

FORMULA BHARAT 2019 TENTATIVE SCHEDULE				UPDATED:	January 16, 2019			
Day #	Day		Activity	Start Time	End Time	Location	Restriction	Comments
Day 2	Thursday	January 24, 2019	Registration - Teams and Visitors	8.00 AM	5.00 PM	Registration		
Day 2	Thursday	January 24, 2019	Event Control	8.00 AM	6.00 PM	Event Control		
Day 2	Thursday	January 24, 2019	Pits	8.00 AM	6.00 PM	Pits		
Day 2	Thursday	January 24, 2019	Merchandise Store	8.00 AM	6.00 PM	Event Control / Registration		
Day 2	Thursday	January 24, 2019	Teams Panorama Photo	8.00 AM	9:00 AM	TBA		Teams must be staged by 8:30 AM at site for photo
Day 2	Thursday	January 24, 2019	Tech - Brakes	9:00 AM	6.00 PM	Brakes Testing Lane	Dynamic Passes Only	Station shut at End Time.
Day 2	Thursday	January 24, 2019	Tech - Electrical & Accumulator Inspection	9:00 AM	6.00 PM	Battery Charging Station	Dynamic Passes / ESO / ESA Only	Last Day for Accumulator Inspection; Station shut at End Time.
Day 2	Thursday	January 24, 2019	Tech - Mechanical Inspection	9:00 AM	6.00 PM	Tech Inspection Bays	Dynamic Passes Only	Last Day for Tier 2 teams to clear Pre-Tech; Station shut at End Time.
Day 2	Thursday	January 24, 2019	Tech - Noise	9:00 AM	6.00 PM	Noise Testing Ramp	Dynamic Passes Only	Station shut at End Time.
Day 2	Thursday	January 24, 2019	Tech - Tilt	9:00 AM	6.00 PM	Tilt Station	Dynamic Passes Only	Station shut at End Time.
Day 2	Thursday	January 24, 2019	Tech - Vehicle Weighing	9:00 AM	6.00 PM	Weighing Bridge	Dynamic Passes Only	Station shut at End Time.
Day 2	Thursday	January 24, 2019	Medical Service	9.00 AM	6.00 PM	Radio Tower		
Day 2	Thursday	January 24, 2019	Catering	9.00 AM	5.00 PM	Food Services / Viewing Gallery		
Day 2	Thursday	January 24, 2019	Static - Cost and Manufacturing Event	9:15 AM	6.00 PM	Design and Cost Tent	No Visitor Entry	
Day 2	Thursday	January 24, 2019	Static - Business Plan Presentation Event	10:00 AM	6.00 PM	Radio Tower	No Visitor Entry	
Day 2	Thursday	January 24, 2019	Static - Engineering Design Event	10:00 AM	6:30 PM	Design and Cost Tent	No Visitor Entry	
Day 2	Thursday	January 24, 2019	FabHeads Presentation - 'Lightweight Structures - Design and Considerations'	2.00 PM	3.00 PM	Welcome & Awards		
Day 2	Thursday	January 24, 2019	Site Closed	6.00 PM	8.00 AM	Everywhere		Only Battery Charging Station opened till 7 PM
Day 3	Friday	January 25, 2019	Registration - Teams and Visitors	8.00 AM	5.00 PM	Registration		Last day for team and participant registration
Day 3	Friday	January 25, 2019	Merchandise Store	8.00 AM	6.00 PM	Event Control		
Day 3	Friday	January 25, 2019	Event Control	8.00 AM	6.00 PM	Event Control / Registration		
Day 3	Friday	January 25, 2019	Pits	8.00 AM	6.00 PM	Pits		
Day 3	Friday	January 25, 2019	Tech - Electrical Scutineering	8.30 AM	6.00 PM	Battery Charging Station	Dynamic Passes / ESO / ESA Only	Last day for Elec Inspection; Station shut at End Time.
Day 3	Friday	January 25, 2019	Tech - Mechanical Inspection	8.30 AM	6.00 PM	Tech Inspection Bays	Dynamic Passes Only	Station shut at End Time.
Day 3	Friday	January 25, 2019	Tech - Vehicle Weighing	8.30 AM	6.00 PM	Weighing Bridge	Dynamic Passes Only	Station shut at End Time.
Day 3	Friday	January 25, 2019	Tech - Tilt	8.30 AM	6.00 PM	Tilt Station	Dynamic Passes Only	Station shut at End Time.
Day 3	Friday	January 25, 2019	Tech - Noise	8.30 AM	6.00 PM	Noise Testing Ramp	Dynamic Passes Only	Station shut at End Time.
Day 3	Friday	January 25, 2019	Tech - Brakes	8.30 AM	6.00 PM	Brakes Testing Lane	Dynamic Passes Only	Station shut at End Time.
Day 3	Friday	January 25, 2019	Tech - Rain Test	8.30 AM	6.00 PM	Rain Test Area	Dynamic Passes Only	Station shut at End Time.

