

Racer # (FOR OFFICE USE ONLY): \_\_\_\_\_



# Chuckwalla Valley Motorcycle Association

## Flag Rules:

**Green:** Track is open.

**Standing Yellow:** Use caution, passing permitted.

**Waving Yellow:** Caution, passing **NOT** permitted.

**Red and Yellow Stripes:** Debris, objects or fluids are on the track. Slow down and proceed with caution.

**Red:** Race is stopped. Reduce speed to a safe pace and proceed to track exit.

**Black:** Something is wrong with your motorcycle, you must *leave the racing surface in a non-impact area immediately* and wait for the crash truck. Procedure:

1. Signal, to alert riders behind you.
2. Move off the racing line.
3. Exit the racing surface. *At no time is a rider to stop on the racing surface or in an impact area.*

**Black with Orange Circle (Meatball):** Jumped start. You will receive a 5 second penalty.

**White with Red Cross:** Safety vehicle near the course.

**Crossed flags:** A courtesy to let you know the race is half over.

**White:** Final lap.

**Checkered:** Race is complete.

**Yellow Flag Incidents:** In the event of an on-track incident that requires a waving yellow flag, a standing yellow flag will be displayed to warn riders that a no-passing zone is ahead. Once beyond the waving yellow flag, no passing will be permitted until the racers proceed past a flag station that does not have a waving yellow flag.

**Race Starts:** Once the field has taken the grid and the grid marshals have cleared the track, the starter will begin the countdown (2, 1, ½, waving green flag). The race begins when the green flag begins to move.

I have read, understand, and agree to abide by the above.

Name (signature and date) \_\_\_\_\_

Name (print) and Competition Number \_\_\_\_\_