INJURIES

Accompany injured person to the medics or ask Officials (wearing grey t-shirts), they will handle the situation.

Call 112 and contact Officials when urgent help is required.

Medical Service on Site

<table>
<thead>
<tr>
<th>Day</th>
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<tbody>
<tr>
<td>Wednesday 20.7.</td>
<td>8:30am - 8pm</td>
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<td>Thursday 21.7.</td>
<td>8:30am - 8pm</td>
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<td>Friday 22.7.</td>
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<td>Saturday 23.7.</td>
<td>8:30am - 11pm</td>
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</table>
HOSPITAL

Nearby Hospital with Emergency (24h)

Hospital Most
E. Purkyně 270
434 64 Most

Please report all injury situations to the Officials at Info Point.
FIRE

Regular Fire

- Call for help before attempting to extinguish a serious fire.
- Check for your own safety before starting to extinguish a fire.
- Assess the fire.
- Check the type of extinguisher.
  1. Class A: All solid materials, usually organic origin nature (contains compounds of carbon) and generally produce glowing embers - i.e. wood, textiles, curtains furniture and plastics.
  2. Class B: All flammable liquids and solids.
  3. Class C: Fires involve Natural Mains Gas, Liquid Petroleum Gases (LPG) such as Butane & Propane etc.
  4. Class D: Fires involving metals or powdered metals etc (where water is generally ineffective and / or dangerous).
- Ready the fire extinguisher.
- Aim for the base of the fire.
- Extinguish the fire.

Fire of Electric Devices

Electrical fires are not considered to constitute a fire class on their own, as electricity is a source of ignition that will feed the fire until removed.

- Call for help of firefighters by finding Official with radio.
- Assist persons in danger of fire to leave if it is safe for you.
- Try to extinguish the fire with suitable extinguishers if it is possible and safe.
- Leave the area.
- Wait for the firefighters/ambulance to arrive. If you are in the hidden area, assist them to find you (i.e. send somebody to the entrance gate).
EVENT INFO
**REGISTRATION**

**Registration Procedure**

- Team Captain accompanied with drivers and ESO/ASR (in case of EV/DV team) starts the process by bringing the filled and signed Team Member List to the Registration Desk. This form has been uploaded by the team in the past, update it if necessary, print it and let it be signed by your colleagues before arrival. It will speed up the registration process. In case of any difficulties the form will be available at Registration Desk as well.

- Approval of the Team Member List allows to register drivers and ESO/ASR.
  1. Drivers must show their valid driver’s license.
  2. ESO/ASR must show a valid certificate.

- Team captain must fill up to two cell phone contacts, which will be used as official communication channel in case of unexpected changes or important notices.

- Team must pay the Pit Deposit 20€, which will be returned after pit check-out on Saturday (6pm-8pm). Please see section Paddock Rules for details.

- Team must pay the Dynamics Pass Deposit 20 € and EV/DV teams ESO/ASR Badge Deposit 20€, which will be refundable on Saturday (2pm-8pm) if all 4 Dynamic Passes and ESO/ASR Badges are returned at the Info Point.

- EV/DV teams can directly pick up the Energy Meter. It is protected by 200€ deposit. The energy meter must be returned before Saturday 23.7. 7pm at the Info Point.

**Late Arrivals**

Later arrival of the team member is allowed, but she/he must be registered by the Team Captain during operating.

**Team On-site Registration**

<table>
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<th>Day</th>
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<tr>
<td>Monday 19.7.</td>
<td>10am - 12am (DV only), 1pm - 8pm</td>
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<tr>
<td>Tuesday 19.7.</td>
<td>8am - 12am, 1pm - 8pm</td>
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</table>
hours. Team Captain is responsible then to pass the badge and wristband to the involved person. The same applies for camp registration.