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Day #	Day		Activity	Start Time	End Time	Location	Restriction	Comments	
Day 3	Friday	January 25, 2019	Medical Service	9.00 AM	6.00 PM	Radio Tower			
Day 3	Friday	January 25, 2019	Catering	9.00 AM	5.00 PM	Food Services / Viewing Gallery			
Day 3	Friday	January 25, 2019	Static - Business Plan Presentation Event	9:00 AM	2:00 PM	Radio Tower	No Visitor Entry	Top teams for finals announced at 3:00 PM; Scores posted 9 AM Saturday	
Day 3	Friday	January 25, 2019	Static - Cost and Manufacturing Event	9:50 AM	1:00 PM	Design and Cost Tent	No Visitor Entry	Top teams for finals announced at 3:00 PM; Scores posted 9 AM Saturday	
Day 3	Friday	January 25, 2019	Static - Engineering Design Event	10:00 AM	1:00 PM	Design and Cost Tent	No Visitor Entry	Top teams for finals announced at 3:00 PM; Scores posted 9 AM Saturday	
Day 3	Friday	January 25, 2019	Studio Clockwork Style Award 2019 Judging Finals	10:00 AM	2:00 PM	Design and Cost Tent	No Visitor Entry		
Day 3	Friday	January 25, 2019	Fabheads Composites Award 2019 Judging Finals	10:00 AM	2:00 PM	Fabheads Sponsor Tent	No Visitor Entry		
Day 3	Friday	January 25, 2019	Ather Energy Presentation - 'Life of an Engineer at Ather'	12:00 PM	12:45 PM	Welcome & Awards			
Day 3	Friday	January 25, 2019	FabHeads Presentation - 'Composite Manufacturing'	2.00 PM	2:45 PM	Welcome & Awards			
Day 3	Friday	January 25, 2019	Static - Business Finals	4.00 PM	5.30 PM	Welcome & Awards		Open to public	
Day 3	Friday	January 25, 2019	Static - Cost Finals	4.00 PM	6.00 PM	Design and Cost Tent	Finals Teams only		
Day 3	Friday	January 25, 2019	Static - Design Finals	4.00 PM	6.00 PM	Design and Cost Tent	Finals Teams only		
Day 3	Friday	January 25, 2019	Site Closed	6.00 PM	8.00 AM	Everywhere		Only Battery Charging Station opened till 7 PM	
Day 4	Saturday	January 26, 2019	Pits	8.00 AM	6.00 PM	Pits			
Day 4	Saturday	January 26, 2019	Registration - Visitors	8.00 AM	5.00 PM	Registration			
Day 4	Saturday	January 26, 2019	Merchandise Store	8.00 AM	6.00 PM	Event Control / Registration			
Day 4	Saturday	January 26, 2019	Event Control	8.00 AM	6.00 PM	Event Control			
Day 4	Saturday	January 26, 2019	Catering	8.30 AM	5.00 PM	Food Services / Viewing Gallery			
Day 4	Saturday	January 26, 2019	Tech - Brakes	8.30 AM	6.00 PM	Brakes Testing Lane	Dynamic Passes Only	Last day for all Tech Inspection; Station shut at End Time.	
Day 4	Saturday	January 26, 2019	Tech - Noise	8.30 AM	6.00 PM	Noise Testing Ramp	Dynamic Passes Only	Last day for all Tech Inspection; Station shut at End Time.	
Day 4	Saturday	January 26, 2019	Tech - Tilt	8.30 AM	6.00 PM	Tilt Station	Dynamic Passes Only	Last day for all Tech Inspection; Station shut at End Time.	
Day 4	Saturday	January 26, 2019	Tech - Vehicle Weighing	8.30 AM	6.00 PM	Weighing Bridge	Dynamic Passes Only	Last day for all Tech Inspection; Station shut at End Time.	
Day 4	Saturday	January 26, 2019	Tech - Mechanical Inspection	8.30 AM	12.00 PM	Tech Inspection Bays	Dynamic Passes Only	Tech Inspection ends at 12 PM. Only vehicles with failures on track will be eligible for re-inspection.	
Day 4	Saturday	January 26, 2019	Tech - Rain Test	8.30 AM	6.00 PM	Rain Test Area	Dynamic Passes Only	Last day for all Tech Inspection; Station shut at End Time.	
Day 4	Saturday	January 26, 2019	Medical Service	9.00 AM	6.00 PM	Radio Tower			
Day 4	Saturday	January 26, 2019	Judging Feedback (on appointment)	9:30 AM	4:00 PM	Viewing Gallery		Based on availability of queue judge	

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Day #	Day		Activity	Start Time	End Time	Location	Restriction	Comments	
Day 4	Saturday	January 26, 2019	Dynamic - Acceleration (Day)	9.30 AM	1.00 PM	Acceleration	Dynamic Passes Only	Vehicle must be 'on track' (not queue) at scheduled End Time. Break between 1PM - 2:30 PM. Scores announced at 9 AM Sunday.	
Day 4	Saturday	January 26, 2019	Dynamic - Skidpad	9.30 AM	4.00 PM	Skidpad	Dynamic Passes Only	Vehicle must be 'on track' (not queue) at scheduled End Time. Scores announced at 9 AM Sunday	
Day 4	Saturday	January 26, 2019	Motorbike Stunt Riding by Mike Jensen	1.00 PM	1.50 PM	Autocross			
Day 4	Saturday	January 26, 2019	Break @ Acceleration	1.00 PM	2.00 PM	Acceleration			
Day 4	Saturday	January 26, 2019	Dynamic - Autocross	2:30 PM	5.00 PM	Autocross	Dynamic Passes Only	Vehicle must be 'on track' (not queue) at scheduled End Time. Endurance order posted at 11 PM; Scores announced at 9 AM Sunday	
Day 4	Saturday	January 26, 2019	Dynamic - Acceleration (Afternoon)	2.30 PM	4.00 PM	Acceleration	Dynamic Passes Only	Vehicle must be 'on track' (not queue) at scheduled End Time. Scores announced at 9 AM Sunday.	
