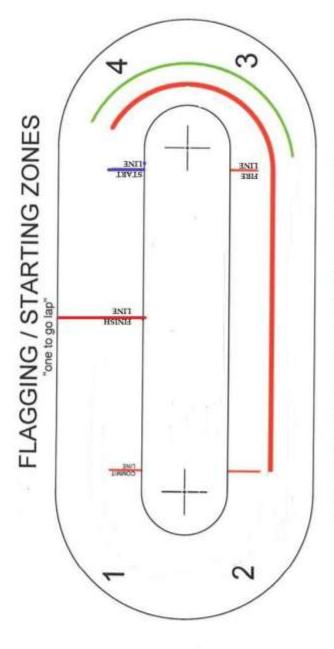
## **Flagging Procedures and Diagram**

On all starts the Flagger will signal "one to go" to the field by either showing a rolled up green flag with one finger in the air or by pointing the rolled up green flag at turn 3.

On all starts the Flagger must display the green flag no sooner than turn 4 commit line. Otherwise the yellow will remain displayed and the "one to go " will be given to the field again.

On all starts no passing will be permitted until you have completely passed the commit line in turn 4. If the Flagger or Race Director has determined that a car has passed before the completely passing the commit line in turn 4 a yellow flag will be displayed and the offending driver will be warned with the rolled black flag. The field will be lined up and the start will be attempted again. A driver will be sent to the back for a second violation.

On all starts if it is determined by the Flagger the green flag should not have been displayed and before a lap is completed, the Flagger may display a yellow flag and a Flagger Error will be called. All cars will retain their starting positions prior to the Flagger Error and the race will be restarted.



Fire Line - Lead Driver may start picking up pace anywhere between turn 3 and 4

Start Line - Flagger may throw green flag if all cars are in position.

Red line is a NO PASSING zone till after you completely pass the start line in turn 4.