



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 **OR** briefly two or four wheels off track.
- **Single Waving Yellow:** For incidents on-course **OR** for safety crews or marshals working outside of barriers regardless of location (Boots on the ground).
- **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.

WHITE FLAG: A slow moving vehicle.

- **Standing White:** Slow race car, moving at 1/3 more than normal speed to about 1/2 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

BLUE FLAG: Advisory, a faster car is approaching or making a pass.

- **Standing (or Rocked):** Another car is approaching and preparing to pass.
- **Waving:** Another car is rapidly overtaking **OR** the driver being overtaken is unaware of the faster car **OR** is clearly obstructing.

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.

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.
- Report passing or unsafe activity.
- Withdraw after last car enters pit lane.

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

- All cars pull to a safe and controlled stop by the side of the track and await further instruction from Race Control.
- Continue to flag local incident.
- Report passing or unsafe activity.
- Continue to display until told to withdraw by Race Control.



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

SURFACE CONDITION:

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



Communications (cont.)

OTHER REPORTS:

- **Short Cuts:**
 - 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:**
 - Four Wheels, Not Two Wheels
 - 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:**
 - Instructions will be given in the morning briefing if applicable to the event.
- **Track Limits vs. Off Course/ Off and On:**
 - **Track Limits:** Is willful driving beyond the racetrack surface to gain time or position advantage.
 - **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:**
 - 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.
- **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.
- **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 Formation Laps unless surface or other conditions warrant.
- 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.
- Passing **IS NOT** permitted until cars cross the Start Line.

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.
- Watch for passing and report.
- The Safety Car may wave by cars between the safety car and the overall leader. Race Control will inform corner stations of this occurrence. Waved by cars are not permitted to pass each other.

FULL COURSE YELLOW SEQUENCE

- **Standard FCY:**
 - Pits are closed
 - All cars pack up behind the Safety Car.
 - Cars ahead of their class leader will be passed around the Safety Car
 - Pits are opened to Prototypes first and then GT Cars on the next lap.
 - Cars ahead of their class leader will be waved-by around the Safety Car.
 - Dpi Class Split. Dpi cars move to the front of the field.
 - Prototype Class Split. LMP2 and LMP3 cars moved ahead of GT field but stay behind the Dpi field.
- **Short FCY:**
 - Pits are closed
 - All cars pack up behind the Safety Car.
 - Cars ahead of their class leader will be passed around the Safety Car
 - Dpi Class Split. Dpi cars move to the front of the field.
 - Prototype Class Split. LMP2 and LMP3 cars moved ahead of GT field but stay behind the Dpi field.
 - Pits are opened as the field comes back to restart.

NOTE: Pass around, wave-by and class split cars must remain in single file; passing within the transitioning group is prohibited

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 Safety 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 put out, and you do not have personal protective equipment to keep you safe. Your safety comes first, then the driver – the car is not the top priority.

IMSA sanctioned series use a variety of fuels and fuel mixtures. Either water or dry-chem extinguishers are acceptable. Do not direct the power stream from a dry-chem extinguisher at a driver's head.

Leader Lights

Car stopped / engine running

- Car position and class color are displayed

Car stopped / engine stalled

- Brackets flashing alternating red and green

Car stopped / engine restarted

- Circulating ring of dashes alternating red and green

Car stopped / engine restarted / car continued

- Display returns to car position and class color

During and after pit stop

- Panel displays wheel stop length in purple until ten seconds after car crosses the pit exit loop

Full Course Yellow (FCY)

- Car position with yellow background when car crosses first timing loop after declaration

Green from FCY

- Car position and class color after car crosses first timing loop after clearing FCY

