



VDE E-Race

Formula Student Norddeutschland

Schwedt/Oder

11. - 14. June 2026

Version 1.0



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Changelog

This section contains only the changes that are done within one season. Changes to last season's version will not be reflected.

We recommend reading through the complete rules every season to ensure that mistakes are avoided.

Chapter	Version	Release Date	Change
-	1.0	11.11.2025	Initial release



0 Contact

If there are any questions regarding the event, please visit our homepage (www.erace-v.de) or contact us via e-mail: info@erace-v.de.

1 General Information

The VDE E-Race is a Formula Student style, international design competition which takes place in Northern Germany every year.

The main target of the VDE E-Race is to give the participating teams the possibility of advanced preparation for the official Formula Student events in summer. Therefore, we offer Technical Inspection, Static and Dynamic Events, where teams can test their skills, receive professional feedback, compare themselves to others, and gather experience. Additional “not-FS-related” activities during the event help to strengthen the network between the participants of different teams.

Check our website (www.erace-v.de) and follow us on social media (@vde_erace) to stay up to date if any announcements or updates are available for our event.

The official event language is English. You may approach us in German for organisational topics, but everything related to the competition should be in English.

1.1 Location and Date

The VDE E-Race takes place in Schwedt/Oder (Germany) from 11 June 2026 to 14 June 2026. For detailed information about the location see [Directions](#) and [Site plans](#).

1.2 Important Dates

The following table provides an overview over important dates and deadlines for the VDE E-Race 2026. Every team is responsible for meeting the competition deadlines.

Start	End	Designation	Rule
Registration Deadlines			
14.02.2026	08.03.2026	Team Registration	Team Registration
-	11.03.2026	Publication of Registration Results	Team Registration
14.03.2026	03.04.2026	Main Team Member Registration	Team Member Registration
-	20.04.2026	Registration Fee Payment	Registration Fee
03.04.2026	01.06.2026	Late Team Member Registration	Team Member Registration
-	09.06.2026	Team Member Participation Freeze	Team Member Registration
-	10.06.2026	Late Registration Fee Payment	Registration Fee
Competition Deadlines			
-	01.06.2026	Static Events Document Upload	Static Events

Note: All information about a certain deadline can be found in the rules. The deadline time is 13:00 CET between 30 March 2025 and 29 March 2026 and 13:00 CEST between 30 March 2026 and 25 October 2026.

1.3 Directions

Address Campground and Pit Area (Main Area)

Regattastraße 1
16303 Schwedt/Oder
Deutschland

Address Event Site

Harbor of Schwedt
Neuer Hafen

16303 Schwedt/Oder
Germany

1.4 Event Schedule

The following section should provide a rough idea of the event schedule and how the different disciplines are distributed over the days. A detailed event schedule will be published in an additional document shortly before the event.

Thursday

- Start of the event (around noon)
- On-site registration (first 3 hours of the event)
- Technical Inspection (afternoon and evening)
- Static Events Judging (afternoon and evening)

Friday

- Static Events Judging (whole day)
- Technical Inspection (whole day)
- Testing Area (afternoon and evening)
- DV Acceleration (evening)
- Manual Night Acceleration (evening)

Saturday

- Technical Inspection (until noon on request)
- Testing Area (whole day)
- DV / Manual Skid Pad (morning)
- DV AutoX & Track Drive (morning)
- Manual AutoX & Endurance (afternoon)
- Award Ceremony & Party (evening)

Sunday

- Clean up (morning)
- Departure (when clean up is finished)



The pits at the campsite will be open 24 hours but the dynamic area at the harbor will be closed for the time when no Dynamic Events are scheduled.

