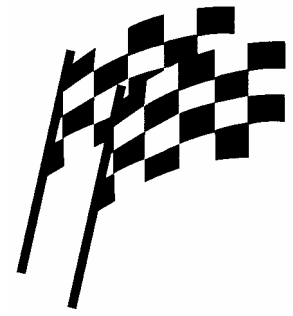


THE FLAGMAN

The purpose of a Flagman is to warn the riders of a hazardous situation on or near the track and to protect workers and stalled riders from oncoming traffic.

As a Flagman, you should keep in mind the following:



STAY ALERT! You are not a spectator and should concentrate on your area of responsibility. Never fix your attention on one spot for more than a couple of seconds and do not watch the results of a crash as you are there to prevent additional accidents if there is a downed rider in your area.

POSITION YOURSELF! Position yourself to view areas where oncoming riders cannot see the track ahead. (i.e. turns, jumps, etc.). You should be visible to riders and other flaggers in either direction at all times.

DON'T MOVE! Whenever possible maintain that same position on the track. This is so riders can grow accustomed to your location lap after lap and learn to expect you there. When your flag is not in use, keep it low and near your leg or body so it does not flutter.

PROTECT YOURSELF! Do not put yourself in a position to be involved in the incident. Leave rescue efforts to others as you help to keep them and the downed rider safe from additional collisions.

MAKE EYE CONTACT! Watch the riders' eyes to make sure they see you throwing a yellow caution flag. When an obstruction occurs near your station, position yourself to indicate to the oncoming riders there is an obstruction on the track beyond your location. If the track is only partially blocked, work your flag with one hand and make simple and clear gestures directing the riders to the clear portion of the track. If a downed rider's motorcycle is between him and the oncoming traffic, leave it as a barrier to help protect the rider.

KNOW YOUR YELLOW (CAUTION) FLAG! A **WAVING** yellow flag should be used if the danger is immediately near your station. A **STATIONARY** yellow flag indicates there is danger on or near the track ahead. If the next flagger after you is waving his flag, then hold your flag stationary to indicate to the riders there is danger ahead.

Be prepared for a long day and pack suitable necessities, taking weather into consideration. You won't have the opportunity to move around a great deal so your comfort is essential to not only your success as a flagman but also the success of the event.

THE FLAGS

Flags of the AMA Sports Rulebook have the following meanings:



GREEN: Indicates the start of the race.



WHITE: Indicates to the riders there is one lap to go until the finish.



YELLOW: Indicates caution. When a yellow flag is displayed, competitors must ride cautiously until they have passed the incident that caused the flag. In motocross, when a yellow flag is displayed there is no passing or jumping between the flag and the incident that caused the yellow flag. Failure to do so may result in the rider being docked from one finishing position all the way to disqualification from the event subject to the referee's discretion.



BLACK WITH 1 - INCH WHITE BORDER: Indicates the disqualification of a rider. That rider must report to the referee at once.



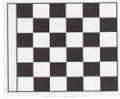
LIGHT BLUE WITH ONE DIAGONAL YELLOW STRIPE: Indicates you are about to be overtaken by faster riders. Riders must hold their line and should not impede the passing riders' progress.



WHITE WITH RED CROSS: Indicates that ambulances, safety vehicles or emergency personnel are on the course and riders must exercise extreme caution. Should this flag be displayed in motocross, arenacross, etc, riders should slow down; maintain position with no passing or jumping until past the incident.



YELLOW WITH THREE RED STRIPES: Indicates debris, oil or other track surface dangers at that location. (Two-inch red stripes are perpendicular to the shaft of the flag.)



BLACK AND WHITE CHECKERED: Indicates the end of race. (Checkers are 5 inches square.)



RED: Indicates the stopping of a race for any emergency situation.