FLAGS

YELLOW FLAG: Is for an Incident. No Passing from perpendicular from the first flag until the following green flag past the incident.

- **Single Standing Yellow:** For incidents off-course **OR** back up to a waving yellow.
  - **EXCEPTION: NO FLAG** for car off-course making controlled, forward progress along the contour of the track **AND/OR** briefly two or four wheels off track
  - **NOTE: NO FLAG** should be displayed for a car that goes into a **Runoff Area** that is moving forward directly to a safe location. If the car stops and is **NOT** in a safe location **OR** turns around to return to the track, then display a **Single Standing Yellow.**
- **Single Waving Yellow:** For incidents on-course **OR** for safety crews or marshals working outside of barriers regardless of location (Boots on the ground) **OR** anyone outside positive protection or barrier.
- **Double Standing Yellow:** Full course yellow called for by Race Control. Neutralizing a race.
  - **NOTE:** Corner Station that has the incident, continue to flag appropriately.

GREEN FLAG: The track is clear.

- **Waving Green:**
  - All Stations for the first lap of a non-race session of the day for each group
  - Indicates first station past following a local yellow flag.
    - **NOTE:** Wave green until car causing yellow flag passes along with cars in vicinity.

SURFACE FLAG: Fluid or Debris on course. Displayed standing for 2 (two) laps unless condition returns to normal prior to the end of the second lap.

- **EXCEPTION: NO FLAG** if surface condition is off-line **AND** not in danger of being hit.
- **NOTE:** A **Waving Yellow Flag MAY BE USED** if the debris is in the line **AND** sufficient to cause an incident
- Display at first sign of rain affecting adhesion. If the rain is sudden and heavy, request a backup surface flag.

WHITE FLAG: A slow moving vehicle.

- **Standing White:** Slow race car, moving at 1/3 more than normal speed **OR** Back-up to Waving White.
- **Waving White:** Very slow-moving race car, moving at less than 1/3 of normal speed **OR** moving Safety Vehicle on course **OR** to cover a car returning from a runoff.

RED FLAG: Stops a session or race. Requested by Race Control. Displayed Waving.

- All cars reduce speed and proceed to pit lane.
- Continue to flag local incident, including the **Standing Yellow** prior to a **Waving Yellow**
- Report passing or unsafe activity.
- Withdraw after last car enters pit lane.

BLACK FLAG: Bring a specific car to pit lane. Requested by Race Control. Displayed waving and with number board.

- Displayed at Start and Designated Corner Station.

FLAGS (cont.)

BLUE FLAG: Advisory, a faster car is approaching or making a pass.
- **Standing/Rocking:** Another car is approaching and preparing to pass.
  - Begin displaying when faster car is approaching slower car and the gap is approximately 5 car lengths/1 second apart.
  - Slower Car should see several blue flags before being overtaken.
- **Waving:** Another car is rapidly overtaking **OR** the driver being overtaken is unaware of the faster car.
  - **NOTE: Waving Blue Flags should be used sparingly.**
  - **NOTE:**
- **Practice: NO BLUE FLAG** for cars running together for 2 (two) laps.
- **Race:** Only blue for cars being lapped. Never blue for cars fighting for position.

CHECKERED FLAG: Indicates end of practice, qualifying or race session. Displayed at the request of Race Control. Displayed Waved
- Displayed at Start/Finish for all sessions and a designated Time Line location for practice and qualifying only.

Communications

INCIDENT CALLS:
- Call all condition flag changes in real time as they happen.
- Break into sounds bites.
  - **First Bite:**
    - Corner Station Location and Flag Condition
    - If applicable, add Contact or Impact in the first bite.
      - Contact: Is with another Car.
      - Impact: Is with a barrier.
    - Reserve using Hard Impact or Hard Contact if certain car is not going to continue.
    - If applicable, add Track Blockage percentage.
  - **Second Bite:**
    - Car Number and Location of Car (on/off track, left/right/center, etc.)
      - Do not delay call, if missing car number.
      - If do not have or cannot see car number, give additional information about car color, sponsor, type of car.
    - Not important to tell us how it got there, just where it is.
  - **Third Bite:**
    - Add additional relevant information.
      - How did car get there or information relating to the contact?
    - Answer questions Race Control may have.
      - It is OK to tell Race Control to stand by to gather correct information regarding the incident.

