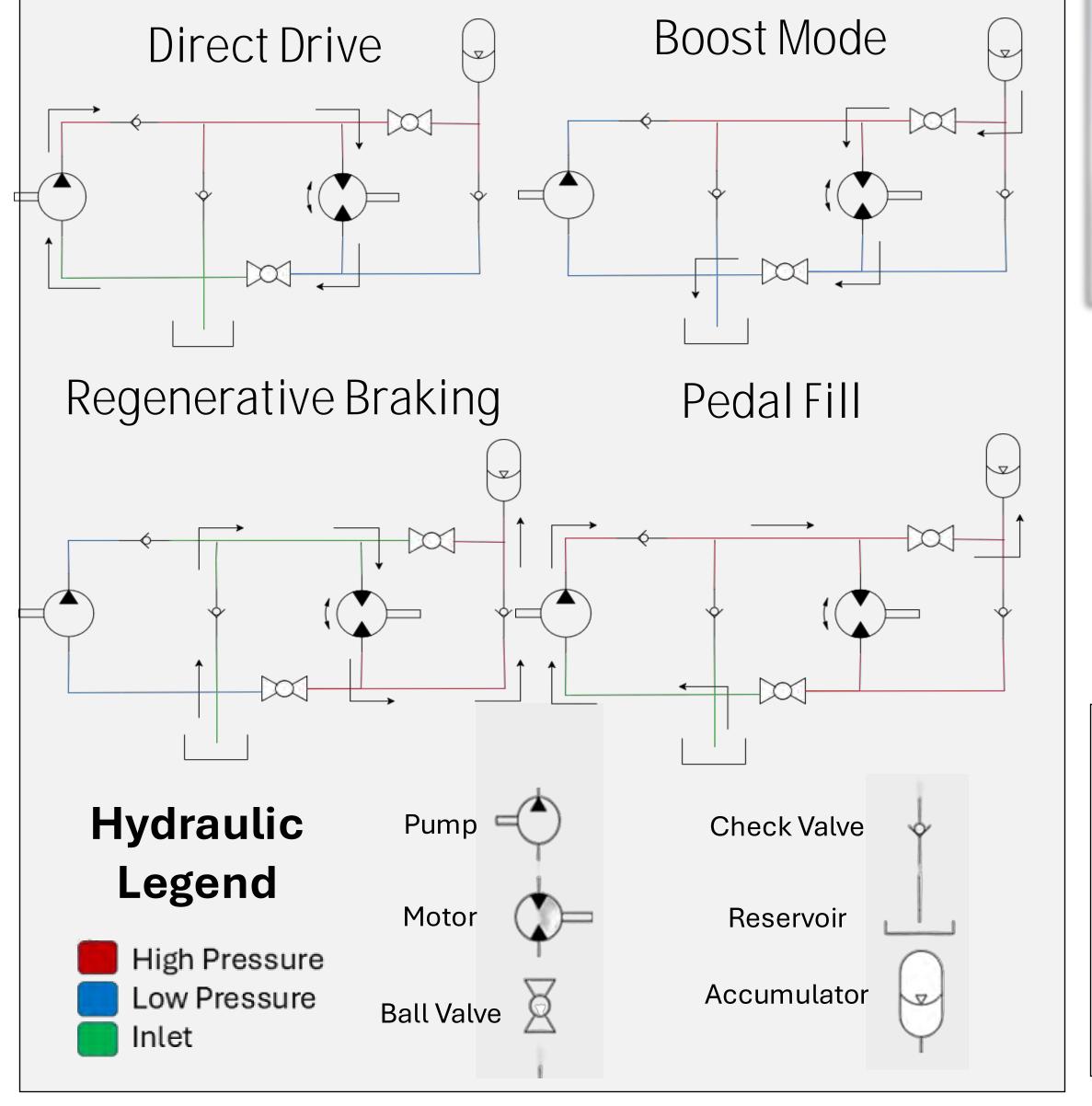
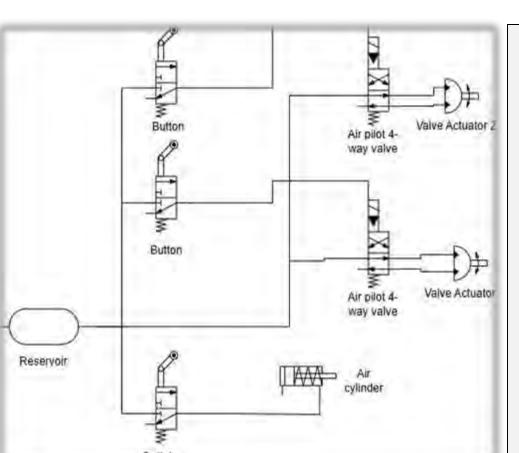


Hydraulic Circuit

The Hydraulic Circuit represents the paths that the fluid flow takes in the bike in a similar way to an electrical circuit. It has four different modes:

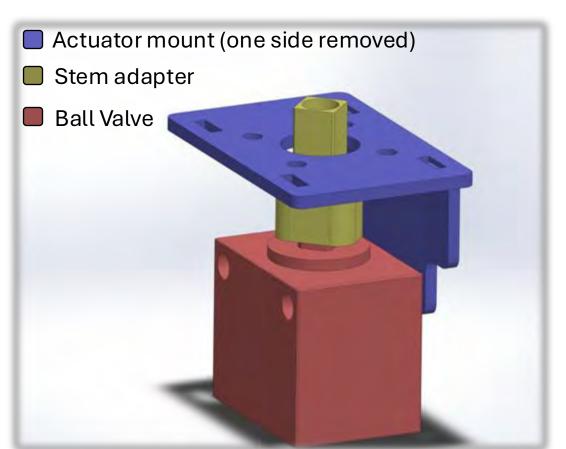
- Regenerative Braking: Fluid is pumped by the motor into the accumulator, slowing the vehicle and storing energy.
- Pedal Fill: Pedaling sends fluid to the accumulator to store energy.
- Boost Mode: Stored energy boosts the vehicle beyond pedaling speed
- Direct Drive : Pump fluid powers the motor to move the vehicle.