**Camp Registration**

Teams willing to stay at the camp site pay for their team members at the Camp Desk or in advance. The price is 65€ (incl. 15% tax) per person for the whole event. Please note that payment on site can be made only in cash and the nearest ATM or exchange office is in the city Most (not in the venue). Payments on the basis of pro-forma invoice are preferred – please ask one before event on registration@fsczech.cz, no later than one week prior event. Camp site can be taken by teams starting on Monday 18.7. 10am, but payment must be done on regular working times.

**Camp Check-in Availability**

<table>
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<th>Day</th>
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<tr>
<td>Monday 17.7.</td>
<td>10am - 12am (DV), 1pm - 8pm (EV/CV)</td>
<td>Registration Desk</td>
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<td>Tuesday 18.7.</td>
<td>8am - 12am</td>
<td>Registration Desk</td>
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In case of need, you can ask us for an alternative check-in time.

**Latest Check-out**

Sunday 23.7. 12am.

**Parking**

- Cars are allowed to park in front of Paddock for the time of unloading and loading only. Car must be designated with the Parking Permission card.
- Long-time parking is allowed on the designated locations only.
- Long-time parking is allowed in the camp site for passenger cars and small vans.
- Parking of the trucks must be agreed on at the Info Point/Registration Desk.

**Truck Unloading>Loading**

Forklift will be available on-site for truck crate unloading (from Monday 18.7. 3pm) and loading (until Sunday 24.7. 12am). Its load capacity is 1,5 tons. Please note that full load capacity is limited by the length of forks and decrease with
position of the crate’s COG distance from the tip of forks. Approximate load capacity 1m in front of the fork tip is 1 ton. Please plan distribution of the weight according to that. Your crate should also be robust to withstand manipulation.

If you wish to use the service of our forklift, please arrange a term with us to avoid long waiting time.

**First access**

Only one car per team (having Team Captain aboard) is allowed to park in the vicinity of the entrance for the purposes of on-site registration. Other team cars must wait until Team Captain finishes registration on the parking and will be allowed to enter venue with wristbands only (after successful registration).
# SCHEDULE

**Monday 18.7.**

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**Wednesday 20.7.**

| Event                        | 7AM  | 8AM  | 9AM  | 10AM | 11AM | 12AM | 1PM  | 2PM  | 3PM  | 4PM  | 5PM  | 6PM  | 7PM  | 8PM  | 9PM  |
|------------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| Briefing (TC only)           | S    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Info Point                   | I    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Pits                         | P    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Pre-Scrutineering            | G    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Technical Inspection         |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Brake Test                   |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Noise Test                   |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Rain Test                    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Tilt Test                    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Fueling                      | F    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Engine/Test Area             | 4    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Cost and Manufacturing       | P    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Business Plan Presentation   | I    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Engineering Design DV        | P    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |
| Team Photo (opt. 1)**        | 1    |      |      |      |      |      |      |      |      |      |      |      |      |      |      |

* Will be specified and described with Static Events schedule
**Will be decided according to the actual weather situation.
**Thursday 21.7.**

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* Will be specified and described with Static Events schedule
**Will be decided according to the actual weather situation.
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- PITS FSC
- PITS FSD
- PITS FSE
- STAGE
- GALLERY
- INFO POINT
- FUEL STATION
- CHARGING AREA
- PARKING VISITORS
- CAMPING FOR TEAMS
- SHOWERS
- TOILETS
- FIRST AID

Map showing the layout of the venue with various locations and facilities marked.
**Friday 22.7.**

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<td>Acceleration CV, EV</td>
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<td>Skid Pad CV, EV</td>
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<td>Autocross Coursewalk*</td>
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<td>Team Photo (opt 2.)**</td>
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</tbody>
</table>

* Entrance open 1pm - 1:15pm only.