Communications (cont.)

- o **Clear/Continued:**
    - Informs Race Control and other corner stations that the **LOCAL YELLOW FLAG** incident has ended and all cars either continued **OR** are in a safe location **AND** yellow flags have been withdrawn.

PASSING UNDER YELLOW:
- Report **ALL** passes under yellow.
    - o Including those that may be give backs.
- Report passes under yellow within one (1) lap.
    - o Report even if you do not have all the information, get it in the log.
    - o Once you have all the information, complete the report.

SURFACE CONDITION:
- Report type of debris or fluid.
    - o What is it?
    - o Is it on-line or off-line?
    - o Danger in being hit?
- Report the size of the debris.
    - o Give dimensions of debris or how wide the fluid line is.
- Where did the debris or fluid come from?
    - o Car number

OTHER REPORTS:
- **Short Cuts:**
    - o All four wheels off to bypass a chicane or the inside apex of a corner.
        - Call if it were to pass another competitor **OR** suspect a time and/or distance advantage was gained.
- **Off Course/Off and On:**
    - o Four Wheels, Not Two Wheels
    - o Report only if there was a local yellow flag change **OR** if the car reenter unsafely **OR** rough ride and suspect damage to the car.
- **Track Limits:**
    - o Instructions will be given in the morning briefing if applicable to the event.
- **Track Limits vs. Off Course/ Off and On:**
    - o **Track Limits:** Is willful driving beyond the racetrack surface to gain time or position advantage.
    - o **Off Course/Off and On**: is inadvertent driving beyond the racetrack surface in order to avoid an incident or recover from driver error.
- **Safety Vehicles:**
    - o Report when:
        - Safety Vehicle enters course from station.
        - First response vehicle arrives to the incident scene.
        - When the Driver is out of the car.
        - When the last response vehicle leaves the scene.

Communications (cont.)

- **Contacts and Impacts:**
    - Report Car numbers and colors
    - Contact/Impact site on the car(s)
    - Whether there was a position change because of the contact.
    - Does the car(s) continue?
    - What type of damage to car(s) or barrier?
    - Debris field or fluid on-track?
- **Slow Cars:**
    - Only if a flag change **OR** possible mechanical problem.
    - Report if car is back up to speed.

- **Mechanical:**
    - Report smoke, leaks, or odors.
    - Is the track clear?
    - **NOTE:** Only one confirmation is needed for this type of report.
- **Pit-In Calls:**
    - The Station nearest **PIT IN** should call.
        - Leader in Pits for Green Flag Pit Stops
        - Cars being observed, penalized, or black flagged into pits.
- **Lead Changes:**
    - Call all leader changes
- **Before and Between Sessions**
    - Inform Race Control of debris or fluid that may need to be cleaned up.
    - Contact Race Control prior to rotating marshals across track.

Race Procedures

RACE STARTS:
- No Flags for Parade/Pace Laps unless surface or other conditions warrant **OR** to cover cars falling out of grid order
- Safety Car lights will be turned off during the last formation lap. Call pole sitter around to start.
- Start will call Green Flag.
    - **NO START**: No flag will be displayed at Start. All corner stations will display **Single Standing Yellow**, until told to withdraw.

FULL COURSE YELLOW:
- When requested by Race Control. Safety Car will be dispatched with lights on. All corner stations display **Double Standing Yellow**.
    - **EXCEPTION:** Corner Station that has incident. Continue to flag appropriately including **Standing Yellow** prior to a **Waving Yellow.**
- Watch for passing and report.

Race Procedures (cont.)

RESTARTS:
- When the Safety Car lights are turned off. Race Control will call "Lights Out/Flags Down". All posts will withdraw their Double Standing Yellows.
- Corner Stations call the leader (not the Pace Car) around for Start.
- Once Start has called the Green Flag restart, passing **MAY** begin passing before the Start/Finish line.
  - **NO RESTART**: No flag will be displayed at Start. All corner stations will display **Double Standing Yellow**, until told to withdraw.

Interventions

For your safety, **DO NOT** go out from behind a protective barrier on to the course or in a runoff area, without **ADVANCE** clearance from Race Control.

