

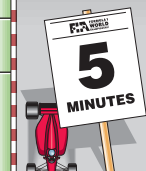
Grand Prix racing – from grid to glory

F1 racing attracts a worldwide audience of millions – both at the circuits and on TV. The idea is simple enough – just drive faster than anyone else and cross the finishing line first. So, apart from the odd few million pounds and the mind-boggling technology that it takes to achieve success, what are the rules and regulations that determine how a race is run?

Getting to the line on time...



30 minutes to start: Cars leave pits and line up on grid



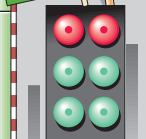
15 minutes: Pit lane exit closed. Any car still in pits must join race after last car passes exit on completion of first lap



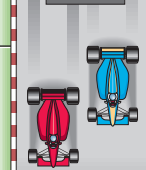
5 minutes: Countdown begins

3 minutes: Everybody except drivers, team members and race officials must leave grid

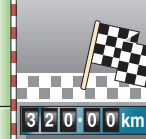
1 minute: Engines are started. All personnel must leave grid



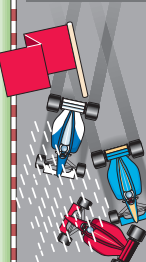
30 seconds: Green flag is shown, warm-up lap begins. Cars must remain in formation – overtaking is forbidden



Race start: When all cars are stationary in their start positions red light is switched on. Between four and seven seconds later green light shows to start race



Race distance: Not less than 300kms and no more than 320kms, to be completed within two hours. If scheduled race distance is not covered within time limit chequered flag will be shown to leader



Stopping the race:

A race may be stopped following an accident or heavy rain. If more than two laps, but less than 75 per cent of the race has been completed, cars will restart from positions when race was stopped. Race is ended if over 75 per cent of distance has been completed

Track marshals' flags...



Yellow: Still – Danger ahead. Slow down, do not overtake. When displayed with board showing 'SC', indicates that safety car is on circuit

Waving – slow down, prepare to stop



Green: All clear. Shown at end of danger area. Also indicates start of warm-up



Yellow and red stripes
Still – oil or water on track
Waving – slippery surface imminent



Red: Race stopped. Cars must return to grid area



Blue: Still – Warning. You are about to be overtaken
Waving – Warning. Driver behind is trying to overtake, allow faster car to pass



White: Hazard. Recovery or other slow moving vehicle on track



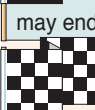
Black / white diagonal (shown with driver's number)
Final warning. Shown for unsportsmanlike conduct, followed by black flag if bad driving continues



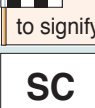
Black (shown with driver's number)
Disqualification. Driver must stop on next lap and report to the Clerk of the Course



Black with orange disc (shown with driver's number)
Danger. Problem with car may endanger others, return to pits



Chequered flag
Waved as the winning driver crosses line, then held still to signify the end of the race to others



Safety Car: The safety car may be used from the third lap onwards. Drivers must follow in race order until 'all-clear' signal