

Class Definitions

To reflect and support the educational and progressive learning opportunities that Formula Student presents, there are 3 entry classes, designed to allow students to experience the total cycle of Research, Design, Manufacturing and Development of a complex engineering project. It should be noted, that teams new to the competition can enter in any class.

Class 1: This is for a fully constructed and running vehicle as defined by the FSAE rules ("first year vehicles"). Points are awarded for design, presentation, cost, acceleration, skid pad, sprint ("Autocross" in FSAE rules), endurance and fuel economy.

Class 1A: This is similar to Class 1. However, teams are free to develop new and novel powertrain technologies that result in race cars with low carbon emissions as defined by the Class 1A rules. The static events include design and presentation but the cost event is replaced by a sustainability event where the teams must determine the CO₂ and energy embodied in the vehicle. They will also compete in the same dynamic events: acceleration, skid pad, sprint and endurance, as the Class 1 vehicles allowing the performance of the cars to be compared. However, this Class will be judged and scored separately from the Class 1 vehicles with a much greater emphasis on carbon emissions as measured during the endurance event.

Class 2: This class is for any team that wishes to enter a vehicle design. If the team wishes, this may include as many manufactured parts and systems as have been produced. Points are awarded for design, presentation and cost. Whilst Class 2 is a Class targeted at new teams in their first year of competition, Formula Student will welcome entries from Universities that are participating in Class 1 or Class 1A if they are using Class 2 to give less experienced team members an opportunity to develop.