1.5 Officials



Carl Johann Giest
General Coordination



Nicole Geier
General Coordination



Janine Alt
General Coordination / IT



Victor Lubkowitz
Event Support



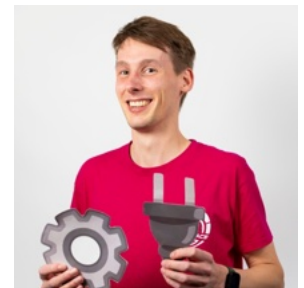
Jenny Stratmann
Static Events (BPP)



Hanna Werner
Static Events (CME)



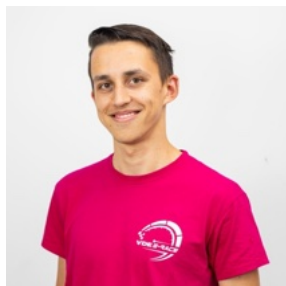
Inès Tchimou
Static Events (EDE)



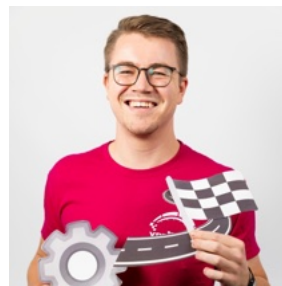
Torge Möller
Event Infrastructure



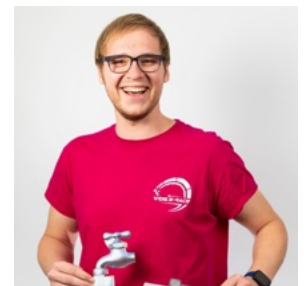
Tom Westendorff
TI / Dynamic Events



Christian Schappmann
TI / Dynamic Events



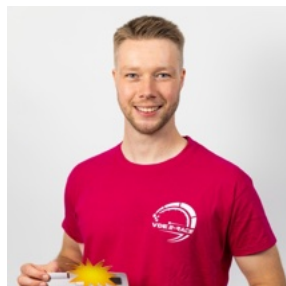
Bjarne Schwarz
Dynamic Events



Jannek Alpen
Event Infrastructure



Anne Walther
Marketing / PR



Timon Suhk
Marketing / PR



Lukas Krebs
External Relations

1.6 Event Control

There will only be a permanent event control available during the On-site registration on Thursday. It will be placed in the party tent on the campground and pit area. Afterwards everyone who is wearing a pink shirt may be approached to ask general questions. If there are specific questions e. g. concerning specific disciplines, try to find a pink shirt who is responsible for this context or use the event Messenger group.

2 Registration

2.1 Teams

The event is limited to 10 active (DriverMore + DriverLess) and 3 alumni (DriverOld) teams.

The active teams should aim to participate with their current car and take part in all static and Dynamic Events.

The alumni teams only participate in the Dynamic Events. Alumni team members are welcome to support the judging of the Static Events.

Category	Drivetrain	Number
DriverMore [DM]	EV / CV	10 (8 reserved slots)
DriverLess [DV]	EV	
DriverOld [DOld]	EV / CV	3-4

2.2 Team Registration

Teams register for the event on our homepage (www.erace-v.de) during the *Team Registration* period defined in section [Important Dates](#) of the VDE E-Race rules.

The registration slots will be assigned based on first-come, first-served principle, however all Teams sponsored by the VDE Region Nord have their slot guaranteed. If a sponsored Team does not register during the *Team Registration* period the slot will be given to a non-sponsored team.

The option to register a team will be available on the competition website as soon as the registration period starts. As mentioned before, it is recommended to register quickly after the start of the registration, as slots are limited and order is based on first-come, first-served principle.

Every team has to indicate how many team members they intend to participate with in the VDE E-Race (see [Team Member Limit](#)).

On the *Publication Of Registration Results* date, we will inform all teams who filled in the registration form about the state of their registration through their provided contact e-mail

address. If the number of registrations exceeds available slots we will open a waiting list. We will also publish the results on the competition website.

2.3 Team Member Registration

Team members must register themselves on the competition website. In the registration process, each person is asked to choose their team. The list of registered team members will be accessible via an individual link provided to the team's contact e-mail address.

It is the responsibility of each team to regularly check the list of registered team members and inform the officials (info@erace-v.de) if there are any false registrations.

