



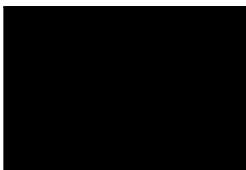







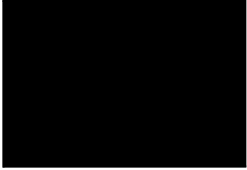




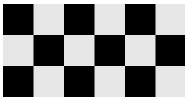
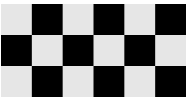
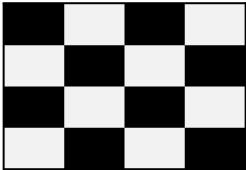
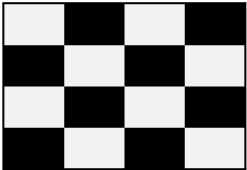


2023 In-Car & On-Track Flagging Key


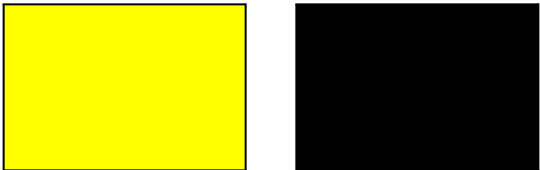




Full Course Conditions:

Condition	FT200 In-Car Display	Signboard Display at Corner Station
Green	  (1Hz Flash Rate)  (Static)	  (4Hz Flash Rate for 30s, then off)
<ul style="list-style-type: none"> Green Flag will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash with a "G" for 10 seconds, then go to a constant full screen green with the "G" on the left side of the display for the next 20 seconds. Following those 30 seconds, the display will go to a low power / low focus state with dimmed green pixels in a "speckled" manner. The Signboards located at every Corner Station will flash a full screen green at a rate of 4Hz for the first 30 seconds the full course green flag state is commanded. Any local flags may override this full track state. 		
Full Course Yellow	  (1Hz Flash Rate, then Static)	  (4Hz Flash Rate)
<ul style="list-style-type: none"> Full Course Yellow will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash with a "Y" for 10 seconds, then go to a constant full screen yellow with the "Y" in the middle of the display for the remaining time under caution. "FCY" is often referred to as "double yellow." Flagstand workers will hold out two yellow flags in a steady manner. The signboard will flash a yellow border at 4Hz with the letters "FCY" statically displayed in white. This flashing will be visible on the signboards for the entirety of the commanded yellow full track state. Any local flags may override this full track state. 		




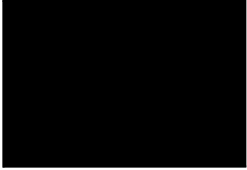


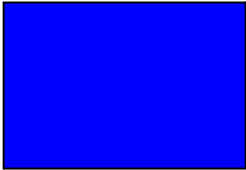



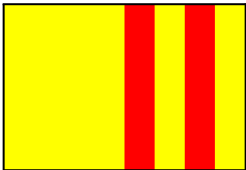

Full Course Conditions Continued:

Red	  (1Hz Flash Rate, then Static)	  (4Hz Flash Rate)
<ul style="list-style-type: none"> Red Flag will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash with a "R" for 10 seconds, then go to a constant full screen red with the "R" on the right side of the display for the remaining time under the red track state. The Signboards located at every Corner Station will flash a full screen red at a rate of 4Hz for the entirety of the commanded red track state. 		
Full Course Black Flag	  (1Hz Flash Rate)	  (4Hz Flash Rate)
<ul style="list-style-type: none"> Full Course Black Flag will do the following: <ul style="list-style-type: none"> The FT200 in-car display will have an unlit background and flash a white "BF" The Signboards located at every Corner Station will flash a white "BF" at a rate of 4Hz for the entirety of the commanded black flag full track state. Any local flags may override this full track state. 		
Checkered	  (1Hz Flash Rate, then Static)	  (4Hz Flash Rate)
<ul style="list-style-type: none"> Checkered will do the following: <ul style="list-style-type: none"> The FT200 in-car display will display a checkered pattern on the screen. The Signboards located at every Corner Station will have an alternating checkered pattern for the entirety of the commanded checkered flag track state. Any local flags may override this full track state. 		




