



## **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.**