The registration period for team members is split into the main registration and the late registration period. The times of these periods are given as *Main Team Member Registration* and *Late Team Member Registration* in section [Important Dates](#) of the VDE E-Race rules.

2.3.1 Team Member Swap

After the *Late Team Member Registration* it is not possible to register any new team members, however, it is possible to swap team members equally until the *Team Member Participation Freeze* (see section [Important Dates](#)). Equally means without inflicting additional costs, which means

- VDE member only with VDE member
- Non-VDE member with Non-VDE member or VDE member

In order to swap participants, the new team member must register using the registration form and the team captain needs to request the change. Information about the exact request procedure will be provided to registered teams after the start of the team member registration period.

2.3.2 Team Member Limit

We have to limit the number of participants to 250 due to the infrastructure on the campground. As there are larger and smaller teams, we do not want to set a fixed maximum number of team members per team. Instead, every team is required to provide an estimation on how many of their team members are planning to attend the event. This estimation has to be provided during [Team Registration](#).

Based on the estimations of all teams, the officials will define a fair amount of team member slots for each team. All participating teams will be informed about their individual number of slots in

the *Announcement Of Registration Results* e-mail. If a team from the waiting list is moving forward to be registered, it will get the same amount of slots as the withdrawn team.

2.4 Registration Fee

The registration fee for the VDE E-Race is € 15,00 per person for VDE members and € 30,00 per person for non-members. The minimum registration fee is € 150,00 per team.

Based on these amounts, an individual registration fee is calculated for every team, as soon as the main team member registration period is over. The payment has to be completed until the *Registration Fee Payment* deadline given in [Important Dates](#).

The registration fee for team members registered during the *Late Team Member Registration* period given in [Important Dates](#) is € 50,00 regardless of the membership state in the VDE. So it is really recommended to meet this deadline of the *Main Team Member Registration*. If there are late registrations for a team, an additional invoice will be created. The payment has to be completed until the *Late Registration Fee Payment* deadline given in [Important Dates](#).

The following examples illustrate the calculation of the individual registration fees:

Example 1: A team registers 20 VDE members (€ 300,00) and 5 non-members (€ 150,00) → This team has to pay € 450,00 after the *Main Team Member Registration (Registration Fee Payment)*.

Example 2: A team registers 5 VDE members (€ 75,00) → This team has to pay € 150,00 after the *Main Team Member Registration (Registration Fee Payment)*.

Example 3: A team registers 10 VDE members (€ 150,00) and 5 non-members (€ 150,00) and additionally 2 VDE members and 3 non-members during *Late Team Member Registration* (€ 250,00) → This team has to pay € 450,00 after the *Main Team Member Registration (Registration Fee Payment)* and € 250,00 after the *Late Team Member Registration (Late Registration Fee Payment)*.

Registration period	Fee	Corresponding Payment Deadline
Main Team Member Registration	€ 15,00 per VDE member € 30,00 per non-member Minimum € 150,00	Registration Fee Payment
Late Team Member Registration	€ 50,00 per person	Late Registration Fee Payment

Note: VDE membership is only available for people living in Germany. International teams please contact the officials before the *Main Team Member Registration* period to figure out a suitable solution (info@erace-v.de).

There will be no refunds of any registration fee for any reason. Late payment may cause losing the guaranteed starting place and being listed at the end of the waiting list.

If a team is withdrawn e.g. due to missing a payment deadline, the team can request to be registered again and will be added to the end of the waiting list.

2.5 On-Site Registration

On-site registration takes place at the event control and is possible on the first day of the competition (usually Thursday). Only the team captain or his/her deputy will be able to register the team.

At the event control, every team will receive a VDE E-Race Event Package including registration passes, dynamic area vests etc.

2.6 ESO / ASR Assignment

Each team has the possibility to assign as many ESOs / ASRs as they want. All assigned ESOs / ASRs need to meet the requirements given in the current Formula Student Rules. The assignment is done by the team without explicit supervision by the officials. However there might be random checks of the qualification documents conducted at any time.

Each EV team has to assign at least one ESO.

Each [DV] team has to assign at least one ASR.

