ABSTRACT

ELECTRONIC COMPETITIVE SYSTEM AND METHOD FOR THE APPLICATION THEREOF

The invention relates to an electronic system for contests between professional competitors and amateurs, the former moving about in an actual environment (19) and the latter moving about in the same environment in virtual reality.

In its application to an automobile race on a closed circuit (19), the invention resides in the fact that, associated with each real circuit is a circuit server device (21) which stores the positions and the performance of the actual vehicles, each of which is piloted by a professional competitor. This circuit server device (21) is connected to terminal devices (28, 29, 30), each of which is associated with an amateur competitor via local server devices (22, 23, 24). Each terminal device comprises a cockpit which simulates a cockpit in an actual vehicle and comprises means to display, on its screen, the contest circuit, and to process the data from the cockpit and to compare said data to the performance of the other virtual vehicles and the actual vehicles.