

BMW Car Club of America North Star Chapter



Know the Flags



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Flags are the only way we can communicate critical information to you while you are on the track. Check each corner station as soon as you can see it for a flag. Acknowledge all corner workers with a quick wave or flash your lights. OBEY what the flags are telling you.

Green Flag	 The track is clear and passing is allowed in the designated passing zones. This flag is displayed only at pit out; a green flag is implied when no flag is displayed.
Yellow	 This flag has two meanings: When waving — there is something wrong on the track. Reduce your speed and be ready to avoid any obstacle in your path. When stationary — there is something wrong near the track. Passing is prohibited until you are past the next clear flag station. Do not offer a pass or accept a pass offer from another driver while under the control of a yellow flag.
Yellow/Red Stripe	 There is debris on the track. Debris may be mud, dirt, a part from a car, oil, or antifreeze. Reduce your speed and be prepared to take evasive action. <i>Passing is prohibited</i> until you are past the next clear flag station.
Red	 Something serious has occurred. You must come to a complete stop on the track. Do not slam on your brakes; instead, first check your mirrors to see if anyone is close behind you. Then signal other drivers that you are slowing by making a fist and holding your left arm straight up and out of your window. Reduce your speed and stop within sight of a flag station (either in front of or behind you). Stay in your car until directed by a flagger. Pull your car to the edge of the track on the side opposite from the normal driving line. For example, stop on the left side on the approach to or exit from a left-hand turn.
	 Do not stop in a blind spot, e.g., just over a hill. If necessary, drive forward slowly until you are visible to approaching cars.

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Black	 This flag has two meanings: 1. Displayed to all drivers -we must end your run session early to take care of some problem on or near the track (e.g., a disabled car) 2. Displayed to you only at Turn 10 flag station - something is wrong with your driving or your car's configuration(e.g., your hood is not latched).
	 In either case, acknowledge that you've seen the flag with a wave to the flagger, reduce your speed, complete your lap, and come into the pits; we'll tell you what the problem is. Acknowledge and come in even if you believe that you know what the problem is (e.g., an open sunroof) and have corrected the problem on the track.
	 If the flag is displayed to all drivers, passing is prohibited while the group is returning to the pits. If the flag is displayed to you only, normal passing rules apply. If you ignore this flag, you will not be allowed back on the track for the rest of the drivers' school.
Black/Orange Ball	 Something is mechanically wrong or suspicious with your car (e.g., your radiator is leaking). Acknowledge that you've seen the flag with a wave to the flagger, move offline, reduce your speed (bearing in mind that the mechanical issue may be serious), complete your lap, and enter the pits. While you are returning to the pits, normal passing rules apply. Do not offer passes except in the designated passing zones, regardless of your speed.
Blue/Yellow Stripe	 A faster car is behind you and should allow them to pass at the next designated passing zone. Slow down, and allow ALL cars to pass, there may be more than one. If you repeatedly ignore blue flags, you will be black-flagged for a discussion with the chief instructor.
White	 A slow-moving car or emergency vehicle is ahead of you. Prepare to slow down as needed. Normal passing rules apply. Do not accept a pass offer except in the designated passing zones, and do not pass without an offer from the vehicle ahead. This flag will likely not be used at this event
Checkered	 The session has ended. Acknowledge the flag with a wave or a flash of your headlights, reduce your speed, complete the lap, and return to the pits. This last lap is a cool-down lap, not one final opportunity to set your fastest lap time. This flag will be displayed at Turn 6 and Turn 10 flag stations. Passing is prohibited after the checkered flag.