** Will be decided according to the current weather situation.
Saturday 23.7.

* Entrance open 8:30am - 8:45am only.
RULES
CAMP SITE

Safety

- Do not leave valuables in your tent, lock them in the car, if needed.
- Venue/Organizer are not responsible for any stuff lost or stolen and for damage to property and health of campers, despite the fact that camping will be protected. It is recommended not to bring valuable items or lock them in the team’s car for safety.
- No animals, weapons or drugs allowed. It’s strictly prohibited to bring any things that can be classified as dangerous.
- No open flames.
- No pit-bike running. All vehicles must be operated on designated roads with the speed limit 5kph.
- Any operation with the fences is prohibited.
- Leaving or entering the Campsite is possible only with the proper (official red) wristband.
- There will be on-site security at all times.

Consideration

Campers are expected to behave in a manner that is courteous to other campers. The law of Czech Republic implies time between 10pm and 6am as a night time with noise regulation 40dB.

Electricity

Camp is equipped with power supply 230V. Bring the extension wire (EU socket) and think when using it, especially in bad weather conditions.
**Water**

Tap water is safe to drink.

**Sanitary facilities**

Campground is equipped with water sinks, electricity, toilets and showers. Please save water and respect your colleagues.

**Refreshment**

Restaurant is located at the race track, see map.

**Compliance**

While receiving the wristband camper agrees with the established rules of the Campsite. Organizers have the right at its discretion to apply the following sanctions against violators of the rules:

- Warning.
- Expulsion from the campsite without the refund.

**Guests**

Guests approved by the Team Captain or organizers are allowed in the camp site only.
Paddock is open 8am - 8pm.

If any of the below mentioned instructions is not obeyed, it may result in deduction of points, team member role disownment or disqualification.

All participants are advised to follow the general workplace safety rules

- Never distract the attention of another person, as you might cause him or her to be injured. If necessary to get the attention of another person, wait until it can be done safely.
- Where required, you must wear protective equipment, such as goggles, safety glasses, masks, gloves, hair nets, etc. appropriate to the task.
- Keep your work area clean.
- Running and horseplay are strictly forbidden.
- Do not block access to fire extinguishers.
- Do not operate machines or equipment until you have been properly instructed and authorized to do so by your supervisor.
- Do not engage in such other practices as may be inconsistent with ordinary and reasonable common sense safety rules.
- Help to prevent accidents.
- Lift properly, use your leg muscles, not your back muscles. For heavier loads, ask for assistance.
- Do not throw objects.
- Clean up spilled liquid, oil, or grease immediately.
- Place trash and paper in proper containers.

Following activities are strictly forbidden
• Welding.
• Storage of pressurized tanks with volume larger than 10 litres.
• Grinding using power tools.
• Storage and handling of fuels (Drain of the fuel or oil system only after agreement with the Pit Marshall).

Guides
• Grinding using power tools is allowed in the designated workplace, ask at Info Point.
• Welding is allowed in the designated workplace under supervision of the authorized person, ask at Info Point.
• Welding of the frame and other parts of the assembled vehicle is allowed when the fuel system has been removed.

Leaving the Paddock
• Paddock must be left before Saturday 8pm in the condition it has been received. Its condition will be approved by the Pit Marshall and team may apply for the deposit withdrawal between 6pm - 8pm only.
• Team is allowed to take the team tag when leaving the Paddock.

Taking car out of the Paddock
• All cars must be accompanied by a wingman, who walks in front of a car and is responsible for a clear way ahead.
Working on the Tractive System (EV and E-DV)

- An ESO accompanied with reasonable amount of team members who can interfere in case of emergency must attend every activity which involves the tractive system.
- Opening any tractive system enclosure is only permitted if it is de-energized and disconnected from any high voltage source. If the enclosure is inside the vehicle, the accumulator container needs to be removed from the vehicle.
- Opening the accumulator containers is only permitted in the charging area. Opening the accumulator container in the pits leads to the team disqualification.
- Activation of the tractive system of the car in the pits is strictly prohibited.
- The tractive system may only be activated in the Dynamic and the Scrutineering Area for testing/inspection purposes under following conditions:
  1. The car must be jacked up and all driven wheels demounted.
  2. One team member must be prepared to push an emergency button at any time, another person secures the perimeter around the car.
  3. Team members who perform a task on the vehicle must wear compliant safety gloves and use appropriate measurement devices and tools.
  4. The tractive system must only be active for necessary moment (team should estimate time needed for a task beforehand).
  5. Only members of vehicle’s team required for the task and Scrutineers are allowed to stay in the vicinity of a car.

