

FLAG / LIGHT SIGNALS



RED FLAG/LIGHT

All racing must cease No overtaking is permitted Drivers will indicate by raising there hand and return to the In-grid in a safe manner being prepared to stop on the track if directed by an official.



RED/WHITE CHEQUERED

Signifies that it has been a false start or no start return to the pits.



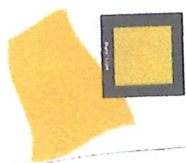
BLUE FLAG/LIGHT

Signifies that you are about to be lapped by one or more drivers. Hold your normal race line but allow any overlapping karts to pass safely.



BLUE/RED DOUBLE DIAGONAL.

Given to the driver with the drivers race number on a board. The driver must stop racing move of the racing line so as not to impede the progress of any other drivers and return to the in-grid, raising one hand to clearly signal to following drivers that they leaving the track.



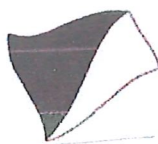
YELLOW FLAG/LIGHT

Reduce your speed, do not overtake and be prepared to change direction. There is a hazard ahead overtaking is not permitted between the first yellow flag/light and the next operational flag/light point that is not displaying a yellow flag/light. Failure to slow to a save speed for a yellow flag/light will be considered a breach of the rules.



YELLOW/ RED VERTICAL STRIPES

Informs Drivers that the condition of adhesion of the track surface have suddenly deteriorated in the area beyond the flag.



BLACK/WHITE DIAGONAL JOIN

Given to the driver with the drivers race number on a board this indicates that the driver is being observed for unsportsmanlike behaviour. The driver may finish the race and must report to the Clerk of Course or Steward immediately after the race.



BLACK FLAG

Given to the driver with the drivers race number on a board this indicates that there is a mechanical issue. The driver must return to the in-grid immediately after receiving the flag.

BLACK/ORANGE DISC



Given to the driver with the drivers race number on the board to inform the driver that their kart may have a mechanical /safety problem or does not comply with the rules. If the breakdown lane is in use the driver may enter and fix the problem. If the breakdown lane is not in use then the driver must return to the in-grid immediately after receiving the flag.

BLACK and WHITE CHEQUERED



This flag will determine the end of the race .The race finishing order will be as karts cross the finish line on the lap when the black and white chequered flag id displayed.