If there is only one ESO / ASR assigned by a team, this person must not be a driver.

2.7 Driver Assignment

Every team member who is driving a car under its own power needs to be registered during Technical Inspection. An individual driver must not drive in more than two Dynamic Events. In order to limit the time during Technical Inspection, it is guaranteed that each team has the option to register 4 drivers. Additional drivers can be registered depending on the availability of technical inspectors.



It is recommended to register all drivers in one egress test session. Every team's first egress session has priority. In general, a split registration is possible, but the availability of the responsible pink shirts might be limited during the event. Drivers need to bring their student ID and driver's license for registration. Drivers of [DOld] teams only need to bring their driver's license.

3 General Rules

3.1 General Technical Requirements

Every team could bring a self-constructed single-seated race car in order to participate in the competition. It is also possible to participate without a complete car in the Static Events only.

Every participating vehicle must be built according to FSAE or Formula Student Rules (valid in the year when the vehicle first participated in an official event). It must pass the Technical Inspection, before it is allowed to drive on the test track and participate in the Dynamic Events.

We strongly recommend participating with the current vehicle (even if it is not finished and ready to race) to get the maximum experience and benefit out of this pre-event - especially through the feedback on Static Events and Technical Inspection.

3.2 Competition Categories

There will be three competition categories at the VDE E-Race:

- DriverMore [DM]
- DriverLess [DV]
- DriverOld [DOld]

In general, the purpose of the competition is to prepare teams and their current vehicles for the official competitions later in the season. However, it is also possible to join the event with an older car and get feedback and training on Static Events and Technical Inspection. All disciplines taken with a non-first-year vehicle may be scored in the DriverOld category.

3.2.1 DriverMore

The DriverMore category is open for first year vehicles built according to the current version of the Formula Student Rules. At the VDE E-Race, EV and CV cars will be scored together in this category. DriverMore category will be conducted due to Formula Student Rules, which means that Acceleration and Skid Pad need to be run autonomously as well in order to get the maximum points.

All cars which have not participated in an official World Ranking List Formula Student event (see <https://www.formulastudent.de/world/competitions/>) are considered to be first year vehicles.

3.2.2 DriverLess

The DriverLess category is equivalent to the Driverless Cup. This means that it will be required to participate in the DriverLess with *the same* car that is used in DriverMore.

3.2.3 DriverOld

The DriverOld category is meant to encourage alumni to experience the joy of VDE E-Race and “*show the young jumpers how the rabbit is running*”. Because as we all know: “*Earlier was everything better*”.

If you are interested in joining the VDE E-Race with your alumni team, feel free to register during the registration periods specified in the section [Important Dates](#). If you have questions, feel free to contact us via e-mail at info@erace-v.de. It is much appreciated when participating alumni teams support us in judging the Static Events and Technical Inspection.

3.3 Charging and Working on the Car

There will be a charging area where the HV accumulators can be charged. The charging area will be available on a regular basis during the day and in special cases on request.

If the tractive system is activated in the pit, all necessary safety precautions have to be met. This includes closing the pit with suitable caution tape to reduce the number of people in the pit to a minimum and to lift all driven wheels from the ground and remove the tires.

It is only allowed to open the accumulator in the charging area during the opening hours. This must be supervised by an official. Violating this rule will lead to the disqualification of the whole team.

3.4 Team Captains, Drivers, and ESOs / ASRs Briefings

The team captains, drivers, and ESOs / ASRs briefing will take place every morning.

This briefing is mandatory for all ESOs, and ASRs who are responsible for the car on that particular day (no matter if it is for Static, Dynamic Events or Technical Inspection). It is also mandatory for all drivers who want to drive the car on that day. It is optional for team captains, however it is highly recommended to attend.

Drivers, ESOs, and ASRs who do not attend the briefing or arrive late, are not allowed to operate the car in Technical Inspection, Dynamic Events and on the test track for that particular day.

3.5 General Guidelines

The officials reserve the right to revise the schedule of the competition and/or interpret or modify the competition rules at any time and in any manner that is in their sole judgment to ensure a safe and efficient operation.