Day 4	Saturday	January 26, 2019	Chief Design Judge Review Notes on Design Finalists	4:00 PM	5:00 PM	Welcome & Awards			
Day 4	Saturday	January 26, 2019	Awards Ceremony - I	5.15 PM	6.00 PM	Welcome & Awards		Static and Sponsor Awards distribution	
Day 4	Saturday	January 26, 2019	Site Closed	6.00 PM	8.00 AM	Everywhere		Only Battery Charging Station opened till 7 PM	
Day 5	Sunday	January 27, 2019	Registration - Visitors	8.00 AM	5.00 PM	Registration			
Day 5	Sunday	January 27, 2019	Merchandise Store	8.00 AM	6.00 PM	Event Control / Registration			
Day 5	Sunday	January 27, 2019	Event Control	8.00 AM	6.00 PM	Event Control			
Day 5	Sunday	January 27, 2019	Pits	8.00 AM	6.00 PM	Pits			
Day 5	Sunday	January 27, 2019	Medical Service	9.00 AM	6.00 PM	Radio Tower			
Day 5	Sunday	January 27, 2019	Catering	9.00 AM	5.00 PM	Food Services / Viewing Gallery			
Day 5	Sunday	January 27, 2019	Dynamic - Endurance	10.00 AM	3:45 PM	Endurance	Dynamic Passes Only		
Day 5	Sunday	January 27, 2019	Parc Ferme (Fuel / Energy Efficiency)	10.00 AM	5.00 PM	Noise Testing Ramp	Vehicle Only		
Day 5	Sunday	January 27, 2019	Awards Ceremony - II	5.15 PM	6.00 PM	Welcome & Awards		Dynamics and Final Awards	
Day 5	Sunday	January 27, 2019	Site Closed	6.00 PM	-	Everywhere			

DESCRIPTION OF ITEMS			
Item Name	Sub-Item Name	Rule References	Item Description
1. Organizational Aspects	Early Registration - Teams	-	<p>Teams who wish to beat the line-up on Wednesday Jan 23, can now register early on Tuesday Jan 22 in Coimbatore between 5 PM until 8 PM. Only maximum 10 members per team are allowed to pick up their registration IDs on this day. The purpose of the early registration slot is to allow teams to move-in their vehicles and setup their pits on Wednesday Jan 23.</p> <p>As a part of Early Registration, each team is required to present the following:</p> <ul style="list-style-type: none"> > Present: Team Captain along with a maximum of 9 team members, WITH government-issued photo-id, who will help support the team's move-in on Wednesday Jan 23. > Hardcopy of all designated driver licenses. > Cleaning / Transponder Deposit - INR 10000 - Either as Demand Draft or Cash. Cheque not accepted. (Upon pit check on move-out and transponder rental return as provided, deposit can be picked up between Saturday Jan 26 and Sunday Jan 27) > Number of truck passes required for move-in. <p>Teams that arrive at Early Registration will receive:</p> <ul style="list-style-type: none"> > Name tags, wristbands, lanyards for present team members > Media Waiver (to be signed by Team Captain) > 2 Media passes (photographer and spotter each), 4 Dynamic passes > Program Booklet > Participant Schedule > Complimentary FB2019 calendar <p>Teams are requested to not arrive earlier than 5 PM or later than 8 PM for Early Registration, which will be taking place in the lobby at Aloft Coimbatore.</p>
1. Organizational Aspects	Registration - Teams	-	<p>All participating teams must complete registration on Wednesday Jan 23 by 5 PM. The last date for participating members listed on the TMI to register on-site is Friday Jan 25 by 5 PM. Any member that is listed on the TMI but has not registered by Friday shall not avail a participation certificate, even if he / she arrives at the event on the Saturday or Sunday.</p> <p>Teams that have finished the main formalities at Early Registration may have their remaining team members arrive at the designated booth at the Registration area, so that they may collect their name tags, wristbands and lanyards.</p> <p>As a part of on-site Registration, each team is required to present the following:</p> <ul style="list-style-type: none"> > Present: Team Captain along with all team members listed on TMI, WITH government-issued photo-id. > Hardcopy of all designated driver licenses. > Cleaning / Transponder Deposit - INR 10000 - Either as Demand Draft or Cash. Cheque not accepted. (Upon pit check on move-out and transponder rental return as provided, deposit can be picked up between Saturday Jan 26 and Sunday Jan 27) > Number of truck passes required for move-in. <p>Teams that arrive at on-site Registration will receive:</p> <ul style="list-style-type: none"> > Name tags, wristbands, lanyards for present team members > Media Waiver (to be signed by Team Captain) > 2 Media passes (photographer and spotter each), 4 Dynamic passes > Program Booklet > Participant Schedule > Complimentary FB2019 calendar <p>No new team member entries shall be taken at on-site registration.</p> <p>Note:</p> <ul style="list-style-type: none"> *Incorrect name tags will not be re-printed. Participant with an incorrect name tag may provide his / her correct details at registration to ensure correction in participation certificate. *Lost name tags will be charged at INR 500 / tag. *Torn wristbands will be replaced with a new one provided the participant verify his / her photo id against TMI records. *Last day for team member registration is Friday, January 25, 2019. Team members listed on TMI but not registered on-site by Friday will not receive a participation certificate.
