

Formula Student Germany 2022

Team Briefing, Friday, August 18th



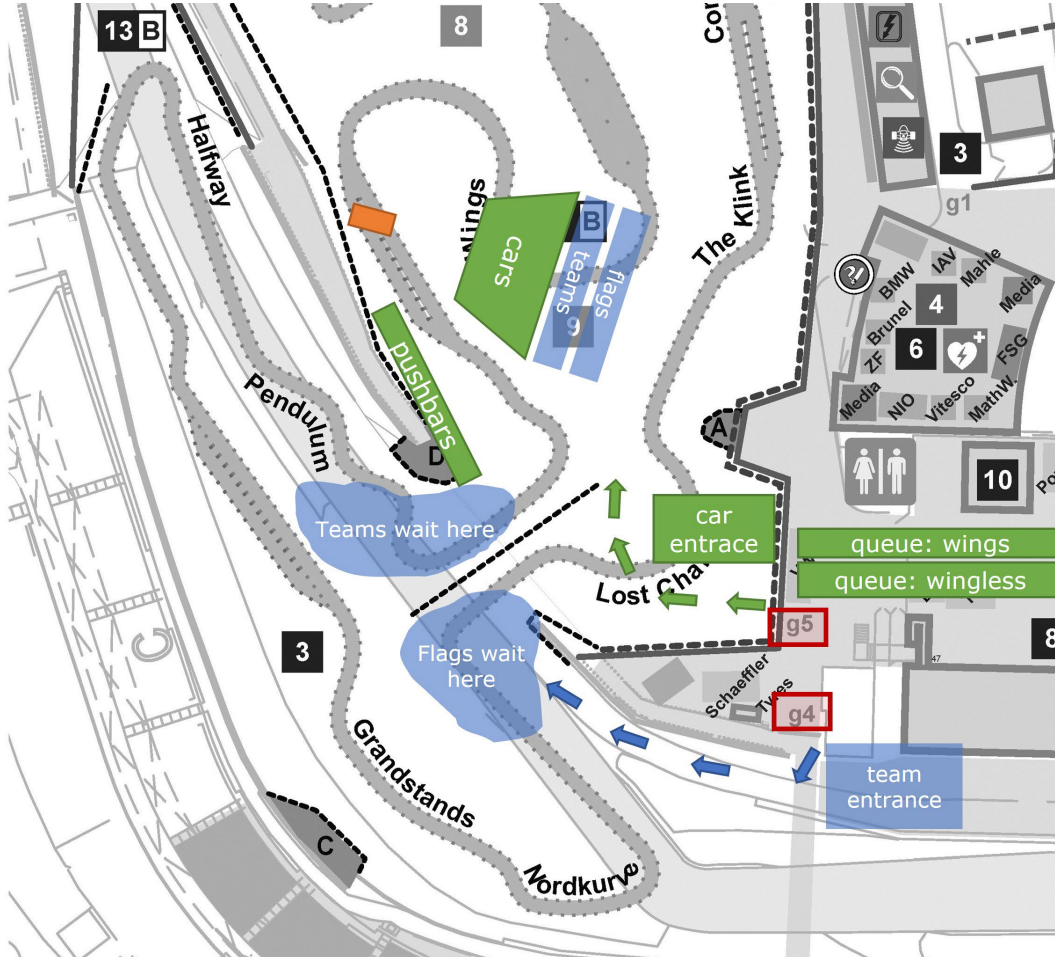
18.08.2023

General Information



- Vehicle with wings: two “wingmen” needed (one on each side)
- **Putting Stickers on Property of the Hockenheimring is prohibited!**
 - Teams that are caught applying stickers will pay for the cost of professional cleaning of the respective areas.
 - Our tip - cleaning agents available at the Würth booth are perfect for removing adhesive remains.
- Keep your Inspection Sheet always near the vehicle