Running Engines or Motors

- Running engines (IC) or activation of ready-to-drive mode (EV, E-DV) is allowed after completed Scrutineering in the designated areas only.
FSCZ Rules 2022
The Formula Student Czech Republic (FSCZ) competition will comply with the FSG Rules 2022. Changes and additions specific to FSCZ are located within this document and supersede the respective sections of the published FSG Rules 2022 document. The Formula Student Czech Republic Handbook 2022 is to be considered part of the rules. In case of any contradiction between this document and FSG Rules 2022, here mentioned rules are to be considered valid. Additionally, any team in the combustion class can either run a standard combustion vehicle according to the standard rules or run a hybrid combustion vehicle according to the FS CV Hybrid rules.

FSCZ Procedures and Scoring:
The event will be run with three classes — CV/CV Hybrid, EV and DV — with all static and dynamic (except DV class) events being run together but scored separately. Vehicles which are built according to the FS CV Hybrid rules will be scored together with non-hybrid combustion vehicles.

<table>
<thead>
<tr>
<th>Category</th>
<th>CV &amp; EV</th>
<th>DV</th>
</tr>
</thead>
<tbody>
<tr>
<td>Business Plan Presentation</td>
<td>75</td>
<td>75</td>
</tr>
<tr>
<td>Cost and Manufacturing</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td>Engineering Design</td>
<td>150</td>
<td>300</td>
</tr>
<tr>
<td>Skid Pad</td>
<td>75</td>
<td>75</td>
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<tr>
<td>Acceleration</td>
<td>75</td>
<td>75</td>
</tr>
<tr>
<td>Autocross</td>
<td>100</td>
<td>100</td>
</tr>
<tr>
<td>Endurance</td>
<td>325</td>
<td>-</td>
</tr>
</tbody>
</table>
No autonomous system is required for CV and EV categories - Autonomous System components may be removed from the car or left in the car at the team’s discretion.
Rules 14.7 do apply and will be enforced in scrutineering.
Rules 2022/A1.2.6 to A1.2.8 are void.
Rules 2022/A4.1.1: no team will participate in any DC.
Rules 2022/A4.4 is void.
Rules 2022/A5.6.3 all points marked [DC only] may be included in the VSV, but do not have to be.
Rules 2022/A6.3.2 is void.
Rules 2022/T14 is void with the exception: If an Autonomous System is present, the following applies:
- the ASMS must be switched off at all times.
- the ASB must be deactivated/discharged. Rules 2022/T14.7 apply.
Rules 2022/T15 is void.
Rules 2022/CV1.2.2 is void.
Rules 2022/IN6 is void, however T14.7 will be inspected if autonomous system components are mounted.
Rules 2022/IN11.2 is void.
Rules 2022/S2.4.4 the Autonomous System is not considered a “system” (read: it is not required but may remain in the car).
Rules 2022/S3 Autonomous System will not be considered in the Engineering Design Event but Autonomous System components may remain in the car.
Rules 2022/S3.7 is void.
Rules 2022/D2.2.8 is void.
Rules 2022/D2.4 to D2.7 are void.
Rules 2022/D6.4 and D6.5 are void.
Rules 2022/D8 are void.

DV 1.3. Due to technical reasons no official data loggers are planned to be provided to the teams*.
Teams should be able to show system state in case of failure from their debug systems in case of protests. This includes a basic set of signals defined in the FSG rules and the set of vehicle-individual signals that have to be monitored by the EBS to ensure redundancy and fault detection.
D 4.3.1. Each team has maximum four runs.
D 4.3.3. Staging — The foremost part of the vehicle is staged 10m in front of the timekeeping line. The final distance might be published before the starts according to real conditions of the track.
D 4.3.6. The vehicle will exit at the intersection moving in the same direction as entered and must come to full stop inside the marked exit lane. The length of finish lane will probably shorter than 25 m according to real possibilities of the track. Final distance will be published at the event. Usage of the EBS inside marked exit lane will not lead to the DSQ.

