



1. INTRODUCTION

Formula Student East® (hereafter "FS East®") is a FSAE style Formula Student engineering competition in Hungary, organised by Engineers for the Automotive Higher Education Association from 2016.

Formula Student East will allow to participate vehicles with conventional combustion engine (gasoline or E85 fuelled) and electric powertrain vehicles, which will directly compete against each other.

This rules document contains the FS East Dynamic Events rules. These specific rules are an addition to the Rules 2017 document (hereafter "Rules 2017"), which was published by FS Germany. In case of a conflict between the Rules 2017 and the 2017 FS East rules, the 2017 FS East rules supersede the Rules 2017.

9 DYNAMIC EVENTS

AS DEFINED IN THE FSG 2017 RULES PART D.

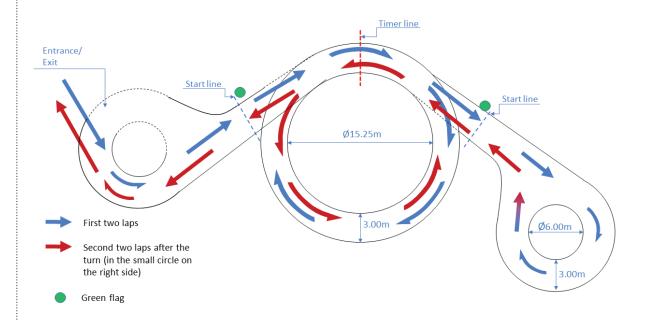
D1. DYNAMIC EVENTS SCORING

AS DEFINED IN THE FSG 2017 RULES PART D.

D2. SKIDPAD EVENT

D2.1 SKIDPAD TRACK LAYOUT

- D2.1.1 The skidpad course consists of one concentric circle and two turning area (small circles on the left and right side).
- D2.1.2 The main circle has an inner diameter of 15.25m and an outer diameter of 21.25m. The turning area have inner diameter of 6m, and outer diameter of 12m.
- D2.1.3 Each circle is marked with a line, outside the inner circle and inside the outer circle.
- D2.1.5 The driving path is the 3m wide path between the inner and outer circles. The vehicles enter and exit through the left turning area on a 3m wide paths (showed as 'entrance/exit' on skidpad track layout)
- D2.1.6 A lap is defined as traveling around the main circle (twice in both directions), starting and ending at the 'timer line'. For every attempt, only the second lap will be measured.
- D2.1.7 In the turning area every driver must drive slowly and safely.





- D2.2.1 Each team has four runs, driven by two drivers with two runs each.
- D2.2.2 Each driver has the option to make a second run immediately after their first run, in this case the driver must use the turning area on the left side to turn around the car, and drive to the start line again.
- D2.2.3 The starting order is based on the time the team arrives at the skidpad event. Teams on their first run will receive priority.
- D2.2.4 Starting A green flag is used to indicate that the driver may start.
- D2.2.5 The vehicle will be driven through the turning area on the left side until the start line, here enter in the main circle and will take one full lap clockwise to establish the turn. The next lap will be clockwise and will be timed. After the second lap the vehicle will drive out to the turning area on the right side to turn around the car, and stop before the start line -if it is ordered by a track-marshal. After the launching which is signed with the green flag- the vehicle enter the circle counter-clockwise to begin the third lap. The fourth lap will be counter-clockwise and will be timed. Right after finishing the fourth lap, the vehicle has to leave the main circle and drive into the left turning area, where the driver can decide to make the second run immediately, or drive out of the turning area where the driver entered the track.

D3 ADDITIONAL ES FAST-SPECIFIC REMARKS

- D3.1 Pit Rules will be detailed in the Event Handbook.
- D3.2 Unsportsmanlike conduct, intentional deception of a judge or a scrutineer, or **dangerous irresponsible behavior** will be reason for instantaneous disqualification.
- D3.3 FS East will pay a special attention to that before entering the event each IC vehicle's fuel tank must be filled to the fuel level line at the fueling station. During fueling, once filled to the scribe line, no shaking or tilting of the tank or fuel system (incl. entire vehicle) is allowed.

D3.4 Special addition to the FS Rules 2017 D7.3 Passing

The passing rules do not apply to vehicles that are stopped on track or vehicles that have spun out and are not moving. When passing a stationary vehicle, it is critical to slow down, drive cautiously and to follow the instructions from the track marshals.

There are sections on the FSEast track (mainly straights) where cones are not applied. On those parts of the track (the width of track is approximately 12m), passing a **stationary** vehicle is allowed automatically, after that is not moved in the last 2 sec.

Passing before 2 sec will be penalized (min. 20 sec penalty will be given).

NOTE: Overtaking on any section of the track except passing zones is still not allowed.

NOTE: If you notice any problem that causing you have to stop, please leave the ideal line.

D3.5 **Endurance waiting queue**

Important: In order to have equal and fair conditions during the Endurance event at least 3 cars have to be on the track during the whole time of the Endurance event.

Therefore the Organisers will maintain a waiting queue of 3 teams. It is the team's responsibility to arrive in the waiting queue before the deadline -which will be announced for each team in the loudspeakers 15 minutes before the deadline. A delay will be penalised with 2 minutes penalty and the team will be able to start only at the end of the endurance event.

NOTE: According to experience of earlier years Formula Student events, it is expected to have sudden need for new teams in the waiting queue in the first section of the endurance event due to early DNFs. Please be prepared to attend the queue on time!

CHANGELOG

Version	Date	Modification	Page
1.0.0	24th May, 2017	Initial release	-
1.1.0	12th July, 2017	D2.1.2 text and illustration; extra additions D3.4, D3.5	2, 3



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