EMERGENCY

INJURIES

Minor Injury

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

Severe Injury

Call 112 or contact Officials when urgent help is required.

Medical Service on Site

<table>
<thead>
<tr>
<th>Day</th>
<th>Operating hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wednesday</td>
<td>8:30am - 8pm</td>
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<tr>
<td>Thursday</td>
<td>8:30am - 8pm</td>
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<tr>
<td>Friday</td>
<td>8:30am - 8pm</td>
</tr>
<tr>
<td>Saturday</td>
<td>8:30am - 11pm</td>
</tr>
</tbody>
</table>
Regular Fire
1. Call for help before attempting to extinguish a serious fire.
2. Check for your own safety before starting to extinguish a fire.
3. Assess the fire.
4. Check the type of extinguisher.
   a. 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.
   b. Class B: All flammable liquids and solids.
   c. Class C: Fires involve Natural Mains Gas, Liquid Petroleum Gases (LPG) such as Butane & Propane etc.
   d. Class D: Fires involving metals or powdered metals etc (where water is generally ineffective and/or dangerous).
5. Ready the fire extinguisher.
6. Aim for the base of the fire.
7. 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.
1. Call for help of firefighters by finding Official with radio.
2. Assist persons in danger of fire to leave if it is safe for you.
3. Try to extinguish the fire with suitable extinguishers if it is possible and safe.
4. Leave the area.
5. 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).

Please report all fire situations to the Officials at the Info Point.
Procedure

1. Team Captain accompanied with drivers and ESO (in case of FSE 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 signed by your colleagues before arrival. It will speed up the regis-
tration process. In case of any difficulties the form will be available at Registration
Desk as well.

2. Approval of the Team Member List allows to register drivers and ESO.
   a. Drivers must show their valid driver’s license.
   b. ESO must show a valid certificate allowing to work with high voltage systems
      in automotive vehicles.

3. Team must pay the Pit Deposit 20€, which will be returned after pit check-out
   on Saturday (5pm-8pm). Please see section Paddock Rules for details.

4. FSE teams can directly pick up the energy meter. It is protected by 100€ depo-
sit. The energy meter must be returned before Saturday 7pm at Info Point.

Team On-site Registration

<table>
<thead>
<tr>
<th>Day</th>
<th>Operating hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuesday</td>
<td>3pm - 7pm</td>
</tr>
<tr>
<td>Wednesday</td>
<td>8am - 12am</td>
</tr>
</tbody>
</table>
Late Arrivals

Later arrival of the team member is allowed, but she/he must be registered by the Team Captain during operating hours. Team Captain is responsible then to pass the badge and wristband to the involved person. The same apply for camp registration.

Camp Registration

Teams willing to stay at the camp site pay for their team members at the Camp Desk. The price is 50€ (incl. 15% tax) per person for the whole event. Please note that payment 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@fsczeh.cz, no later than one week prior event start.

Camp Check-in Available:

<table>
<thead>
<tr>
<th>Day</th>
<th>Operating hours</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tuesday</td>
<td>3pm - 7pm</td>
<td>Registration Desk</td>
</tr>
<tr>
<td>Wednesday</td>
<td>8am - 12am</td>
<td>Registration Desk</td>
</tr>
<tr>
<td>Thursday</td>
<td>9am - 6pm (except 12am - 1pm)</td>
<td>Info Point</td>
</tr>
<tr>
<td>Friday</td>
<td>9am - 5pm (except 12am - 1pm)</td>
<td>Info Point</td>
</tr>
</tbody>
</table>

Latest Check-out:

Sunday 6th 12am.

Parking

1. 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.
2. Long-time parking is allowed on the designated locations only.
3. Long-time parking is allowed in the camp site for passenger cars and small vans.
4. Parking of the trucks must be agreed on the Info Point/Registration Desk.

Truck Unloading/Loading

Forklift will be available on-site for truck crate unloading (from Tuesday 12am) and loading (until Sunday 4pm). It’s load capacity is 2.5 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 fork lift, please arrange a term with us to avoid long waiting time.
Thursday

<table>
<thead>
<tr>
<th>Event</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Briefing (TC only)</td>
<td>8 AM</td>
</tr>
<tr>
<td>Info Point</td>
<td>8-10 AM</td>
</tr>
<tr>
<td>Scrutineering</td>
<td>10-11 AM</td>
</tr>
<tr>
<td>Fueling</td>
<td>10-11 AM</td>
</tr>
<tr>
<td>Engine/Test Area</td>
<td>11 AM</td>
</tr>
<tr>
<td>Engineering Design</td>
<td>11 AM</td>
</tr>
<tr>
<td>Cost and Manufact.</td>
<td>12 PM</td>
</tr>
<tr>
<td>Business Plan P.</td>
<td>12 PM</td>
</tr>
<tr>
<td>Team Photo (opt. 1)*</td>
<td>12 PM</td>
</tr>
<tr>
<td>ED Finals FSE</td>
<td>2-3 PM</td>
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<tr>
<td>ED Finals FSC</td>
<td>2-3 PM</td>
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<tr>
<td>BPP Finals</td>
<td>4-5 PM</td>
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</tbody>
</table>