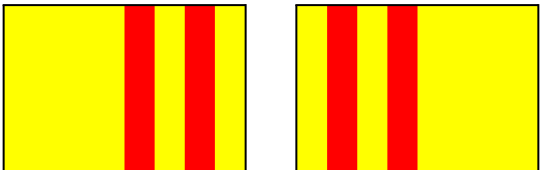

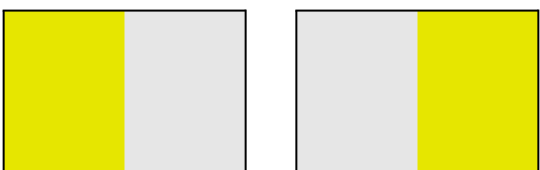
Local Conditions:

Condition	FT200 In-Car Display	Signboard Display at Corner Station
Local Yellow (Standing)	 <p>(1Hz Flash Rate)</p>	 <p>(4Hz Flash Rate)</p>
<ul style="list-style-type: none"> Local Yellow (Standing) will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. The "LY" will help to distinguish that the yellow is a local condition. The Signboard will flash a full screen yellow on and off at a rate of 4Hz to symbolize one standing yellow flag. 		
Waving Yellow	 <p>(1Hz Flash Rate)</p>	 <p>(4Hz Flash Rate)</p>
<ul style="list-style-type: none"> Waving yellow will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. The "Y" on one half of the screen and solid yellow block on the other half of the screen will help to distinguish from the other types of yellows. These halves will alternate to visualize a waving condition. The Signboard will flash alternating yellow triangles at a rate of 4Hz to symbolize a waving yellow flag. 		
Debris	 <p>(1Hz Flash Rate)</p>	 <p>(Static)</p>
<ul style="list-style-type: none"> Debris will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash alternating yellow and red stripes as shown above throughout the Corner Station Display Zone. The Signboard will display a static debris flag with separation between the yellow and red stripes. 		


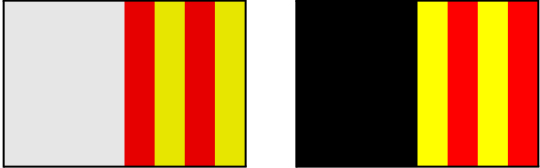
Local Conditions Continued:

White	  (1Hz Flash Rate)	  (4Hz Flash Rate)
<ul style="list-style-type: none"> White will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. The Signboard will flash a full screen white on and off at a rate of 4Hz to symbolize one standing white flag. This will be displayed for slow moving vehicles. 		
Blue	  (1Hz Flash Rate)	  (4Hz Flash Rate)
<ul style="list-style-type: none"> Blue will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. Currently, this is a zone coverage feature, so all cars in the zone would get this message. The driver should properly interpret whether they are the slower or faster car in the situation and act accordingly. The Signboard will display as shown above for the given blue condition, flashing at 4Hz. 		
Local Yellow + Debris	  (1Hz Flash Rate)	  (4Hz Flash Rate)
<ul style="list-style-type: none"> LY + Debris will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. The "Y" remaining on one half of the screen will distinguish the yellow is standing, along with debris being shown. The Signboard will display as shown above for the given condition. The yellow remaining on one half of the screen will distinguish the yellow is standing, along with debris being shown. Flashing will be at a rate of 4Hz. 		

Local Conditions Continued:

Local Yellow + White	 <p>(1Hz Flash Rate)</p>	 <p>(4Hz Flash Rate)</p>
<ul style="list-style-type: none"> LY + White will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. The "Y" remaining on one half of the screen will distinguish where the yellow is standing, along with white being shown. The Signboard will display as shown above for the given condition. The yellow remaining on one half of the screen will distinguish where the yellow is standing, along with white being shown. Flashing will be at a rate of 4Hz. 		
Waving Yellow + Debris	 <p>(1Hz Flash Rate)</p>	 <p>(4Hz Flash Rate)</p>
<ul style="list-style-type: none"> WY + Debris will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. The "Y" changing from one half of the screen to the other will distinguish the yellow is waving, along with debris being shown. The Signboard will display as shown above for the given condition. The yellow changing from one half of the screen to the other will distinguish the yellow is waving, along with debris being shown. Flashing will be at a rate of 4Hz. 		
Waving Yellow + White	 <p>(1Hz Flash Rate)</p>	 <p>(4Hz Flash Rate)</p>
<ul style="list-style-type: none"> WY + White will do the following: <ul style="list-style-type: none"> The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. The "Y" changing from one half of the screen to the other will distinguish the yellow is waving, along with white being shown. The Signboard will display as shown above for the given condition. The yellow changing from one half of the screen to the other will distinguish the yellow is waving, along with white being shown. Flashing will be at a rate of 4Hz. 		