BEFORE RELEASING ANYONE to a stopped car, advise Race Control if it can be safely moved by marshals. **WAIT FOR RACE CONTROL TO RESPOND. ONLY SEND PERSONNEL WITH RACE CONTROL APPROVAL.**

Only fight a fire when there is no one else to do it; fires are difficult to extinguish and you do not have equipment / clothing protection; put your safety first, then the driver's – not the car.

Flames are visible **- USE THE WATER EXTINGUISHERS ONLY** since they contain the Cold Fire additive which foams to smother the racing fuel, while the water dilutes ethanol.   Dry chem will not extinguish an ethanol fire.

Before and Between Sessions

At street courses – check each day to be sure the blocks are pinned, and that the landline wire has not fallen between the curb and the block (if the block is hit – the landline will be severed).

At the beginning of each day and between sessions when there is no traffic – after checking with Race Control, make a routine inspection of the course to be sure the surface is clear, barriers are intact, and banners are in place; pick up small pieces of debris that were unseen during the session; notify Race Control that there are individuals walking the track and be prepared to flag for them; ask a Marshal to watch upstream and be prepared to signal to those inspecting to clear the track.

Marshalling System

The IndyCar Marshalling System is a trackside light panel system used by marshals to inform drivers of priority sector issues. This system is controlled by marshals at each post. The light panel will be used in conjunction with fabric flags with the higher priority flag being displayed on the light panel alongside the fabric flag.

The light panel will typically be just before each flag post within 10-15 feet of the flag post. There may be cases where the panel maybe after the flag post within 10-15 feet of the flag post. The flag zone is determined by the light panel. The flags must match the flag being displayed on the panel.

The front of the panel will display the flag selected by the marshal. There is a smaller panel located on the back of the panel that will display the selected flag for marshal reference.
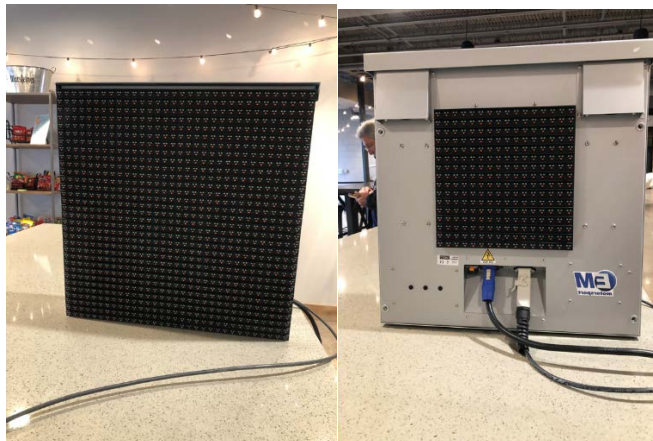
The light controller is a handheld device that is hard wired to the light panel. Each marshal station will have the ability to set a waving yellow, standing yellow, surface flag, waving white or a standing white flag. The controller does have a blue flag button but will not be used. Each controller does have an off button to clear set flags.

Status Lights

Indication	Status
Static Green Status • Console fully operational and able to control the panel • Connectivity with Race Control is active	
Blinking Green **and Blue Status** • Console fully operational and able to control the panel. • No Connectivity with Race Control. • Inform Race Control of this status	
Blinking Yellow Status Light • No Connectivity to panel or with Race Control. • Inform Race Control of this status	
Flag Status • Shows flag type and status set locally by marshal.	

Light Panel Basics

- **Set a Flag:** Press a flag button to set.
- **To Clear a Flag:** Press the off button to clear any local flag. This applies to the post that sets the light panel and not the posts that received the automatic flags.
- **No Red Button….Race Control Only**
- **No Green Button…Race Control Only**
- **Only one flag can be displayed on the light panel at a time.**

Marshalling System Flag Priorities (Highest to Lowest):
- Waving Yellow
- Standing Yellow
- Surface Flag
- Waving White
- Standing White

The highest priority flag should be displayed on the light panel along with the fabric flag. Display other fabric flags as necessary to cover local situation in conjunction with light panel.