D 5.3.1. Each team has maximum four runs.
D 6.3.2. Each team has maximum four runs.
D 8.2.3. Each team has two runs consisting of ten laps.
D 8.4.1. Energy efficiency is measured during the trackdrive event. Final evaluation is based on faster run from two valid runs.
Changes Against FSG Handbook 2021

DE 6.2.3 The cones used at the competition are equal to the cones listed in the table below despite that there will be letters “FSCZECH” or “VALEO” on the black/white band of the cones (white/black respectively).

<table>
<thead>
<tr>
<th>Type</th>
<th>Dimensions</th>
<th>Picture</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big orange cone two white stripes</td>
<td>270mm x 270mm x 500mm</td>
<td><img src="image1.png" alt="Big Orange Cone" /></td>
</tr>
<tr>
<td>Small orange cone one white stripe</td>
<td>220mm x 220mm x 300mm</td>
<td><img src="image2.png" alt="Small Orange Cone" /></td>
</tr>
<tr>
<td>Small yellow cone one black stripe</td>
<td>220mm x 220mm x 300mm</td>
<td><img src="image3.png" alt="Small Yellow Cone" /></td>
</tr>
<tr>
<td>Small blue cone one white stripe</td>
<td>220mm x 220mm x 300mm</td>
<td><img src="image4.png" alt="Small Blue Cone" /></td>
</tr>
</tbody>
</table>
Procedure

Scrutineering CV contains Pre-Inspection, Mechanical Inspection, Vehicle Weighing, Tilt Test, Noise Test, Brake Test.
Scrutineering DV contains Pre-Inspection, Electrical Inspection 1, Mechanical Inspection, Electrical Inspection 2, Autonomous Scrutineering, Vehicle Weighing, Tilt Test, (Rain Test), Brake Test and EBS test. We strongly advise DV teams to prepare well for all mechanical and electrical parts - know your car! Long phone consultations with your teammates at home will not be accepted.
Scrutineering EV contains Pre-Inspection, Electrical Inspection 1, Mechanical Inspection, Electrical Inspection 2, Vehicle Weighing, Tilt Test, Rain Test and Brake Test.
All parts should be performed in the described order, with one exception for EV. Passing Electrical Inspection 1 allows a vehicle to proceed to the Electrical Inspection 2 or Mechanical Inspection.

Schedule and Time Management

Scrutineering requests will be handled by the online form system. Will be presented later.

Way to Scrutineering
Energy Meter User’s Guide

- The serial number of the main unit must match with the correct current probe.
- The orientation of the current must be wired according to the basic connection diagram.
STATIC EVENTS

Engineering Design

CZ-ED-1: General
Teams submit EDR and DSS according to the Rules. Event will be held live in the Paddock.

CZ-ED-2: Schedule
Engineering design event will take place on:
• Wednesday 20.7. for DV category.
• Thursday 21.7. for CV & EV categories.

CZ-ED-3: Timeslot description
Every team has a time slot of 60 minutes reserved for:
• 05 minutes - Short presentation of the Season 2022 goals by team captain (up to 5 minutes).
• 40 minutes - Following discussion with judges in breakout groups according to the list of categories from table 2.
• 10 minutes - Only for judges - evaluation.
• 05 minutes - Feedback from judges to team.

CZ-ED-4: Judges will be visiting teams in their pits. Teams are advised to be there on time with a car in the race ready condition. There will always be at least one judge per each category according to table 2. Feedback will be provided by the judging group immediately after ED time slot.
CZ-ED-4: replaces S 3.4.3 - Engineering design finals
Some teams may be chosen to participate in the design finals to determine the engineering design event winner. The design finals will be held separately from the initial judging and teams will be informed about their participation during the event.
Design finals will be held only for CV&EV categories on Thursday 21.07 at 19:30. Exact time will be published before
competition in updated handbook version (not later than 10.07).