1. Organizational Aspects	Announcements		<p>The event will proceed according to official time schedule as far as it is possible. Listen to the announcements, look out for the placards at the Event Control for changes in the schedule or visit www.mobilityeng.online for live announcement updates.</p>

DESCRIPTION OF ITEMS		
1. Organizational Aspects	Awards - Combustion	<p>Overall 1st Place - Sponsored by Burnout by 3 Brothers Overall 2nd Place Overall 3rd Place Overall Statics Winner Overall Dynamics Winner Design Event Winner - Sponsored by Engineering Bazar Design Event 2nd Place Design Event 3rd Place Cost Event Winner Cost Event 2nd Place Business Event Winner Business Event 2nd Place Skidpad Winner Acceleration Winner Autocross Winner Endurance Winner Efficiency Winner</p>
1. Organizational Aspects	Awards - Electric	<p>Overall Winner - Sponsored by Mentor Graphics Overall 2nd Place Design Event Winner - Sponsored by BOSCH Design Event 2nd Place Cost Event Winner Business Event Winner Skidpad Winner Acceleration Winner Autocross Winner Endurance Winner Efficiency Winner</p>
1. Organizational Aspects	Awards - Special Awards	<p>Fabheads Tech Composites Award 2019 Studio Clockwork Style Award 2019 Cleanest Pit Award Best Driver Award Most Hospitable Award Best T-Shirt Design Award</p>
1. Organizational Aspects	Battery Charging Station	<p>Battery Charging Station shall only be opened during the specific times highlighted in the schedule. Only those with Dynamic Passes and ESO / ESA name tags will be able to access this area.</p>
1. Organizational Aspects	Catering	<p>A caterer will be present on-site as per schedule and will provide options for Breakfast, Lunch and Snacks. An option to pre-order at a discounted rate will be made available prior to the event.</p> <p>Participants have the option to bring their own food and beverage on-site.</p>
1. Organizational Aspects	Crane Service	<p>Crane service is provided complimentary by the event on Wednesday Jan 23 and Sunday Jan 27. Crane service is provided on first-come-first-serve basis. Teams requiring crane service must sign-up at the designated booth at registration.</p> <p>If crane service is required on other days, the Team Captain can bring their request to the Registration counter. The organizing team shall look into availability.</p>
1. Organizational Aspects	Designated Driver	<p>A4.5 Driver's License / D 1.1 Driver Limitations</p> <p>Team members who will drive a competition vehicle at any time during a competition must present a valid, government issued driver's license for passenger cars, containing a photograph.</p> <p>Designated drivers for the team are required to bring a hardcopy of both sides of their license to the competition site. On Friday Jan 25 as per the schedule, they will be required to sign a bond and pay a fee (INR 120 at FB2019) that shall be collected by the venue.</p> <p>In total, a minimum of four and a maximum of six drivers are allowed for each team. An individual driver may not drive in more than two dynamic events.</p>
1. Organizational Aspects	Drinking Water	<p>Drinking water will be available on-site throughout the event. Participants are requested to bring their own bottles for re-fills.</p> <p>Bottled water is available for sale by the caterer.</p>

DESCRIPTION OF ITEMS			
1. Organizational Aspects	Electrical Safety Officer	A4.8 [EV ONLY] Electrical System Officer (ESO)	<p>Every participating team has to appoint one to four ESOs for the competition. This information was originally submitted in your ESO-ESA form. If this information has changed, please bring a copy of the new form with the list of all the credentials of any added ESOs.</p> <p>The ESOs must be properly qualified, must have basic knowledge of working safety and must be allowed to work on live HV systems. They are responsible for all electrical work carried out on the vehicle during the competition. The ESOs are the only persons in the team who may declare the vehicle electrically safe, in order for work to be performed on any system of the vehicle by the team. An ESO must accompany the vehicle whenever it is operated or moved around at the competition site. The ESOs must be valid team members, which mean that they must have student status, as per Rule A4.3.</p> <p>The ESOs must be contactable by phone at all times during the competition.</p> <p>If only one ESO is named by the team, this ESO may not be a driver.</p>
1. Organizational Aspects	Energy Meters / Data Loggers		[EV ONLY] Data loggers will be made available to those EV teams who have completed all the tests required during inspection.
1. Organizational Aspects	Event Control		The Event Control serves as a location for lost-and-found, competition queries and protest filing.
