



Freescal Race Challenge

Learn. Meet. Compete



University student competition based on slot car racing

► The Goals are:

- To develop the best control algorithm that will drive the slot car on an unknown track **without student interfacing**.
- To achieve the best time for 10+10 laps.

► The Objective is to **map the track** shape during the first lap and use it to achieve a maximum speed in the following laps.

► How can the car map a track? **Accelerometer** measures centrifugal forces.

1st Prize

- **in value of 600 €** at Country Final and a trip to Brno
- **Notebook and much more** at Brno Grand Final

Organization

7 University Finals in CZ&SK

Prague, Brno 2x,
Ostrava, Pilsen,
Bratislava, Zilina

2 University Finals in RO

Bucharest 2x

Country Final

Country Final

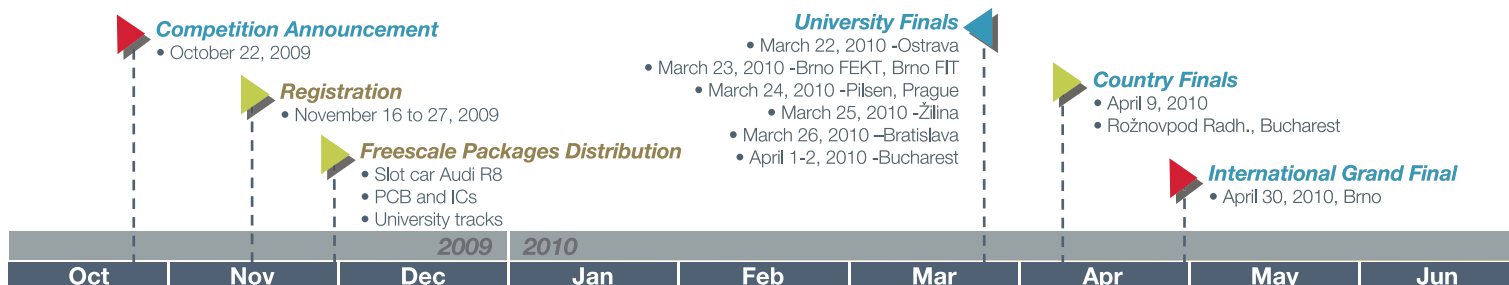
International Grand Final

Everyone who finishes the race will get a prize!

It's Easy To Go For It!

- Populate a provided PCB
- Build it into a provided slot car
- Create the slot car intelligence (development tools provided)
- Test it on the provided track

Competition Timeline



For more information and Registration visit www.freescal.ro