**CZ-ED-5:** replaces S 3.7.1 - maximum number of points

The overall engineering design event maximum scoring is 150 points for CV&EV and 300 points for DV categories.

**CZ-ED-6:** replaces S 3.7.2 - ED points breakdown

The maximum scores listed in table below apply for the engineering design event on FSCzech 2022 event:

<table>
<thead>
<tr>
<th>Category</th>
<th>CV &amp; EV</th>
<th>DV</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overall Vehicle Concept</td>
<td>35</td>
<td>35</td>
</tr>
<tr>
<td>Vehicle Performance</td>
<td>30</td>
<td>25</td>
</tr>
<tr>
<td>Mechanical / Structural Engineering</td>
<td>25</td>
<td>20</td>
</tr>
<tr>
<td>Ttractive System / Powertrain</td>
<td>25</td>
<td>20</td>
</tr>
<tr>
<td>LV-Electrics / Electronics / Hardware</td>
<td>20</td>
<td>30</td>
</tr>
<tr>
<td>Driver Interface</td>
<td>10</td>
<td>-</td>
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<tr>
<td>Autonomous Functionality</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>DV - Sensor Perception</td>
<td>-</td>
<td>30</td>
</tr>
<tr>
<td>DV - Localization and Mapping</td>
<td>-</td>
<td>30</td>
</tr>
<tr>
<td>DV - Planning and Control</td>
<td>-</td>
<td>30</td>
</tr>
<tr>
<td>DV - Data Processing and Usage of Tools</td>
<td>-</td>
<td>30</td>
</tr>
<tr>
<td>DV - SW Development, FuSa and Cyber Security</td>
<td>-</td>
<td>30</td>
</tr>
<tr>
<td>Engineering Design Report (EDR)</td>
<td>5</td>
<td>-</td>
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<tr>
<td>Autonomous Design Report (ADR)</td>
<td>-</td>
<td>15</td>
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<tr>
<td><strong>Total</strong></td>
<td><strong>150</strong></td>
<td><strong>300</strong></td>
</tr>
</tbody>
</table>

**CZ-ED-7:** Team’s time slots assignment will be published in the next handbook version.
Busines Plan Presentation

CZ-BP-1: General
Teams submit BPPV according to the Rules. Event will be held live in the classrooms equipped with a beamer or LED screen. Be ready to use VGA and HDMI connections.

CZ-BP-2: Schedule
Presentations are held in the circuit’s classrooms in the Office Building and Halls A/B and are equipped with beamers (VGA) or LED screens (HDMI)

CZ-BP-3: Timeslot description
Business plan presentation event will take place on:
- Wednesday 20.7. for DV & CV categories
- Thursday 21.7. for EV category

CZ-BP-4: Every team has a time slot of 35 minutes reserved for:
Business plan presentation (max 10 minutes as stated in §1.2.1) including deep dive topic presentation
Q&A session with judges 10 minutes
Feedback will be provided verbally during last 5 minutes of time slot

CZ-BP-5: replaces §1.4.3 - Business plan presentation finals
Some teams may be chosen to participate in the BPP finals to determine the BPP winner.
The BPP finals will be held separately from the initial judging and teams will be informed about their participation during the event.
Design finals will be held only for CV&EV categories. FSE finals will take place on Wednesday 20.7. in the evening on the main stage. CV finals will take place on Thursday 21.7. in the evening on the main stage.

CZ-BP-6: Team’s time slots assignment will be published in the next handbook version.

Cost & Manufacturing

CZ-CM-1: General
Teams submit CRD according to the Rules. Event will be held live in the Paddock.