1. Organizational Aspects	Hot Pits		<p>All activity that requires use of power-tools, machines (grinders, lathes, mills) and/or welders, must be conducted in the Hot Pits only. Teams must queue in line to use the Hot Pits. A welder with equipment will be present. Teams must bring their own filler material. Each team has a maximum of 20 mins per session.</p> <p>Teams must clean-up their area before exiting the Hot Pits station.</p>
1. Organizational Aspects	Liability Waiver	A4.7 Liability Waiver	<p>All onsite participants, including faculty advisors, volunteers and visitors, must sign a liability waiver upon registering onsite which can be found on the competition website. In FB2019, all participants and volunteers would have already submitted the waiver prior to the event and are not required to submit it again.</p> <p>All onsite participants under 18 years of age, including volunteers and visitors, must submit the Under 18 liability waiver prior to the competition. This shall be made available via the competition website.</p>
1. Organizational Aspects	Medical Service		Paramedic / Medical service will be available on-site during competition hours. The personnel will be located at the Radio Tower.
1. Organizational Aspects	Move-in		<p>Move-in refers to a temporary move-in of transport vehicles carrying teams' prototype. Only vehicles with transport passes collected at registration will be able to move-in to the site.</p> <p>Move-in will be allowed at first-come-first-serve and the number of vehicles allowed at a time will be at the discretion of the personnel-in-charge. Each vehicle may remain upto a maximum of 30 minutes, following which, the pass is to be returned to the personnel-in-charge before exiting the site.</p> <p>Participants can enter the site during the site open hours as per schedule as long as they have their wristband and name tag on them. Participants must have their wristbands and name tags worn at all times while present on grounds. Individuals without a wristband will be escorted off grounds.</p>
1. Organizational Aspects	Parking		There is only one parking area designated outside the grounds of the speedway. All visitors and participants can only park their vehicles at this location only.
1. Organizational Aspects	Surveillance		There will be security on grounds during the day. However, Formula Bharat will take no responsibility of lost or misplaced items. Please conceal valuable items.
1. Organizational Aspects	Tire Mounting Service		There is no tire mounting service at Formula Bharat 2019. Teams must make their own arrangements for the same.
1. Organizational Aspects	Transponder Rental		Transponder rental is on per-day basis by the venue at INR 1000 per day (taxes not included). Payment must be made in cash.
1. Organizational Aspects	Vehicle Practice Testing Track	D 2.4 Practice Track	A practice track for testing and tuning vehicles is available. To use the practice track, vehicles must have passed all technical 4. Inspections. Practice or testing at any location other than the practice track is absolutely forbidden.

DESCRIPTION OF ITEMS		
1. Organizational Aspects	Visitors	<p>The Formula Bharat 2019 competition is open to visitors. Visitor registration opens on Thursday January 24 at 8 AM at the Kari Motor Speedway. Registration fee is INR 300 per person (cash) which covers all days of entry until Sunday January 27. Visitors are required to sign a liability waiver upon entry onto track.</p> <p>Visitors may bring food and non-alcoholic drinks from outside. However, there is a food vendor on-site as well. Only cash is accepted. Please note that there are no ATMs on-site.</p> <p>While there is an opportunity to interact with the student teams in the Paddock Area, please be mindful that many are preparing for tech inspections, static events or dynamic events.</p> <p>Restrictions:</p> <ul style="list-style-type: none"> - Visitors cannot access restricted areas. Please follow schedule for areas of entry. - Those under 18 years of age must be accompanied by an adult. - Pets are not allowed, except for Guide Dogs . - No smoking zone. Individuals are allowed to smoke outside the event gates located near the registration booth. No smoking is allowed on the event site. <p>More information here: https://www.formulabharat.com/event/fb2019-visitor-information/</p>
2. Ground Rules	Removing Vehicle from site	<p>A6.1 Removing the Vehicle from the Site</p> <p>[EV ONLY] Teams who remove their vehicle (or tractive system accumulator) from the competition site after the competition has begun will be disqualified from the competition.</p> <p>Teams may remove their vehicle from the competition site during the competition if no technical 4. Inspection stickers have been received. Once a team has received a competition technical 4. Inspection sticker / has passed Mechanical 4. Inspection, they are not allowed to leave the competition site. Doing so will result in removal of the sticker and requirement to be re-inspected.</p> <p>Teams that remove their vehicle from the competition during the competition can only do so during the working hours, as per the competition schedule, and will have to make their own provisions in moving the vehicle in and out of the competition site.</p> <p>Teams engaged in dangerous practices off-site during the course of their participation at the competition will be disqualified from the competition. Dangerous practices include testing the vehicle at non-permitted grounds, running the vehicle on public roads and highways, transporting the vehicle by foot from the competition grounds to the workshop, non-usage of safety equipment during fixes off-site etc. Refer to Rule A6.4 and A6.5.</p>
2. Ground Rules	Forfeit for Non-Appearance	<p>A6.2 Forfeit for Non-Appearance</p> <p>It is the responsibility of each team to be in the right place at the right time.</p> <p>If a team is not present and ready to compete at the scheduled time, they forfeit attempt at that event.</p>
2. Ground Rules	Team Captain & Driver Briefings	<p>A6.3 Team Briefings</p> <p>All team captains and drivers on a particular day must attend the team briefing for that day.</p> <p>Drivers who have missed attending the driver's briefing for the day will not be allowed to drive the car at any event on that particular day.</p>