Panoramic Picture



- Entrance cars: gate 5
- Entrance team members: gate 4
- **Start staging for vehicles: 11:45**
- **Start staging team: 12:15**
- **Make sure to be punctual**
- Flags are allowed but will be staged as last in the back of the picture
- Please, follow the Official's instructions

EBS Test



- On request at the Race Control Container
- Get in contact with the Technical Inspectors
- EBS Test on request possible: 9:00 – 17:00

How-to-dynamics



- Arrive at the event when you wish to do your run – no hanging around pointlessly
- Speculating in “late run” for certain track conditions is YOUR gamble.
- Ready to race = Belts buckled, helmet & gloves on, vehicle in ready condition.
- Technical Inspectors will do spot checking at any time
- Handheld umbrellas only. No tents, tarps, pavilions etc.
- We will handle the cleanliness of the dynamic area. Don’t bring brooms.
- Track Condition is declared by signs at Race Control Container

Closing Time Gong!



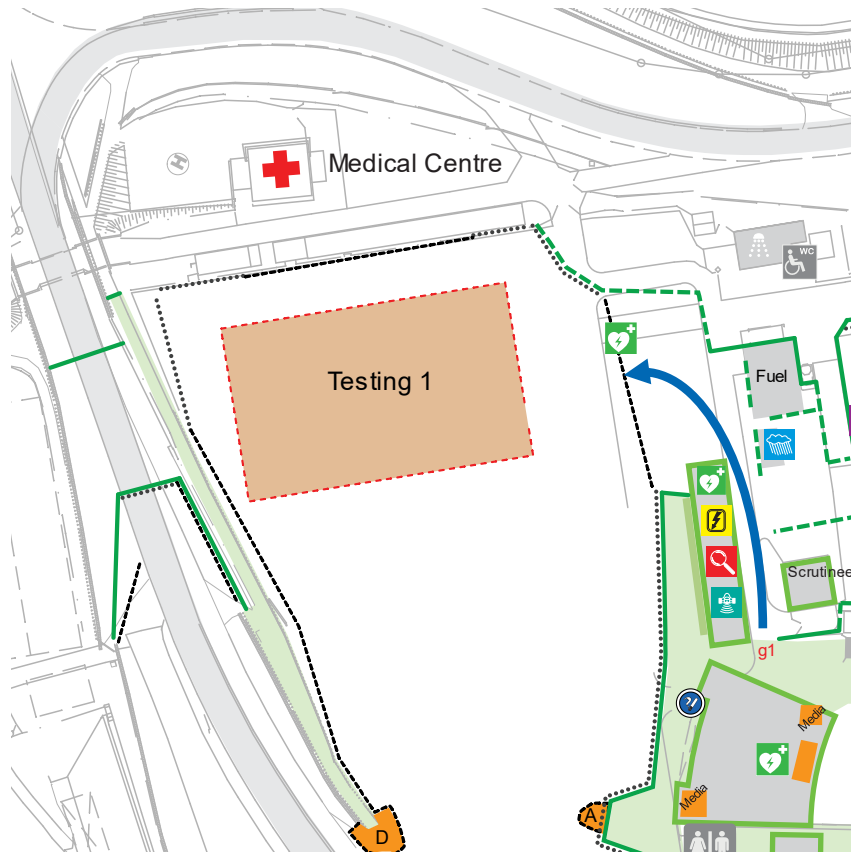
- End of session will be "announced" via gong
- Car at entry that already received green flag is last contender allowed to run
 - Green flag must have been waved prior to the audio signal
 - 2nd runs are not allowed afterwards
 - Reruns will be granted after audio signal if applicable

Publishing of Results



- Please check the Dynamic Event Penalties (e.g. cone counts) in the published results
 - **Also applies to teams from the Top 5 without a time showing!**
- Protests after the announced deadline can not be considered (see A 3.7.1)
- Results published late at night will always have a reasonable protest deadline on the next morning