All team members are required to cooperate with and follow all instructions of the officials. Official announcements shall be considered part of these rules.

All guidelines and clarifications posted in the *Rules and Important Documents* sections on the competition website for the current season are considered part of the rules.

Questions concerning the meaning or intent of the rules will be resolved by the officials.

3.5.1 Alcohol

Alcohol, cannabis, or any other recreational drugs are strictly forbidden at the harbor and in the pit area (this includes the pits of other teams).

You are not allowed to bring alcohol, cannabis, or other legal recreational drugs to the pit area and the harbor – even if they are inside your body. Illegal drugs are banned on the complete event.

Along with the fun, we want a safe competition. Therefore, we might conduct alcohol testing (breathalyzers) during the event. The permitted alcohol level in the aforementioned areas for any participant is 0 ‰. Every team member tested with an alcohol level higher than 0 ‰ in the pit area or at the harbor will lead to a penalty for the whole team which is determined by the officials. A second team member of the same team tested with more than 0 ‰ in these areas will lead to the disqualification of the team.

3.5.2 Smoking

Smoking (including Shisha) is only allowed in designated smoking areas. These will be announced during the welcome ceremony.

3.5.3 Pit and Dynamics Ground Conditions

It is the responsibility of every team to leave the pit ground in the same or a better condition as it was in the beginning of the competition. It is required that no dirt or fluids leave residues on the ground and that the nearby river does not get contaminated by any kind of fluids like oil,

degreaser or brake fluids. Therefore, it might be required to cover the pit ground with a suitable underlay. Any accidents or contaminants should be directly removed and reported to the officials.

The same requirements are valid for the condition of the dynamic area. If a car is losing fluids anywhere at the harbor, it is the team's responsibility to clean up the contaminated area and to take actions to prevent leakage in the future.

3.5.4 Harbor

It is strictly forbidden to enter the water at and around the harbor. It is not allowed to dispose of any kind of waste into the water.

For your own safety, you are not allowed to climb any kind of harbor equipment (like cranes) and lanterns.

A violation of the rule will lead to a disqualification of the whole team.

4 Technical Inspection

The Technical Inspection at the VDE E-Race will be according to Formula Student Rules and aims to prepare all teams for the requirements at the official events. Therefore, it is recommended to participate with the current car to gather some valuable feedback from official scrutineers.

4.1 General Information and Procedure

The VDE E-Race Technical Inspection will be based on the FSG Inspection sheets of the current year. Every car needs to pass the Technical Inspection successfully in order to participate in the Dynamic Events. It is the responsibility of each team to bring a printed copy of the current FSG inspection sheet valid for the respective vehicle type (DIN A4, printed on one side, stapled together at the top left).

The Technical Inspection order is first-come, first-served. The request procedure will be announced during the first Team Captains, Drivers and ESOs / ASRs briefing at the competition.

The static parts of Technical Inspection will take place in the pits. Brake and EBS tests will take place at the harbor.

The VDE E-Race Technical Inspection sticker will have the following dimensions: 50 mm height x 150 mm length. It should be positioned in proximity to the driver's compartment, such that it is clearly visible while standing next to the car.

4.2 Special aspects of Technical Inspection at the VDE E-Race

It is possible to pass the Technical Inspection and compete in the Dynamic Events of the VDE E-Race or use the test area without having all boxes checked in the Technical Inspection Sheet. The technical inspectors will decide whether a vehicle is in a safe technical condition that allows it to be operated at the event.

It is each team's decision to fix the non-safety-critical open points and present the car to re-inspection. Once the car has started in the first dynamic discipline no more open points will be checked. To ensure a fair competition, 5 points will be deducted from the team's dynamics score for each open checkbox on the inspection sheet.

4.3 Order of technical checks

CV:

- Mechanical Inspection
- (DV only) Autonomous System Inspection
- Noise
- Brake
- (DV only) EBS test

EV:

- Accumulator Inspection
- Electrical Inspection
- Mechanical inspection
- (DV only) Autonomous System Inspection
- Rain
- Brake
- (DV only) EBS test

4.4 Tilt test

There will be no weight and tilt test conducted at this year's competition.