2. Ground Rules	Alcohol & Illegal Material	<p>A6.6 Alcohol and Illegal Material</p> <p>Alcohol, illegal drugs, weapons or other illegal material are prohibited on the competition site during the competition.</p> <p>If any team member is tested with an alcohol level higher than 0.0 ‰, he or she will be immediately disqualified for the rest of the competition. A second team member being found to have an alcohol level higher than 0.0 ‰ will result in the entire team being disqualified immediately.</p>

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2. Ground Rules	Vehicle Movement	A6.7 Vehicle Movement	<p>Vehicles must not move under their own power anywhere other than on the practice or competition tracks.</p> <p>[EV ONLY] The detachable handle or key of the TSMS must be completely removed and kept by an ESO. The lockout/tagout function of the TSMS, see EV7.2.3, must be used.</p> <p>[EV ONLY] If the vehicle has not passed electrical 4. Inspection, the High Voltage Disconnect (HVD), see EV5.8, must be disconnected, while the vehicle is moved around on the competition site. This also includes taking part in 5. Static events.</p> <p>Vehicles must be pushed at a normal walking pace by means of a "pushbar" (see T12.1) and with a team member in the cockpit wearing the required driver equipment as defined in T12.3.1. When the pushbar is attached to the vehicle, the engine/tractive system must remain switched off.</p> <p>The team member in the cockpit must wear a fireproof suit as per T12.3.4 and have full control of steering and braking.</p> <p>Vehicles with wings are required to have two team members walking on either side of the vehicle whenever the vehicle is being pushed.</p>
2. Ground Rules	Engine Running	A6.8 [CV ONLY] Engine Running	<p>Running engines is not allowed in the pits.</p> <p>Engine running is allowed in the engine test area and in the dynamic area, when the following conditions are met:</p> <ul style="list-style-type: none"> - The vehicle must have passed mechanical 4. Inspection. - The vehicle must be jacked up using a quick jack (see T12.2). - A driver, wearing required driver equipment (see T12.3.1), must be seated in the cockpit. - A fire extinguisher must be immediately available. - Driven wheels can only remain fitted to the vehicle if they will not rotate. - No one is allowed under the vehicle while the engine is running.
2. Ground Rules	Fueling & Oil	A6.9 Fueling and Oil	<p>Fueling may only take place at the fuel station and must be conducted by officials only.</p> <p>Open fuel containers are not permitted at the competition.</p> <p>Waste oil must be taken to the fuel station for disposal.</p>
2. Ground Rules	Dynamic Passes	D 1.2 Dynamic Area and Dynamic Vests	<p>A maximum of 4 Dynamic Passes will be provided to every participating team. Only persons wearing the Dynamic pass (including the Designated Driver where applicable) are allowed to enter the 4. Inspection bay, Battery Charging Station, Engine Testing, Vehicle Practice Testing and Dynamic areas.</p> <p>Lost dynamic passes will not be replaced.</p>
2. Ground Rules	Push Bar	T12.1 Pushbar	<p>Each car must have a removable device that attaches to the rear of the car that allows two (2) people, standing erect behind the vehicle, to push the car around the event site.</p> <p>This device must also be capable of decelerating, i.e. slowing and stopping the forward motion of the vehicle and pulling it rearwards. It must be presented with the car at Technical 4. Inspection.</p> <p>A fire extinguisher has to be mounted to the push bar in a way that it is quickly accessible.</p>
2. Ground Rules	Fires		<p>No open fires are allowed on the grounds (except for welding use, designated venue trash area). This includes BBQ grills, heaters, cigarettes, etc.</p> <p>Smoking is only permitted outside speedway grounds (outside Registration gate).</p>
2. Ground Rules	Food & Beverage		<p>A caterer will be present on-site as per schedule and will provide options for Breakfast, Lunch and Snacks.</p> <p>Outside food and beverage is allowed on-site.</p>
2. Ground Rules	Media Passes		<p>A maximum of 2 Media Passes will be provided to every participating team. Only persons wearing the Media pass can enter media zones on track. The media pass allows for 1 photographer or videographer, and 1 spotter. It is the responsibility of the spotter to act 'like the eyes' of the other. The spotter is not allowed to operate any device during his / her involvement in the role. No media personnel shall be allowed in Dynamic areas without a spotter.</p> <p>Participating students can use their media passes to enter Dynamic areas ONLY IF their team's vehicle is present. The pass-holders must collect vests from the track gate before entering the Dynamic areas.</p> <p>Lost media passes will not be replaced.</p>

DESCRIPTION OF ITEMS			
2. Ground Rules	Protests	A3.7 Protests	<p>If a team has a question about scoring, judging, policies or any official action it must be brought to the officials' attention for an informal preliminary review before a protest can be filed. 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.</p> <p>All protests must be filed in writing and presented to the officials by the team captain. In order to have a protest considered, a team must post a twenty-five (25) point protest bond which will be forfeited if their protest is rejected.</p> <p>Protests concerning any aspect of the competition must be filed within the protest period announced by the competition organizers or one-half hour (30 minutes) of the posting of the scores of the event to which the protest relates.</p>
3. Pit Management	Working on the Car	A6.5 Onsite Working Safety	<p>All activity that requires use of power-tools, machines (grinders, lathes, mills) and/or welders, must be conducted in the Hot Pits only. Minor uses of power-drills can be allowed within the pits provided that the individual operating the device and those within close range of the activity have worn adequate safety gear (such as safety glasses).</p> <p>Everyone in the dynamic area and everybody working on the vehicle must wear appropriate, closed-toed shoes. When using metal cutting equipment, eye protection is required for the operator as well as any team member assisting. When operating loud tools, hearing protection is required. When jacking up the vehicle a safe and stable support device rated for the load must be used.</p>
3. Pit Management	Jacking the Car	A6.5 Onsite Working Safety	When supporting your car up off the ground, you are required to use a safe, stable, load rated support device. The use of crates, piles of wood etc. will NOT BE ALLOWED.