* Will be decided according to the current weather situation.
### Friday

<table>
<thead>
<tr>
<th>Event</th>
<th>Time Slot</th>
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<tbody>
<tr>
<td>Briefing (TC&amp;D only)</td>
<td>8:00 AM</td>
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<tr>
<td>Info Point</td>
<td>8:00 AM</td>
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<tr>
<td>Scrutineering*</td>
<td>8:00 AM</td>
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<tr>
<td>Fueling</td>
<td>8:00 AM</td>
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<tr>
<td>Engine/Test Area</td>
<td>8:00 AM</td>
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<tr>
<td>Acceleration</td>
<td>8:00 AM</td>
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<tr>
<td>Skid Pad</td>
<td>8:00 AM</td>
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<tr>
<td>Coursewalk AX**</td>
<td>8:00 AM</td>
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<tr>
<td>Autocross</td>
<td>8:00 AM</td>
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<tr>
<td>Team Photo (opt. 2)**</td>
<td>8:00 AM</td>
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* Only on request

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

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

<table>
<thead>
<tr>
<th>Event</th>
<th>7:30am</th>
<th>8am</th>
<th>9am</th>
<th>10am</th>
<th>11am</th>
<th>12pm</th>
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<th>5pm</th>
<th>6pm</th>
<th>9pm</th>
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<tbody>
<tr>
<td>Briefing (TC&amp;D only)</td>
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<tr>
<td>Coursewalk END*</td>
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<td>Fueling</td>
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<td>Engine Test Area</td>
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<tr>
<td>Awards Ceremony</td>
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* Entrance open 8:30am - 8:45am only.
Check-in
Check-in is possible on Tuesday from 3pm to 7pm and other days from 9am to 6pm (except lunch break between 12am and 1pm). A fee of 50€/person/event will be charged. This fee includes power supply, parking and use of facilities. The fees must be paid at the Registration Desk or you can ask for the invoice in advance before July 28th. Wristbands are used for identification of campers and camp staff.

Check-out
Latest check-out is on Sunday at 12am. Please, leave your place clean like you received it. Move garbage to the trash cans.

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 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.

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 Paddock

- Paddock must be left before Saturday 8pm in the condition it has been occupied. It’s 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.
Engineering Design
Event is scheduled on Thursday August 2nd. Every team has a time slot 30 minutes reserved for short presentation of the Season 2018 goals (up to 5 minutes) and discussion with judges. Judges will be visiting the team in their pit, teams are advised to be there on time with a car in the race ready condition.

Business Plan Presentation
Event is scheduled on Thursday August 2nd. Every team has a time slot 25 minutes reserved for Business Plan Presentation (approx. 15 minutes), Deep Dive Topic Presentation (approx. 5 minutes) and discussion with judges. Presentations are held in the circuit’s classrooms in the Office Building (nb. 10 on the map) and are equipped with beamers.

Cost & Manufacturing
Event is scheduled on Thursday August 2nd. Every team has a time slot 25 minutes reserved for discussion with judges focused on the check of the Cost Report (approx. 15 minutes) and presentation of the Real Case Scenario. Discussion is held in the team’s pit. 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.
DYNAMICS

Timekeeping

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

Acceleration

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

Skid Pad

1. Cars queue: on the northern road behind the pits – split to 1st and 2nd driver (priority of 1st).
2. Scheme: 2 laps to the right than 2 laps to the left and out.
3. Flags:
   a. green: good to go.
   b. red: stop the car.

Autocross

1. Cars queue: on the northern road behind the pits – split to 1st and 2nd driver (priority of 1st).
2. Scheme: one car on the track, two laps per driver.
3. Disabled cars: car could restart without assistance or “DNF”, pushed to the safe position (grass) – event will continue after track will be cleared.
4. Disabled vehicle retrieve: every hour under instruction of the track marshals.
5. Flags:
   a. green: good to go.
   b. checker: finish of the run.
   c. red: stop the car on the track.
Endurance
1. Cars queue: on the northern test track.
2. Teams not ready-to-run in announced run order will be penalized with 2 minutes.
3. Minimum speed requirement: car slower than 145% of the fastest lap time must exit.
4. 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.
5. Disabled vehicle retrieve: after session under instruction of the track marshals.
6. Flags:
   a. green: good to go.
   b. checker: finish of the run.
   c. yellow: danger on the track – drive carefully and slowly / waving of yellow flag – stop the car.
   d. red: stop the car on the track.
   e. blue: overtaking.

General Notes
• Access to the Dynamic Area is allowed to the Team Members with Dynamic Pass/Photo Pass 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 a one from your car.

RESULTS

Result publishing
The results will be posted on the results board in the Info Poin 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>Friday</td>
<td>11am</td>
<td>Acceleration</td>
</tr>
<tr>
<td>Friday</td>
<td>11am</td>
<td>Skid Pad</td>
</tr>
<tr>
<td>Friday</td>
<td>11am</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.

1. 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.

2. 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.

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

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

5. Decision: The decision of the officials regarding any protest is final.
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.