



Circuit Signal Information Sheet

Flags and Lights

- Coloured flags (red, yellow, green, and blue) may be used to warn a karter of a change of track conditions.
- Additional flags may be displayed at the race tower to warn karter's of a change of track conditions, an invalid start, a karter's error or the finish of the race.
- Karter's are responsible for checking the tower for flag signals.

The following flag/ lights signals will be obeyed by Drivers during Competition or practice.



Green: A green flag/ light:

- Indicates racing can commence or resume racing.



Yellow: A yellow flag/ light is the signal of danger ahead:

- Reduce and keep an even 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 point that is not displaying a yellow flag/light.
- Slow down and DO NOT resume racing until given a green flag/ light.



Red: A red flag/ light:

- Indicates racing must stop immediately.
- No overtaking is allowed.
- Karters must raise a hand to indicate slowing down.
- Return to the in-grid, if safe. Await instruction from an official.
- If an obstruction prevents returning to the in-grid, stop on the circuit where it is safe.



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Blue: A blue flag/ light:

- Indicates your kart is about to be lapped by a faster kart.
- Maintain your racing line but allow the faster kart to pass without hindrance.



National Flag:

- Alternative starting system
- Karter's must be told at the driver's briefing or at a similar briefing system, that this flag is being used.



Green Flag with Yellow V-Shape (yellow chevron):

- Non-start to the race
- Reform on track for another start attempt.
- Must be used prior to the lead karts completing first lap.



Black and White Chequered Flag:

- Shows the end of the race.
- Maintain finishing order and do not pass karts in front of you.
- Slow down and return to in-grid and follow official instruction.
- Be prepared to be weighed at the in-grid.



Red and White Chequered Flag:

- Non-start to the race
- Slow down and return to the in-grid for further instruction from the MKC officials.
- Must be used prior to the lead karts completing the first lap.



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Yellow and Red Stripe Flag:

- Indicates a lack of adhesion on the track. Something is slippery or wet on the track.
- May indicate either oil; water or other debris is on the track surface.



Blue Flag with Two Red Diagonal Stripes

- Displayed with the karter's number.
- Tells a karter to stop racing; remove himself/herself from the race line; raise his/her hand to indicate slowing down and return to the in-grid.
- Will be classed as a finisher.
- Penalties will apply if not observed.
- Karter's must be informed of its use at Driver's Briefing.



Black and White Diagonal Flag (Bad Sportsmanship)

- Displayed with the karter's number.
- Indicates poor track behaviour/ manners.
- Finish the race and see an official on return to the in-grid.
- The Driver must report to the Clerk of the Course or Steward immediately after the Race.



Black Flag with Orange Circle

- Displayed with the karter's number.
- Indicates a mechanical defect or a safety issue with the kart or karter
- Remove yourself from the racing line and raise hand to indicate slowing down.
- Return immediately to the in-grid.
- Repair the problem and seek permission from an MKC official to return for the next race.



Black Flag

- Displayed with the karter's number.
- Indicates the karter is in serious breach of the rules.
- Remove yourself from the racing line and raise hand to indicate slowing down.
- Return immediately to the in-grid.
- Report to a MKC official.