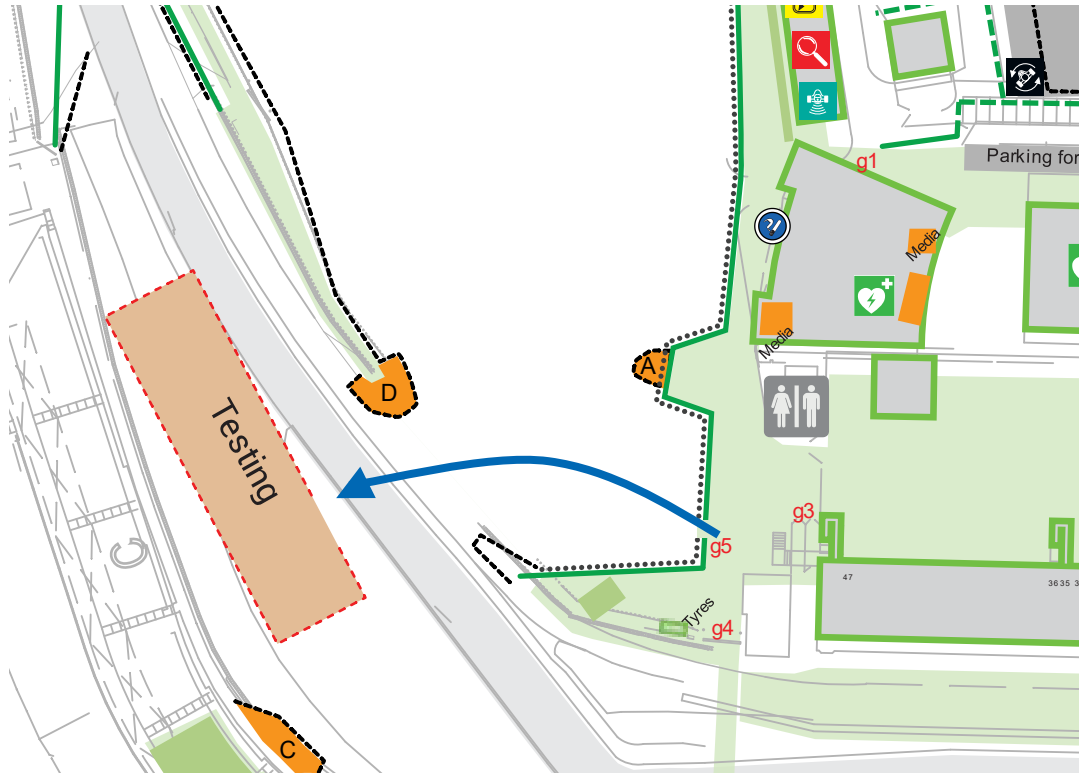
Dynamics - Practice area



Practice Area (DV + MV)

- Dynamic A: 8:30 to 18:30
- Access via gate 1
- Track time 3 - 5 min / run
- Running order is list based, sign in at the marshals
- After testing please take all your equipment with you

