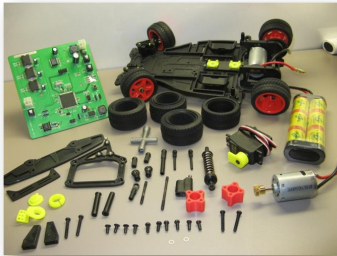




The Freescale Cup is your chance to learn about electrical (circuitry, interfacing and software design) and mechanical engineering (control theory) as well as sharpening your communication and team work skills. With a blend of high speed and high tech, Freescale supports the students of today to become the innovators of tomorrow.

Students teams build, program and race a model car around a track for speed. Fastest car to complete the track without going off wins!

## Competition Rules

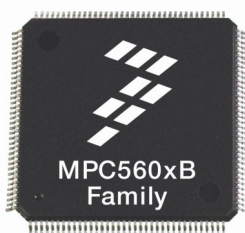
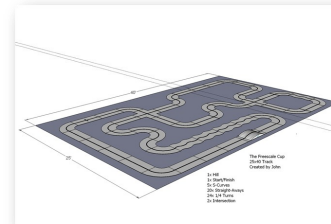


### Racing Rules (see rules for more details)

- All contestants use the same car platform and MCU board
- Car must follow a black line on the track and make 2 laps without external assistance
- Car runs autonomously (no remote control)
- CCD Camera is used for image recognition
- Each team races separately against time

### Track Properties

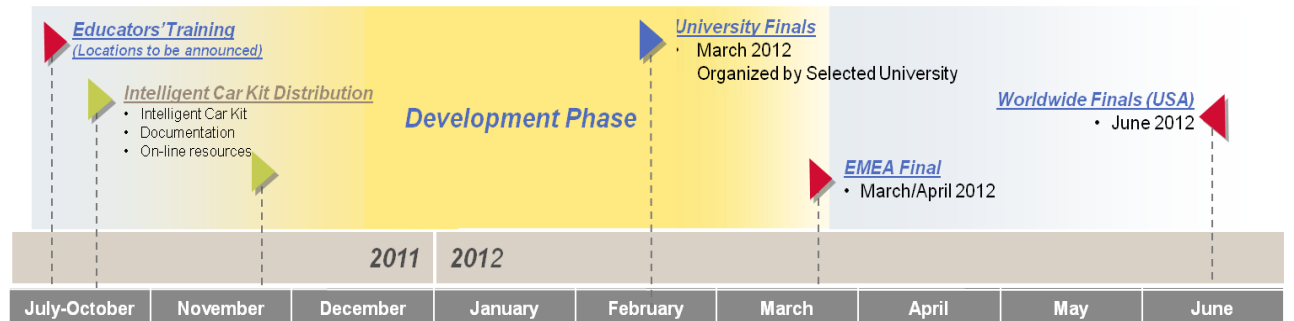
- Track width is 61cms wide with a line of 2.5cms wide to be followed by the vehicle
- Track includes sharp curves, hill and intersections
- Track layout is unknown to the contestants till the race starts (car must adapt to any track layout without reprogramming)



### Smart Car Properties

- The provided chassis and motors can only be used
- MPC5604B Qorivva MCU board provided by Freescale
- Freedom to develop and connect additional electronics (see rules for limitations)
- No remote control of the car is allowed

## Competition Timeline



## Contact Information and Enrollment

[Freescale Cup EMEA on StreetSmarts](#)  
[Freescale Cup on Freescale.com](#)  
[Freescale University Programs on LinkedIn](#)

Or send an email to [Flavio.stiffan@freescale.com](mailto:Flavio.stiffan@freescale.com)