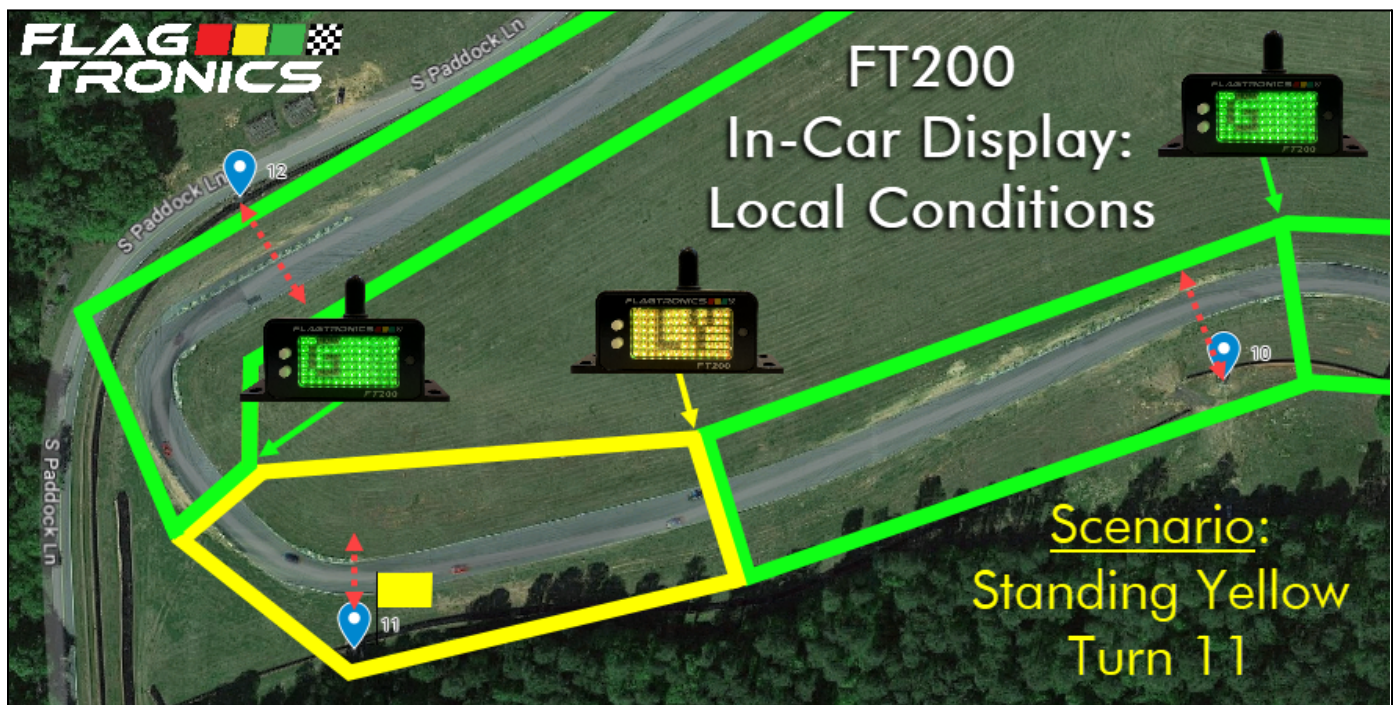
Local Conditions Continued:

Debris + White	 (1Hz Flash Rate)	 (4Hz Flash Rate)
<ul style="list-style-type: none">• Debris + White will do the following:<ul style="list-style-type: none">○ The FT200 in-car display will flash as shown above throughout the Corner Station Display Zone. Debris will be displayed on one half of the screen while white will be displayed on the other half.○ The Signboard will display as shown above for the given condition. Debris will have an alternating red and yellow on one half of the Signboard while white will be flashing on the other half. Flashing will be at a rate of 4Hz.		