Example: Car spun center track with contact with another car. One car continues slowly, other car remains, with debris is on-track. Light panel should be Waving Yellow. The fabric flags displayed should be Waving Yellow, Standing White and Surface.

Can upgrade from lower-level flag to higher level with local post controller without turning OFF the flag displayed.

CAN NOT downgrade from Yellow Flag to other flags without turning OFF the Yellow Flag first.
Area of control is Light Panel to Light Panel.

Light Panel Control-Who should operate?

The local post can choose who should operate the control. The following are recommendations for who should operate the light panel.

- **4 or more marshals:** An extra marshal should control the light panel.

- **3 marshals:** The Communicator should operate the light panel

- **2 marshals:** The Yellow Flagger should operate the light panel and be the primary communicator. The Blue Flagger should control all fabric flags including the yellow flags.

We understand the difficulties with a marshal operating multiple systems at once and the desire to receive real time calls. The following is the order in which we should receive information. Setting the light panel will be considered the real time call but still request the call to Race Control ASAP.

Incident Response:

- **First Action:** Set Light Panel First.
- **Second Action:** Show Appropriate Fabric Flags. Try to have the setting of the flag and light panel simultaneously.
- **Third Action:** Call Race Control.

End of Incident:

- **First Action:** Drop Fabric Flags
- **Second Action:** Clear Light Panel. Try to have the removal of the flag and light panel turned off simultaneously.
- **Third Action:** Inform Race Control that your post is clear.

Yellow Flag Display Information

- **Waving Yellow**
  - Previous post light panel automatically displays Standing Yellow
    - Post can override Standing Yellow to Waving Yellow.
  - Following post light panel following incident automatically shows Green Flag.
    - Post can override with either a Standing or Waving Yellow.

- **Standing Yellow**
  - Following post light panel following incident automatically shows Green Flag.
    - Post can override with either a Standing or Waving Yellow.

REMINDER: If you set a light panel condition, even in a local yellow flag post override condition, you will still have to turn off the panel condition. The Green light will remain on for an additional 5 seconds before it extinguishes. If you set it, you will have to turn it off.

White Flag Display Information

- **Standing White**
  - Each post will have to set and turn off a standing white as a slow-moving vehicle goes around the track.

- **Waving White**
  - To set a Waving White, press the button twice slowly. You can go between Waving White and Standing White without turning off the light panel by pressing the button.
  - Previous post automatically shows **Standing White.**

Other Flag Conditions

- **Full Course Yellow and Red Flag**
  - Local Yellow Condition will remain on along with back up yellow as needed.
  - Once turned off, the panel will display either a Red Flag or FCY as the situation dictates.
  - Can only set a local yellow during this condition, use fabric flags for other conditions.