Pneumatic Circuit

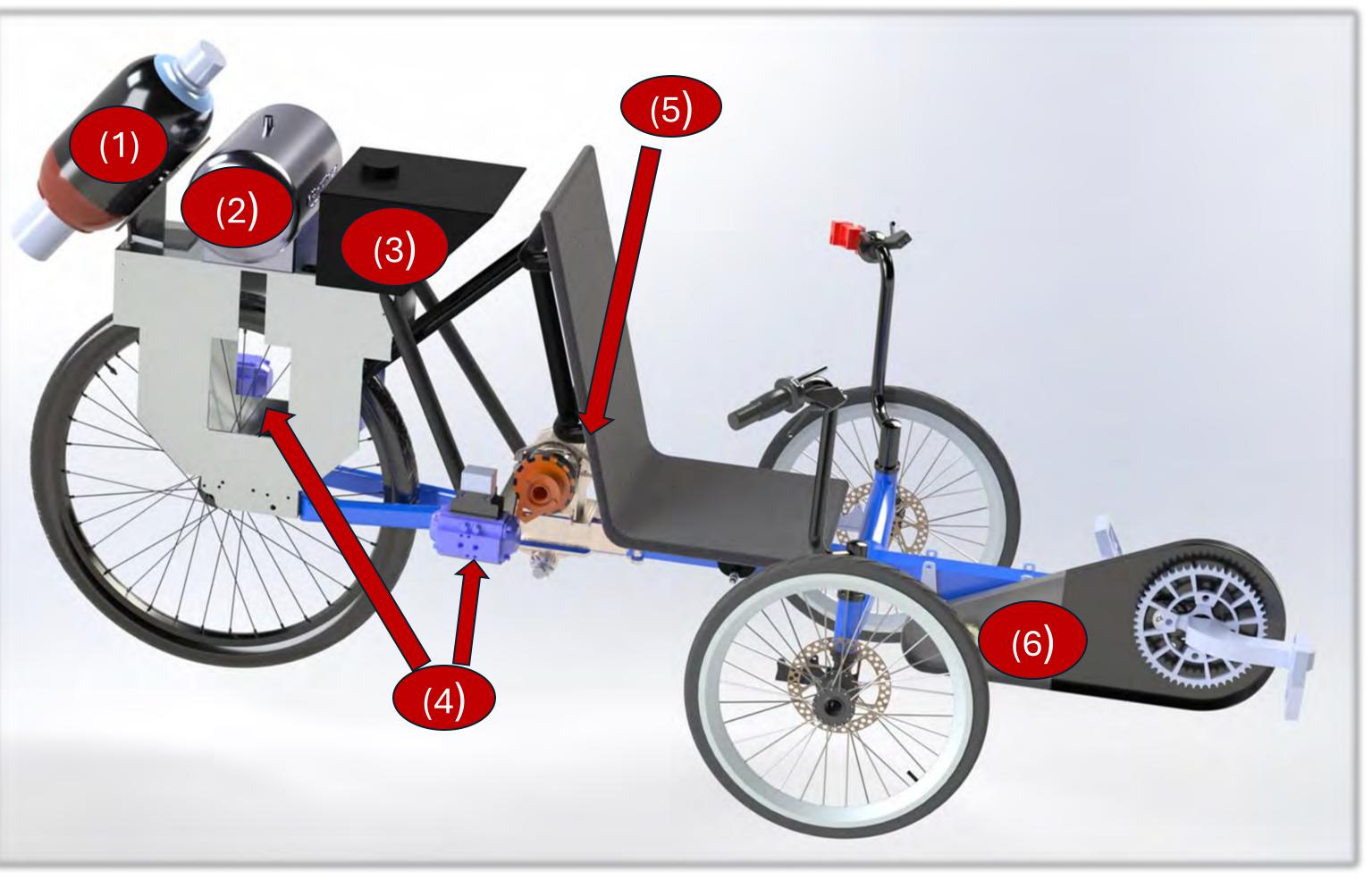
Pneumatic circuit is used to control the actuators which switch to different modes on the hydraulic circuit and can disengage the clutch.



Fluid Power Vehicle Challenge

Team Members: Cole Huseby, Christopher West, Jon Dromey, Jonathan Moriel, Johnny Vaughey, and Talon Rencher

Advisor : Dr. M Dillon



Objective

Design and build a hydraulic-powered vehicle for the National Fluid Power Association's annual Fluid Power Vehicle Challenge. The vehicle will compete in 4 events: endurance, sprint, efficiency, and a regenerative braking demo. The vehicle must include multiple drive modes for pedaling, storing, and releasing fluid energy.

Design Decisions

- Ball valves were chosen to control flow in order to optimize flow efficiency by minimizing pressure drop.
- Pneumatic controls were selected over electronics in order to achieve fast actuations, and no electronics were used on the bike.
- A clutch between the motor and the drive wheel was used to allow for freewheeling to increase efficiency during coasting.
- A gearbox was installed at the pedals to allow the rider to output maximum power at a variety of speeds.

Performance

- Max direct drive Speed: 10.9 mph
- Max boost mode speed: 23.9 mph
- Max accumulator pressure: 3000 psi
- Max boost flow rate: 1.46 gal/min
- Regen race distance: 194 ft after regen to 1100psi
- Endurance race: 7,500 ft in 15 min
- Sprint race: 300ft in 12 sec
- Efficiency race: 1100 ft on one accumulator charge