CZ-CM-2: Schedule
Cost and manufacturing event will take place on:
- Wednesday 20.7. for DV category
- Wednesday 20.7. and Thursday 21.7. for CV & EV categories

CZ-CM-3: Timeslot description
Every team has a time slot of 30 minutes reserved for:
CZ-CM-4: Judges will be visiting teams in their pits. Teams are advised to be there on time. Be aware that judges are taking into account only what is on the car, not what should be on it, thus the car should be in the race ready condition.

CZ-CM-5: Costed bill of material
For FSCzech 2022 a CBOM (see S2.6) for the “Suspension System” must be submitted.

CZ-CM-6: Detailed bill of material
For FSCZ 2022 a DBOM (see S2.5) for the “Chassis and Body System” must be submitted.

CZ-CM-7: Real case scenario task
Real case scenario task will be published in the next handbook release, not later than 10.7.

CZ-CM-8: Time slots assignment
Team’s time slots assignment will be published in the next handbook version.
# DOCUMENT UPLOAD

## Procedure

Teams upload Mandatory Documents within following deadlines and tools:

<table>
<thead>
<tr>
<th>Type</th>
<th>Category</th>
<th>Tool</th>
<th>Deadline</th>
<th>Penalty</th>
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<tbody>
<tr>
<td>SES, SESA, SE3D</td>
<td>ALL</td>
<td>portal.fsczech.cz</td>
<td>May 13 1200CEST</td>
<td>5/day</td>
</tr>
<tr>
<td>EAIR</td>
<td>EV</td>
<td>FSG website</td>
<td>May 13 1200CEST</td>
<td>5/day</td>
</tr>
<tr>
<td>ESF</td>
<td>EV</td>
<td>FSG website</td>
<td>May 13 1200CEST</td>
<td>5/day</td>
</tr>
<tr>
<td>IAD</td>
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<td>May 13 1200CEST</td>
<td>5/day</td>
</tr>
<tr>
<td>HSD</td>
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<td>portal.fsczech.cz</td>
<td>May 13 1200CEST</td>
<td>5/day</td>
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<tr>
<td>DSS</td>
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<td>5/day</td>
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<tr>
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<td>5/day</td>
</tr>
<tr>
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<td>June 10 1200CEST</td>
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</tr>
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</tr>
<tr>
<td>TMD</td>
<td>ALL</td>
<td>portal.fsczech.cz</td>
<td>June 24 1200CEST</td>
<td>5/day</td>
</tr>
</tbody>
</table>

In case team has any of documents approved in the FSG system, providing evidence of it can be used to get direct approval by FSCZ.
Event accepts templates from all EU events as these are united. There is no need to fill another form then you did for different event. In case of need, templates are available on the portal.fsczech.cz.
DYNAMICS

Timekeeping

Timekeeping is optical, a racing car doesn’t need any transponder.

Acceleration

- Cars queue: on straight in front of the race track — split to 1\textsuperscript{st} and 2\textsuperscript{nd} driver (priority of 1\textsuperscript{st}).
- Scheme: 2 drivers, 2 runs each.
- Flags: green — good to go, red — stop the car, checker — the run has finished.

Skid Pad

- Cars queue: on the northern road behind the pits — split to 1\textsuperscript{st} and 2\textsuperscript{nd} driver (priority of 1\textsuperscript{st}).
- Scheme: 2 laps to the right than 2 laps to the left and out.
- Flags:
  1. green: good to go.
2. red: stop the car.