4.5 Rain test

Every EV team has to pass the rain test to participate in the dynamics without disadvantages.

If the weather conditions are very good, it might be allowed to participate in the dynamics, even if the rain test is not passed. Skipping the rain test needs to be requested of the officials. If that request is approved and no rain test is carried out, the following restrictions apply to ensure a safe and fair competition:

- 25 points will be deducted from the team's overall dynamic scoring.
- The officials monitor the weather situation and will stop the car whenever they assess the risk of rain too high (latest as soon as the track is declared damp/wet).
- If the car is stopped during a dynamic discipline, the current run is scored DNF and no re-run will be granted.

- If the car is operated on the test track, it is the ESO's responsibility to stop the car as soon as it starts to rain.

5 Static Events

5.1 General Information

As the aim of the E-Race is to prepare you as well as possible for the Formula Student events, we put a special focus on the Static Events. That's why the points distribution for the Static Events is relatively higher, so it pays off even more to be prepared (see [Scoring](#)).

In case of any questions, you can reach out to the Static team via e-mail (statics@erace-v.de).

Note: Teams not competing in the dynamics with a first year vehicle may still present Static Events in accordance with their first year vehicle to receive some feedback or may use the time for a detailed Q&A session with the judges. Contact the officials **before** the competition to enable the judges to prepare the session accordingly.

5.2 Business Plan Presentation

5.2.1 Objective

The objective of the Business Plan Presentation (BPP) is to evaluate the team's ability to develop and deliver a comprehensive business model showing how their product 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 actual quality of the prototype itself will not be considered part of the BPP judging.

The BPP at the VDE E-Race will be slightly different from the official Formula Student events. The most important change is that there is **no** Deep Dive Topic for the BPP. Due to that, the presentation time is only 8 minutes.

You can use any presentation tool you want. We will provide a projector or display with an HDMI or VGA port, so make sure you are prepared for both. Before your presentation starts, please check if all of your devices are compatible with the given equipment. Teams planning to use other presentation equipment are responsible for bringing it themselves.

5.2.2 Business Plan Executive & Financial Summary

The Business Plan Executive & Financial Summary (BPEFS) should be submitted before the competition. All information can be found in the FSG Rules (Formula Student Rules – S 2.3.) and in the additional information on FSG website. If your team is not participating in FSG and requires

a judging based on a different competition-specific ruleset, reach out to the Static team via e-mail (statics@erace-v.de) as early as possible.

As soon as the team registration phase is closed and it is published who will be taking part in this year's VDE E-Race, the form for uploading the BPEFS will be published. Submit it through the form (using [this link](#)) by the *Static Events Document Upload* deadline specified in the section [Important Dates](#). In case of problems with the form, send a request via e-mail to statics@erace-v.de.

We try to provide feedback for late submitted documents but to guarantee a fair competition, you will receive zero points for the *BPEFS* (see [Static Events Scoring](#)).

5.2.3 Procedure

Presentations are limited to a maximum of 8 min. After the presentation has started, it will not be interrupted by questions. There will be a question and answer session immediately following the presentation.

One or more team members may present the business concept. All team members involved in the BPP must be in the podium area and must be introduced to the judges at the beginning of the presentation. Team members who have been introduced, may answer the judges' questions even if they were not presenting.

Teams that fail to start their presentation within their assigned time slot, will receive zero points for the BPP and get a penalty (see [Static Events Penalties](#)).

It will be possible to bring additional team members (from your team or another) to see the presentation and take notes.

5.3 Engineering Design Event

5.3.1 Objective

The concept of the design event is to evaluate the students' engineering process and the effort that went into the design of a vehicle, meeting the intent of the competition (Formula Student Rules – S 4.1.).