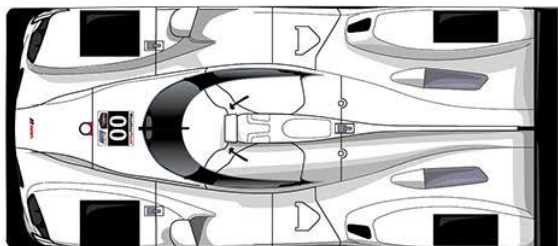
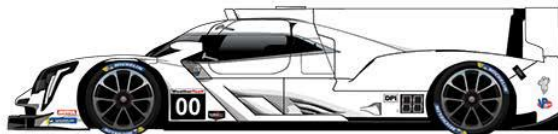
Lost connection to Timing and Scoring position data

- Car number is displayed in class color in WeatherTech and two blue hash marks in Michelin Pilot Challenge



Multi-Class Racing Quick Reference

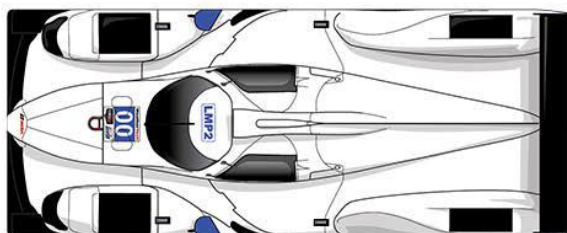
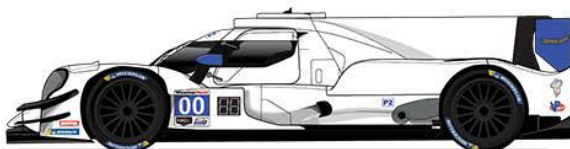
WeatherTech Championship



PROTOTYPE (DPi) Class

Number plate background = **BLACK** (White#)

Leader Lights = **WHITE**



PROTOTYPE (LMP2) Class

Number plate background = **BLUE** (White#)

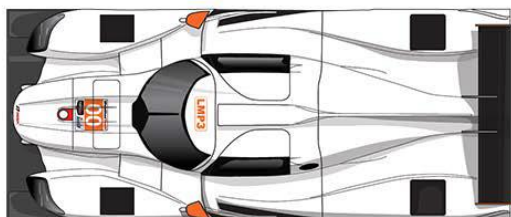
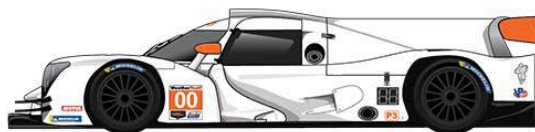
Rear Wing Endplates = **BLUE**

Mirror = **BLUE**

Leader Lights = **BLUE**

Windscreen = **BLUE**

WeatherTech Championship (cont.)



PROTOTYPE (LMP3) Class

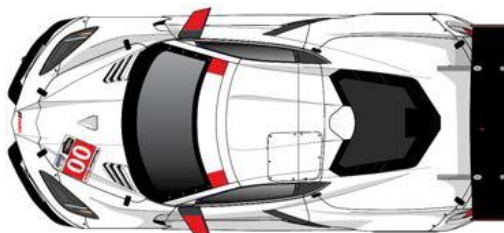
Number plate background = **ORANGE** (White#)

Rear Wing Endplates = **ORANGE**

Mirror = **ORANGE**

Leader Lights = **ORANGE**

Windscreen = **ORANGE**



GTD PRO Class

Number plate background = **RED** (White#)

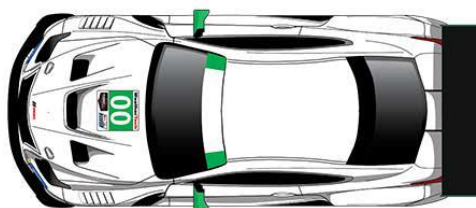
Rear Wing Endplates = **RED**

Mirror = **RED**

Leader Lights = **RED**

Windscreen = **RED**

White center primary car
Black center second car



GTD Class

Number plate background = **GREEN**
(White#)

Rear Wing Endplates = **GREEN**

Mirror = **GREEN**

Leader Lights = **GREEN**

Windscreen = **GREEN**

White center primary car
Black center second car

Michelin Pilot Challenge



GS (GRAND SPORT)