Other Information

- Flags sent by Race Control **CAN NOT** be cleared locally by the marshal post, but can be overridden with a local Yellow condition.
- Race Control does have the ability to override local flags. This function will only be used if there is a loss of communication with the marshal post.
- **The Blue Flag Button is NOT to be used.** This is for future development of the marshalling system
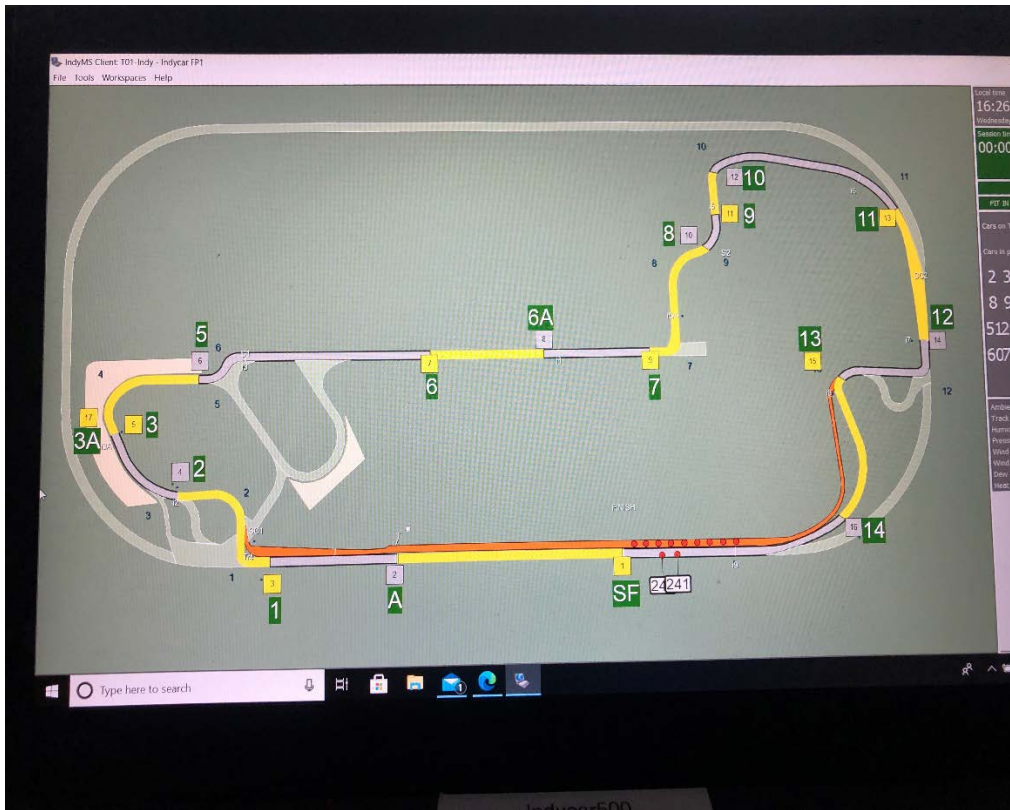
Race Control Map View-Local Yellow
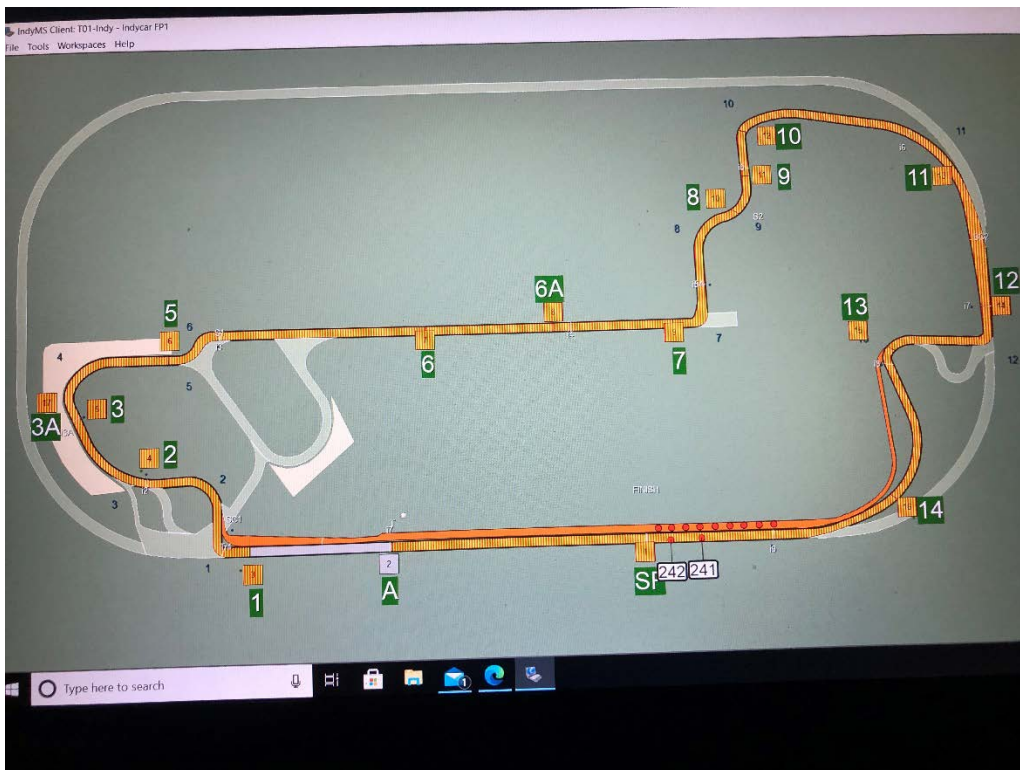
Race Control Map View-Surface Flags