5.3.2 Engineering Design Documents

As soon as the team registration phase is closed and it is published who will be taking part in this year's VDE E-Race, the form for uploading the Technical Vehicle System Documentation (TVSD) (according to Formula Student Rules – S4.2) will be published. Submit it through the form (using [this link](#)) by the *Static Events Document Upload* deadline specified in the section [Important Dates](#). In case of problems with the form send a request via e-mail to statics@erace-v.de.

We try to provide feedback for late submitted documents, but to guarantee a fair competition you will receive zero points for the *TVSD* (see [Static Events Scoring](#)).

5.3.3 Content

The engineering design event at the VDE E-Race will be similar to the one at the official Formula Student Events (Formula Student Rules – S4). Prepare everything as you would do it for any other event. Bring supporting material like drawings, pictures, videos, and similar to support your arguments and to visualize your design process to the judges.

5.3.4 Procedure

The engineering design event will take place in the pits.

You will present your construction and design decisions to the judges next to the race car. In a question-answer-discussion they evaluate the design process of the race car. The discussion is limited to a maximum of forty minutes.

After the discussion you will get a short feedback and some hints on how you can improve for the upcoming events.

5.4 Cost and Manufacturing Event

5.4.1 Objective

The objective of this discipline is to evaluate the team's understanding of the manufacturing processes, costs and greenhouse gas emissions associated with the construction of a prototype vehicle. This includes trade-off decisions between content and cost, make or buy decisions and understanding the differences between prototype and mass production (Formula Student Rules - S 3.1.1).

5.4.2 Cost Report Documents

All Cost Report documents (BOM including CCBOM), supporting material file and cost explanation file are required for participating in this event. BOM and CCBOM should be created with the FSG Cost tool online and exported as pdf.

As soon as the team registration phase is closed and it is published who will be taking part in this year's VDE E-Race, the form for uploading the documents will be published. Submit them through the form (using [this link](#)) by the *Static Events Document Upload* deadline specified in the section [Important Dates](#). In case of problems with the form send a request via e-mail to statics@erace-v.de.

We try to provide feedback for late submitted documents, but to guarantee a fair competition you will receive zero points for the *BOM and BOM discussion* (see [Static Events Scoring](#)).

5.4.3 Content

The cost and manufacturing event at the VDE E-Race will be similar to the one at the official Formula Student Events (Formula Student Rules – S 3.2). Therefore, we ask you to prepare yourselves as you would do it for every other judging. The systems for the CCBOM are defined in the Formula Student Rules, see S 3.5.2.

5.4.4 Procedure

The cost and manufacturing event will take place in the pits. You will present your BOM and manufacturing decisions to two judging groups next to the race car. In a question-answer-discussion they evaluate the manufacturing process of the race car.

After the discussion you will get a short feedback and some hints on how you can improve for the upcoming events.

6 Dynamic Events

The Dynamic Events will take place in the dynamic area. Every aspect that is not specifically defined in the following section will be conducted according to the current Formula Student Rules.

General Hint: There are additional updates planned for the version 1.1 of this document. This will mainly target to improve the Dynamic Events for DriverOld, but could also slightly influence the DriverMore and DriverLess category. The update is planned to be released latest beginning of 2026.

6.1 Access to Dynamic Area

Access to the dynamic area is only allowed to a limited number of participants per team. Every team will receive four dynamic area vests. With these vests, four team members may enter the dynamic area.

Drivers may take them off while sitting in the car and give them to another team member already wearing a vest.

6.2 Testing

Testing is only allowed in the testing area after passing the Technical Inspection.

If the tractive system is activated or the IC engine is fired up in the pit lane, make sure that all necessary safety precautions are met as stated in section [Charging and Working on the car](#).

6.3 Dynamic Disciplines

The following dynamic disciplines will be part of the VDE E-Race:

Dynamic Discipline	Category
Acceleration	[DM] / [DV] / [DOld]
Skid Pad	[DM] / [DV] / [DOld]
AutoX	[DM] / [DV] / [DOld]
Endurance	[DM] / [DOld]

Trackdrive	[DV]
Efficiency (optional)	[DM] / [DV]

The running order procedure for Endurance and Trackdrive will be announced in the respective Team Captains, Drivers and ESOs / ASRs briefing.