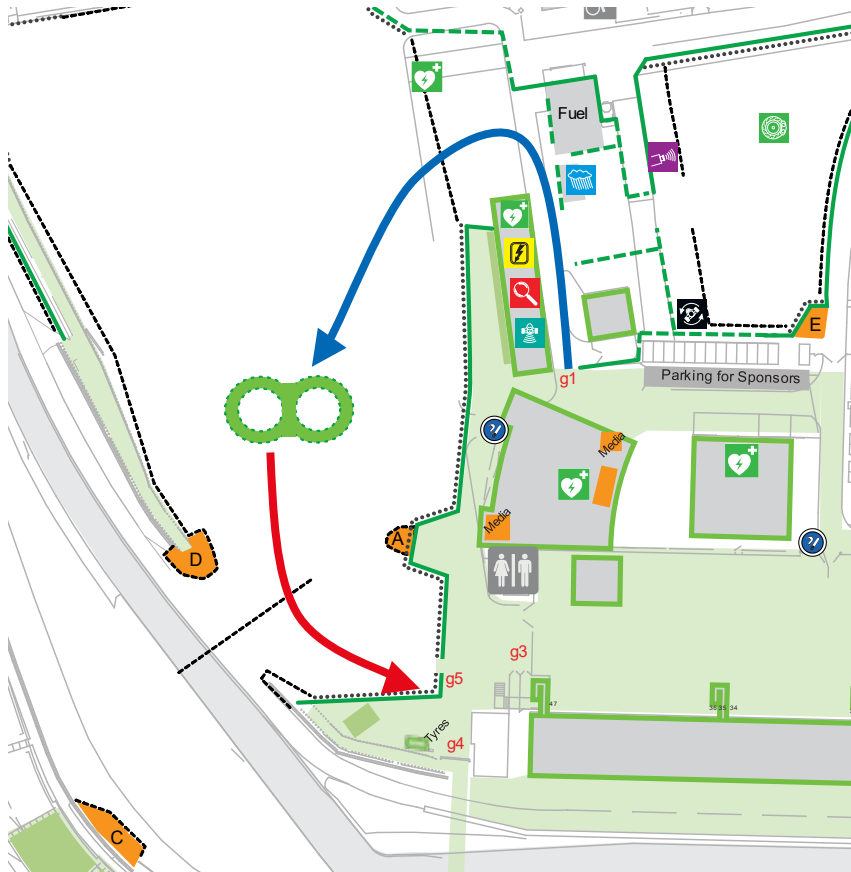
Dynamics - Practice area



Practice Area (MV - EV only)

- Test Area B: 8:30 to 18:30
- Access via gate 5
- Track time 3 - 5 min / run
- Running order is list based, sign in at the marshals
- After testing please take all your equipment with you

Dynamics – Manual Skidpad



Manual SkidPad

- Dynamic B: 8:30 to 11:30
- Entry via gate 1
- Exit via gate 5

Dynamics – Manual Skidpad



- 2 runs per team, one driver
- 2 laps to the right, 2 laps to the left.
- Two lane queue – one for “1st attempt” and one for “2nd attempt”
- Teams on their 1st attempt will be given priority
- **Penalties**
 - Cone down or out (DOO): 0.2 sec
 - Off course (OC): DNF
 - Wrong number of laps: DNF
 - Wrong direction: DNF



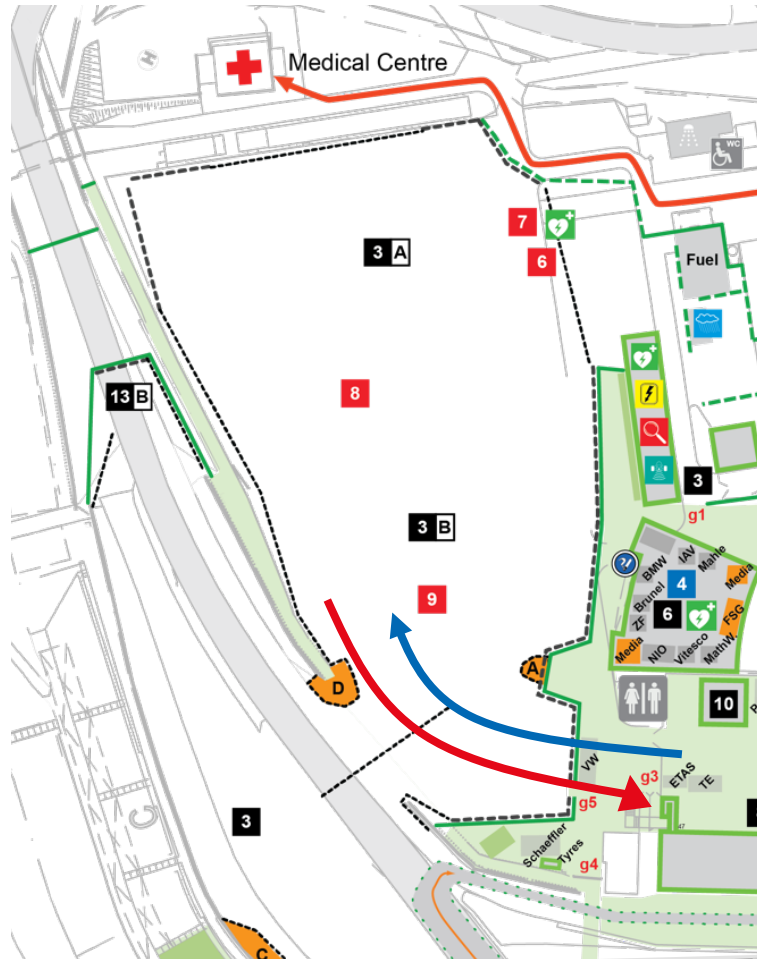
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- The map illustrates the test track layout. Key features include:
 - Starting Area:** Located at the bottom right, containing a 'Start' line and a '2nd run' area. It includes numbered boxes 12 (black) and 5 (red).
 - Stop Area:** A designated area for the vehicle to stop, located to the left of the starting area.
 - Push Back to:** A curved path leading from the stop area back towards the starting area.
 - Finish Line:** A vertical line marking the end of the track.
 - Welding Area:** A rectangular area at the top right, containing numbered boxes 2, 3, and 7.
 - Tunnel:** A large rectangular area on the far right, labeled 'Tunnel'.
 - Other Zones:** Various numbered boxes (1, 9, 7, 2, 3, 12, 5) and a 'Schaeffler Tyres' logo are scattered throughout the track area.
 - Attempt Indicators:** Arrows labeled '1st attempt' and '2nd - n attempt' point towards the starting area.