Rules for Local Conditions being Displayed In-Car

The FT200 In-Car Flagging Unit is designed to give Drivers ample warning of changing local conditions. Using predefined GPS-based Corner Station Display Zones, the FT200 will display the Local Condition of the next Corner Station as the Driver is within reasonable line-of-sight of said Corner Station. The change in conditions on the FT200 is a prompt for the Driver to look at the approaching Corner Station and its current condition.



In the example below, Turn 11 has issued a Standing Yellow. When a driver passes Turn 10 and reaches the Turn 11 Display Zone, the FT200 will change from “Green” to “Local Yellow”. When the Driver reaches the Turn 12 Display Zone, the FT200 will change back to “Green”. The local condition displayed on the FT200 **does NOT denote** when the Driver has entered or cleared a No Passing Zone. No Passing Zones are governed by the sanctioning body rule book and are independent of the FT200 Display Zones.



Individual Flags:

Condition	FT200 In-Car Display	Signboard Display at Corner Station
Black Flag	  (1Hz Flash Rate)	Full or Local Course Condition
<ul style="list-style-type: none"> Individual Black Flag: <ul style="list-style-type: none"> The FT200 in-car display will have an unlit background and flash a white "BF" Due to this being an individual flag, all Signboard displays around the track will be on their full or local course condition. It is this detail that will help to distinguish whether the black flag is for the individual or for the entire field. 		
Mechanical Flag / Meatball	  (1Hz Flash Rate)	Full or Local Course Condition
<ul style="list-style-type: none"> Individual Mechanical Flag / Meatball: <ul style="list-style-type: none"> The FT200 in-car display will have an unlit background and an orange circle, then alternate to an orange background and an unlit circle. This condition notifies the driver there is something wrong with their vehicle and the driver should report to pit lane. Due to this being an individual flag, all Signboard displays around the track will be on their full or local course condition. 		
Pit Command	  (1Hz Flash Rate)	Full or Local Course Condition
<ul style="list-style-type: none"> Individual Pit Command: <ul style="list-style-type: none"> The FT200 in-car display will have an unlit background and purple "PIT" text, then alternate to an purple background and an unlit "PIT" text. This condition notifies the driver there is a reason for them to pit, whether for the above two flags, alignment of lap down cars for a restart or a request from the team due to radio issues. Due to this being an individual flag, all Signboard displays around the track will be on their full or local course condition. 		

Pit Lane Functions:

Function	FT200 In-Car Display
Pit Timer Function	 <div>1:34 4:59 28 sec</div>
<ul style="list-style-type: none"> • Pit Timer Function: <ul style="list-style-type: none"> ○ While on Pit Lane, the FT200 in-car display will count up in seconds starting as the car crosses Pit Entry line and ending when the car crosses Pit Exit line. The display does not show the “:” symbol, therefore 134 equals 1 Minute 34 Seconds. ○ The color of the display will match the current Full Course Condition and will change if the Full Course Condition changes while the car is on Pit Lane. For example, if you entered Pit Lane during a Full Course Yellow, the display would be Yellow. If the race returned to Green Flag condition while still on Pit Lane, the display would change to Green. ○ During an event with a minimum Pit Stop Time (for example, 5 Minutes during an Enduro), if the car crosses Pit Exit line before achieving the required minimum Pit Stop Time, the total time will be logged in real-time to the Race Control Notes as an infraction for review by the Race Director. 	
Speeding On Pit Lane	 (1Hz Flash Rate)
<ul style="list-style-type: none"> • Speeding On Pit Lane Function: <ul style="list-style-type: none"> ○ The FT200 in-car display will have an unlit background and flash “SLO” if you are exceeding the posted Pit Lane Speed Limit. Once the car comes into compliance with the Pit Lane Speed Limit, the display will revert to the Pit Time Function defined above.. ○ The color of the display will match the current Full Course Condition and will change if the Full Course Condition changes while the car is on Pit Lane. For example, if the car entered Pit Lane during a Full Course Yellow, the display would be Yellow. If the race returned to Green Flag condition while still on Pit Lane, the display would change to Green. 	