**Autocross**

- Cars queue: on the northern road behind the pits — split to 1st and 2nd driver (priority of 1st).
- Scheme: one car on the track, two laps per driver.
- Disabled cars: car could restart without assistance or “DNF”, pushed to the safe position (grass) — event will continue after track will be cleared.
- Disabled vehicle retrieve: every hour under instruction of the track marshals.
- Flags:
  1. green: good to go.
  2. checker: finish of the run.
  3. red: stop the car on the track.
Endurance

- Cars queue: on the northern test track.
- Teams not ready-to-run in announced run order will be penalized with 2 minutes.
- Minimum speed requirement: car slower than 145% of the fastest lap time must exit.
- Disabled cars: stalled car could restart for approximately 1 minute (1 lap time of the rival) without assistance or "DNF", push it to the safe position (grass) — event will continue after track will be cleared if necessary.
- Disabled vehicle retrieve: after session under instruction of the track marshals.
- Flags:
  1. green: good to go.
  2. checker: finish of the run.
  3. yellow: danger on the track — drive carefully and slowly / waving of yellow flag — stop the car.
  4. red: stop the car on the track.
  5. blue: overtaking.

Trackdrive

- Cars queue: on the northern test track.
- Teams not ready-to-run in announced run order will be penalized with 2 minutes.
- Minimum speed requirement: car slower than 145% of the fastest lap time must exit.
- Disabled cars: stalled car could restart for approximately 1 minute (1 lap time of the rival) without assistance or "DNF", push it to the safe position (grass) — event will continue after track will be cleared if necessary.
- Disabled vehicle retrieve: after session under instruction of the track marshals.
  6.
Parc Fermé

After the Endurance event, all finished vehicles will be placed in the Parc Fermé where no team member may access the vehicle without being accompanied by an Official for 30 minutes. Officials will check the vehicle for compliance with the Rules.

Force Majeure

Organizers represented by the Jury have a full right to adjust discipline’s rules or to entirely cancel the discipline under Force Majeure situation, which jeopardize dynamic event safety. Application of this rule can’t be protested against.

General Notes

- Access to the Dynamic Area is allowed to the Team Members with Dynamic Pass (vest) or Photo Pass (vest) only.
- Photo Pass can be obtained at Info Point. Every Photo Pass holder must wear an orange reflective vest in the Dynamic Area. Vests are available at Info Point (10EUR deposit), or use one from your car.
RESULTS

Result publishing

The results will be posted on the results board at the Info Point as soon as they are available. Furthermore, they will be published online at the FSCzech website.

Expected Date & time of result publishing (without top 3 names)

<table>
<thead>
<tr>
<th>Day</th>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>Friday</td>
<td>10am</td>
<td>Engineering Design</td>
</tr>
<tr>
<td>Friday</td>
<td>10am</td>
<td>Business Plan Presentation</td>
</tr>
<tr>
<td>Friday</td>
<td>10am</td>
<td>Cost &amp; Manufacturing</td>
</tr>
<tr>
<td>Saturday</td>
<td>11am</td>
<td>Acceleration</td>
</tr>
<tr>
<td>Saturday</td>
<td>11am</td>
<td>Skid Pad</td>
</tr>
<tr>
<td>Saturday</td>
<td>8am</td>
<td>Autocross</td>
</tr>
<tr>
<td>Saturday</td>
<td>11pm</td>
<td>Endurance, Fuel Economy, Energy Efficiency</td>
</tr>
</tbody>
</table>

Protests

Required Review: Any team that intends to protest a rule, score, judge’s decision or any other aspect of the competition, must present the issue to the FSCzech Officials. Please contact Info Point, they will arrange a meeting with representative.
• Cause for Protest: A team may protest any rule interpretation, score or official action (unless specifically excluded from protest) which they feel has caused some actual, non-trivial, harm to their team, or has had a substantive effect on their score. Teams may not protest rule interpretations or actions that have not caused them any substantive damage.

• Protest Period: Protests must be filed within one hour after the action being protested has occurred or the scores for the activity involving the protest subject are posted.

• Protest Format: Protests must be handed in in a written form and submitted by the team captain to Info Point.

• Protest Bond: The protesting team must post a 25 points bond to be deducted from their score if the protest is denied.

• Decision: The decision of the officials regarding any protest is final. Officials. Please contact Info Point, they will arrange a meeting with representative.
Q: Will there be a maximum team member limit per team? And are there any plans to discount fully vaccinated team members in that limit?

A: No.