Dynamics – Driverless Acceleration



- 2 runs per team
- Two lane queue – one for “1st attempt” and one for “2nd attempt”
- Teams on their 1st attempt will be given priority
- There will be a shuttle for DV team members to pick up the car after the run
- **Penalties**
 - cone down or out (DOO): 2 sec
 - off course (OC): DNF
 - unsafe stop (USS): DNF

Dynamics – Driverless Autocross



Driverless Autocross

- Dynamic B: 15:30 to 18:30
- Course Walk: 15:00 to 15:25
- Entry via gate 5
- Exit via gate 5
- We planned enough time - you are responsible to show up in time
- In the last hour there might be long queues
- Please keep in mind rules D2.6 & D9.1.16

Dynamics – Driverless Autocross



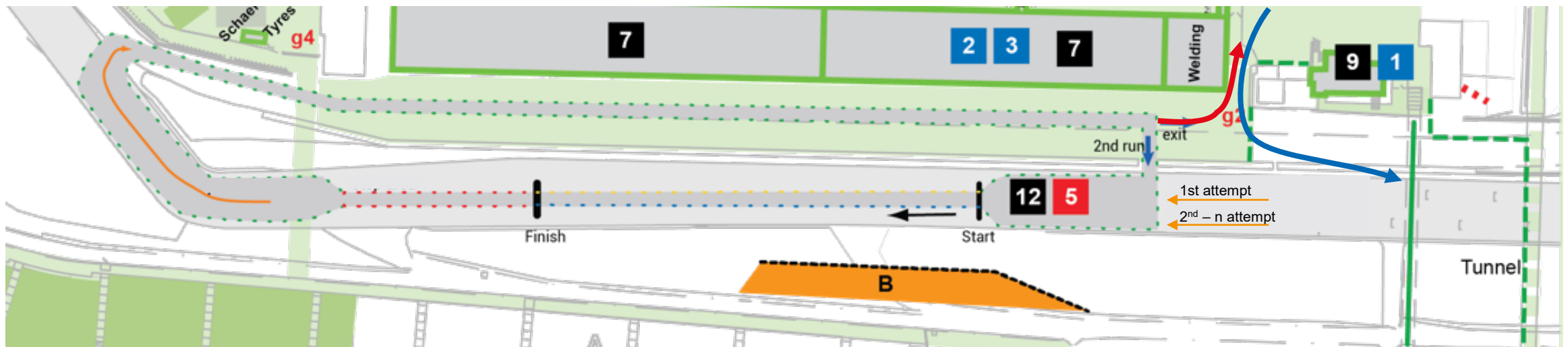
- 2 runs per team
- Two lane queue – one for “1st attempt” and one for “2nd attempt”
- Teams on their 1st attempt will be given priority
- Track length: 332m
- **Penalties**
 - cone down or out (DOO): 2 sec
 - off course (OC): 10 sec
 - unsafe stop (USS): DNF