3. Pit Management	Fire Extinguisher	T12.4 Fire Extinguishers	Except for the initial 4. Inspection, one extinguisher must readily be available in the team's paddock area, and the second must accompany the vehicle wherever the vehicle is moved. Both extinguishers must be presented with the vehicle at technical 4. Inspection. Your fire extinguishers should be immediately accessible at all times. All team members must be familiar with their use. At least one fire extinguisher must accompany the car wherever it goes.
3. Pit Management	Pits		Each participating team at the competition will be assigned a pit space which is roughly 10' x 15'. Pits are open according to the times provided in the schedule.
3. Pit Management	Electrical Outlets		Electrical Outlets are located at each pit. Teams must bring their own extension cords. If a cord placement is deemed as a liability at the event, the Pit Manager may ask you to unplug and find a suitable location or connection.
3. Pit Management	Trash Clean Up		<p>Please keep your pit clean and debris-free at all times. After packing up on the last day, please clean up after yourselves. Teams that abandon furniture, or that leave a paddock that requires special cleaning, will be billed for removal and/or cleanup costs. On grounds, please throw away used containers and garbage in the appropriate bins. If you see an over-filled bin, inform Event Management.</p> <p>A pit check will be conducted upon move-out. Teams will need to ensure that their pit has been returned to its original state in order to receive their Cleaning Fee / Transponder Rental deposit back.</p>
4. Inspection	Noise Test	IN 10 NOISE TEST	[CV ONLY] The vehicle will be checked for compliance with the sound level restrictions.
4. Inspection	Brakes Test	IN 11 BRAKE TEST	<p>The brake system will be dynamically tested and must demonstrate the capability of locking all four wheels and stopping the vehicle in a straight line.</p> <p>[EV ONLY] The ready-to-drive sound will be checked and the officials will verify if the sound level is satisfactory.</p>
4. Inspection	Accumulator 4. Inspection	IN 3 ACCUMULATOR 4. Inspection	<p>[EV ONLY] At the accumulator 4. Inspection the accumulator charger, the accumulator container and its internal parts are checked for compliance with the rules. Cell modules or stacks do not need to be disassembled when AIRs, fuses, pre- and discharge circuit and positive locking mechanism of the maintenance plugs are reachable and visible for the officials.</p> <p>An official temperature logging device must be installed, see EV6.8.5. The accumulator charger will be inspected and sealed. The set of basic tools will be checked.</p>
4. Inspection	Electrical 4. Inspection	IN 4 ELECTRICAL 4. Inspection	[EV ONLY] During the electrical 4. Inspection, all electrical parts and systems of the vehicle are checked for compliance with the rules.
4. Inspection	Mechanical 4. Inspection	IN 5 MECHANICAL 4. Inspection	<p>As per Rule IN 5 MECHANICAL 4. Inspection in Rules Booklet. All teams queuing for Mechanical 4. Inspection, must have items as stated in Rule IN 2.1 and IN 2.2 ready for pre-4. Inspection.</p> <p>During the mechanical 4. Inspection, all mechanical parts of the vehicle are checked for compliance with the rules. Only those with Dynamic Passes are allowed to enter the Tech 4. Inspection bays. Copies of SES approval, IAD approval, relevant rule emails, tools for (dis)assembly and tire sets will be required.</p>

DESCRIPTION OF ITEMS			
4. Inspection	Tilt	IN 7 TILT TEST	The tilt test is to evaluate the rollover stability of the vehicle and to check for any fluid leaks. The tilt test will be conducted with all vehicle fluids at their maximum fill level. Only teams that have passed Mechanical 4. Inspection, may proceed to the Tilt Test.
4. Inspection	Vehicle Weighing	IN 8 VEHICLE WEIGHING	At the vehicle weighing, the vehicle's official technical 4. Inspection weight is determined. All vehicles must be weighed in ready-to-race condition. All fluids must be at their maximum fill level for weighing.
4. Inspection	Rain Test	IN 9 RAIN TEST	[EV ONLY] The rain test checks for protection of the electrical system from moisture in the form of rain or puddles. Vehicles must have passed electrical 4. Inspection, see IN 4, to attempt the rain test.
4. Inspection	Pre-Tech		All Tier 2 teams must undergo pre-tech where the inspector will review if the vehicle has met all the concerns on vehicle which were highlighted prior to the competition. Pre-Tech will take place in the teams' pits on Wednesday. Those that are yet to pass Pre-Tech on Thursday will have to queue at the Tech 4. Inspection bays. Teams that do not clear Pre-Tech on Thursday will not be able to proceed further in the Dynamic portion of the competition.