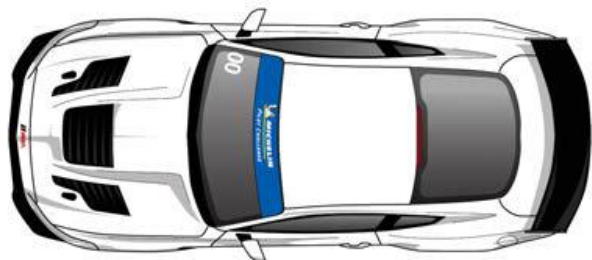
Number plate background = **BLUE** (White#)

Windscreen = **BLUE** and White

Front Bumper must include:



Rear Bumper must include:



TCR (TOURING CAR)

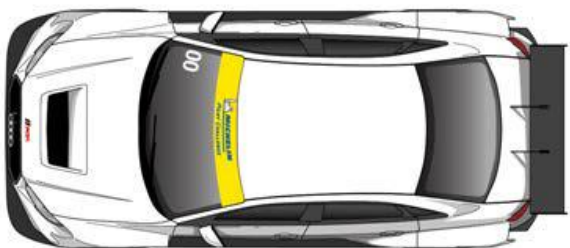
Number plate background = **YELLOW** (Blue#)

Windscreen = **YELLOW** and Blue

Front Bumper must include:



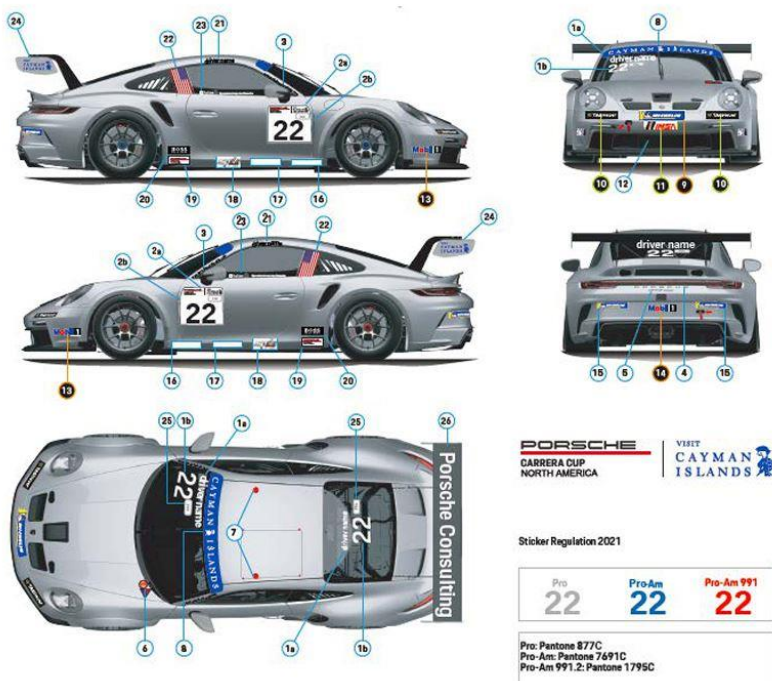
Rear Bumper must include:



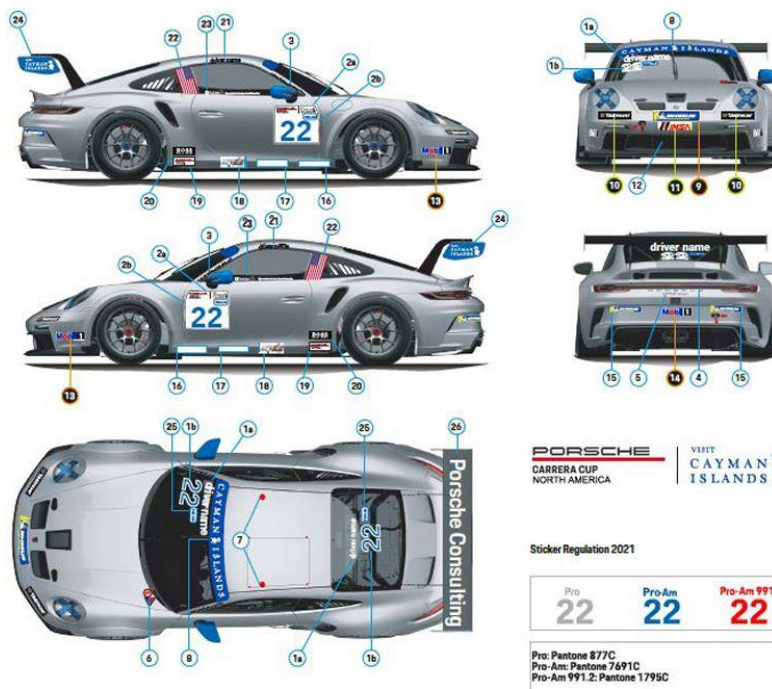
Porsche Carrera Cup North America

	# Plate	Mirrors	Wing End Plates	Headlight Covers
PRO	Black/White	Gray	Gray	Clear/White
PRO-AM	Blue	Blue	Blue	Blue
PRO-AM 991	Red	Red	Red	Red

5.10.1. Pro Class



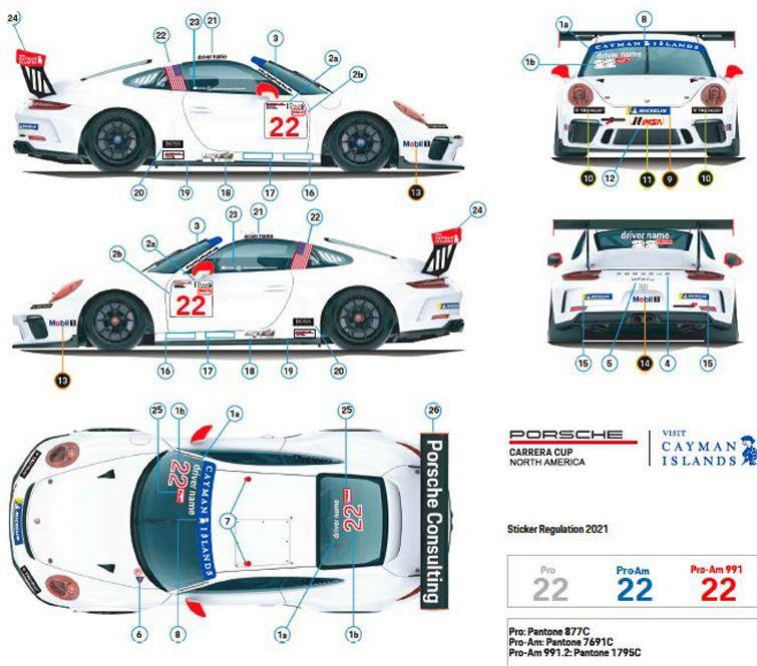
5.10.2 Pro-Am Class



Porsche Carrera Cup North America (cont.)

	# Plate	Mirrors	Wing End Plates	Headlight Covers
PRO	Black/White	Gray	Gray	Clear/White
PRO-AM	Blue	Blue	Blue	Blue
PRO-AM 991	Red	Red	Red	Red


5.10.3 Pro-Am 991 Class



Lamborghini Super Trofeo


CATEGORY FLAGS

FRONT STICKER
To be applied on windscreen top-right position
As shown in picture




PRO





REAR STICKER
To be applied on rear bumper right side
near Lamborghini script as shown in picture



PRO



CLASS COLORS:

	Orange: PRO		Green: AM
	Yellow: PRO-AM		Light Blue: LB CUP

Prototype Challenge and MX-5 Cup

- Single Class Series