Dynamics – Manual Acceleration



Manual Acceleration

- Start / Finish Line: 13:30 to 16:30
- Entry & Exit via gate 2



Dynamics – Manual Acceleration



- 2 runs per team, one driver
- Two lane queue – one for “1st attempt” and one for “2nd attempt”
- Teams on their 1st attempt will be given priority
- The car drives under own power from the queue to the start line
- Car is staged by the starter
- Time starts on line-crossing, not the flag drop
- Follow signs for 2nd run or exit
- **Penalties**
 - cone down or out (DOO): 2 sec
 - off course (OC): DNF
 - unsafe stop (USS): DNF

Dynamics – Historic Acceleration

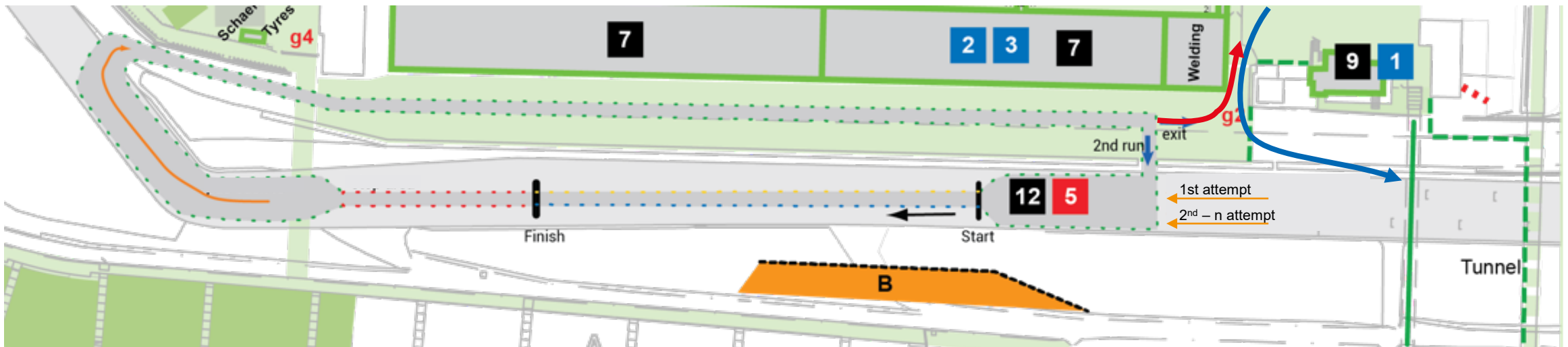


Manual Acceleration

- Start / Finish Line: 16:45 – 18:00
- Entry & Exit via gate 2



Please Note: queuing starts at 4pm at the special Historic Queue



Dynamics – Historic Acceleration



- 4 runs per team, two drivers
- Two lane queue – one for “1st attempt” and one for “2nd attempt”
- Teams on their 1st attempt will be given priority
- The car drives under own power from the queue to the start line
- Car is staged by the starter
- Time starts on line-crossing, not the flag drop
- Follow signs for 2nd run or exit
- **Penalties**
 - cone down or out (DOO): 2 sec
 - off course (OC): DNF
 - unsafe stop (USS): DNF

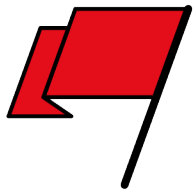
Manual Skidpad & Acceleration



Flags



Start your run



Stop your car immediately but safe wherever you are; wait for instructions