5. Static	Business Plan Presentation Event	S 1 BUSINESS PLAN PRESENTATION EVENT (BPP)	The objective of the BPP is to evaluate the team's ability to develop and deliver a comprehensive business model which demonstrates their product – a prototype race car – could become a rewarding business opportunity. The judges should be treated as if they were potential investors or partners for the presented business model. The business plan must relate to the specific prototype race car entered in the competition. The quality of the actual prototype will not be considered as part of the BPP judging. To convince the potential investors or partners that the team's presentation is worthy of their time, it is required that an executive summary is submitted before the competition. The executive summary should contain a brief description of the team's business plan. This event is worth 75 points. At Formula Bharat 2019, each room for the Business Event will be equipped with a television screen and a supporting an HDMI or VGA cable.
5. Static	Cost and Manufacturing Event	S 2 COST AND MANUFACTURING EVENT	The objective of the cost and manufacturing event is to evaluate the team's understanding of the manufacturing processes and costs associated with the construction of a prototype race car. This includes trade off decisions between content and cost, make or buy decisions and understanding the differences between prototype and mass production. Prior to the event, teams are required to submit a Cost Report with a detailed Bill of Materials and supporting documentation. At the competition, vehicles must be presented for cost and manufacturing judging in finished condition, fully assembled, complete, ready-to-race and with its dry tires (see T1.5.1) mounted. The judges will not evaluate any vehicle that is presented at the cost and manufacturing event, in what they consider to be an unfinished state and will award zero points for the entire event. This event is worth 100 points.
5. Static	Engineering Design Event	S 3 ENGINEERING DESIGN EVENT	The concept of the design event is to evaluate the student's engineering process and effort that went into the design of a vehicle, meeting the intent of the competition. Prior to the event, teams are required to submit an engineering design report and a design specifications sheet for evaluation. At the competition, vehicles must be presented for design judging in finished condition, fully assembled, complete and ready-to-race. The judges will not evaluate any vehicle that is presented at the design event in what they consider to be an unfinished state and will award zero points for the entire design event. This event is worth 150 points.
6. Dynamic	Skidpad	D 4 SKIDPAD EVENT	The skidpad course consists of two pairs of concentric circles in a figure of eight pattern. Each team has four runs, driven by two drivers with two runs each. Each driver has the option to make a second run immediately after their first run. This event is worth 75 points.
6. Dynamic	Acceleration	D 5 ACCELERATION EVENT	The acceleration course is a straight line with a length of 75 m from starting line to finish line. Each team has four runs, driven by two drivers with two runs each. Each driver has the option to make a second run immediately after their first run. This event is worth 75 points.
6. Dynamic	Autocross	D 6 AUTOCROSS EVENT	The autocross track layout is a handling course built to contains straights, constant turns, hairpins, slaloms, chicanes etc. The length of the autocross track is less than 1.5 km. Each team has up to four runs, driven by two drivers with two runs each. Each driver has the option to make a second run immediately after their first run. This event is worth 100 points.

DESCRIPTION OF ITEMS		
6. Dynamic	Endurance	<p>D 7 ENDURANCE AND EFFICIENCY EVENT</p> <p>The endurance track is a closed lap circuit built similarly to an autocross track. The length of one lap of the endurance track is approximately 1 km. The length of the complete endurance is approximately 22 km. There is only one run for the endurance event. The starting order of the endurance event is determined by the finishing time in the autocross event. A driver change must be made during a three minute period at the midpoint of the run. The first driver will drive for 11 km and will then be signaled into the driver change area. Each team is given three minutes to change their driver. If the driver change takes longer than three minutes, the extra time is included in the final time. After the driver change, the second driver will drive for an additional 11 km and will be signaled to exit the track after crossing the finish line.</p> <p>Multiple cars may be on the endurance track at the same time. Overtaking is only permissible in the designated passing zones and under the control of the track marshals. Wheel-to-wheel racing is prohibited. The endurance event is worth 325 points.</p>
6. Dynamic	Efficiency - Combustion	<p>D 7.8 [CV ONLY] Efficiency Scoring</p> <p>Only vehicles which score points in the endurance event will receive points for efficiency. Teams whose fuel volume used during the endurance event exceeds 26 l/100km receive zero points for fuel efficiency. Teams whose corrected elapsed endurance time exceeds T_{max} as defined in D 7.7.4 receive zero points for efficiency. Fuel pumps will be turned on and fuel valves will be opened to ensure complete refueling.</p> <p>The efficiency event is worth 100 points.</p>
6. Dynamic	Efficiency - Electric	<p>D 7.9 [EV ONLY] Efficiency Scoring</p> <p>The endurance energy is calculated as the time integrated value of the measured voltage multiplied by the measured current logged by the energy meter (data logger). Regenerated energy is multiplied by 0.9 and subtracted from the used energy. Only vehicles which score points in the endurance event will receive points for efficiency. Teams whose corrected elapsed endurance time exceeds T_{max} as defined in D 7.7.4 receive zero points for efficiency.</p> <p>The efficiency event is worth 100 points.</p>
6. Dynamic	Parc Ferme	<p>IN 12.2 Post Event 4. Inspection Procedure</p> <p>After the endurance event, the vehicle must be placed in parc fermé where no team member may access the vehicle. After any dynamic event, the vehicle must be in compliance with the rules. Violation of the rules concerning safety or the environment (e. g. BOTS, safety harness issues, ground clearance, fluid leaks, noise) and weight difference will be determined.</p>