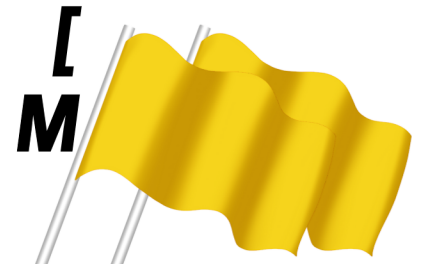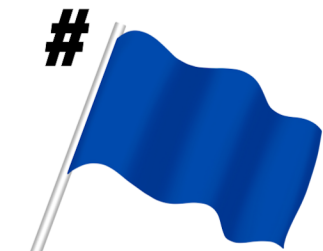# FORMULA 1

FLAGS

Green | track is clear, race on, shown after yellow flags and start of sessions
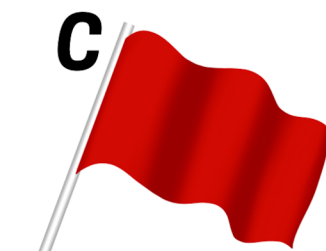
[M **Yellow** | hazard next to the track, reduce speed, no overtaking, be ready to change racing line

[M **Double Yellow** | hazard on the track, significantly reduce speed, no overtaking, be ready to change racing line or stop

\# **Blue** | slower car must move aside, used when cars are being lapped and qualifying/free practice to manage traffic

C **Red** | session is suspended, unsafe conditions on track, significantly reduce speed and return to the pit lane

Checkered | end of session, no more laps

\# C **Black/orange circle** | car is in an unsafe condition and must return to the pits for repairs
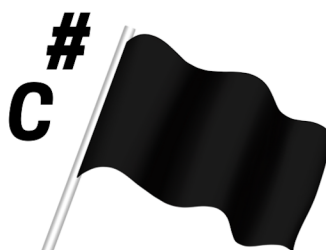AKA the meatball

[**Red/Yellow Stripe** | slippery spot on track, water or oil, rocked side-to-side for a small animal on track

\# C **Black/white** | track limits exceeded 3 times or warning for unsportsmanlike behaviour

[**White** | slower car ahead (ex: practice start) or miscellaneous vehicle on track

\# C **Black** | disqualification, driver must return to the pits

The flag system is also shown on digital trackside boards and the drivers' steering wheels.

\# flag shown with driver's number
[turn/sector specific
M waved at marshals' discretion
C waved at the race control's discretion

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