According to Formula Student Rules, the points scored in autonomous Skid Pad and Acceleration will also count into [DM] overall result.

There may be an Efficiency scoring at the VDE E-Race. This depends on the availability of official Energy Meters according to FSG specifications. If they are available at that time, they will be used. So please consider the space and connections in your car.

Notes on the discipline Acceleration: For driverless vehicles (DV), the discipline is held in the early evening so that daylight conditions prevail.

For vehicles with drivers (DM), the discipline takes place during sunset. Sufficient lighting will be provided so that the discipline can be carried out safely. As last year, we are once again appealing to your creativity at this point. A night race is based on an interesting light show. So think back to your tuning time at *Need for Speed* and show everyone how a vehicle is displayed properly.

7 Scoring

In the following tables, maximum points per discipline are listed. For the detailed calculation, refer to the concerning chapters.

DriverMore	Points
Engineering Design Event	300
Cost and Manufacturing Event	150
Business Plan Presentation	150
Autonomous Acceleration	50
Acceleration	25
Autonomous Skid Pad	50
Skid Pad	25
AutoX	100
Endurance	200
Efficiency	50
Total	1100

DriverLess	Points
Acceleration	75
Skid Pad	75
AutoX	100
Trackdrive	250
Efficiency	100
Total	600

DriverOld	Points
Acceleration	200
Skid Pad	200
AutoX	200
Endurance	400
Total	1000

7.1 Static Events Scoring

Engineering Design Event	
Overall Vehicle Concept and Innovation	30
Software	25
Vehicle Performance / Aerodynamics	40
Mechanical / Structural Engineering	25
Tractive System / Powertrain	40
LV-Electrics / Electronics / Hardware	25
Autonomous Functionality	65
Driver Interface	25
Technical Vehicle System Documentation	25
Total	300

Cost and Manufacturing Event	
Format and Accuracy of Documents	10
Knowledge of Documents and Vehicle	10
BOM and BOM discussion	50
Discussion Part 2 “Cost Understanding”	50
Part 3 “Real Case”	30
Total	150

Business Plan Presentation	
Preparation	15
Executive & Financial Summary	15
Content	30
Finances	15
Demonstration and Structures	20
Delivery	15
Questions	15
General Impression	25
Total	150

7.2 Static Events Penalties

If a team does not show up for a judging session for any Static Event, there will be a penalty of 50 points. It is possible to deregister from a Static Event or change slots until 24 hours before the VDE E-Race on-site registration starts.

Any change request needs to be communicated to statics@erace-v.de.

7.3 Dynamic Events Scoring

The scores for the Dynamic Events are calculated based on the formulas given in the current Formula Student Rules section D9.

Note that there is an individual P_{max} for the VDE E-Race (see [Scoring](#)).

7.4 Dynamic Events Penalties

After a discipline, various aspects of the technical regulations may be checked again. Deviations will result in penalty points. The penalty points will be calculated according to Formula Student Rules (see Formula Student Rules IN12).

Penalty points for driving errors or wrong/late queuing (only Endurance) are also assessed according to Formula Student Rules (see Formula Student Rules D10).

7.5 General Penalties

Every violation of the rules during the competition may lead to a penalty for the team. The amount and nature of the penalty shall be determined by the officials.

7.6 Publishing Results

The results will be published on the event website. Additionally there might be announcements on the event social media accounts.

7.7 Protesting

To protest a rule, score, judge's decisions, time, or any other aspect of the competition, the team must present the issue to the officials for discussion, and possible resolution before the protest is lodged.

To lay a protest, send an email to info@erace-v.de. Protests can only be handed in by the team captain or his/her deputy.

Protests must be led within one hour after the action being protested has occurred or the scores for the activity involving the protest's subject are posted.

The protesting team must post a 25-point bond to be deducted from their score if the protest is denied. The decision of the officials regarding any protest is final.