# LEVEL 3 | OPEN AREA
SCORABLE SCENARIOS

Perform the designated flight paths around objects with omni bucket stands. Each flight path includes a sequence of alignments with one or more buckets. While aligned with each bucket, control camera zoom and exposure to capture a SINGLE IMAGE of the inscribed ring and IDENTIFY TARGETS inside each bucket or in view nearby. Identify other objects of interest within the scenario at the same time.

- Score ALIGNMENT POINTS after the trial from images with UNBROKEN RINGS (5 pts) or BROKEN RINGS (1 pt).

- Score ACUITY POINTS by calling out the 5 increasingly small VISUAL ACUITY TARGET GAPS (1 pt each).

- Land CENTERED (5 pts) with the aircraft center inside the designated 60 cm (24 inch) diameter circle, or OFFSET (1 pt) with at least one propeller motor inside the circle.

- Start timer at launch and end after the last task is completed. Trial time limits are typically 5 minutes each (25 minutes to complete all 5 tests) although organizations may set their own trial time limits and passing scores.

- Extreme deviations from the intended flight path, or contact with any object, ends the trial to ensure safety.

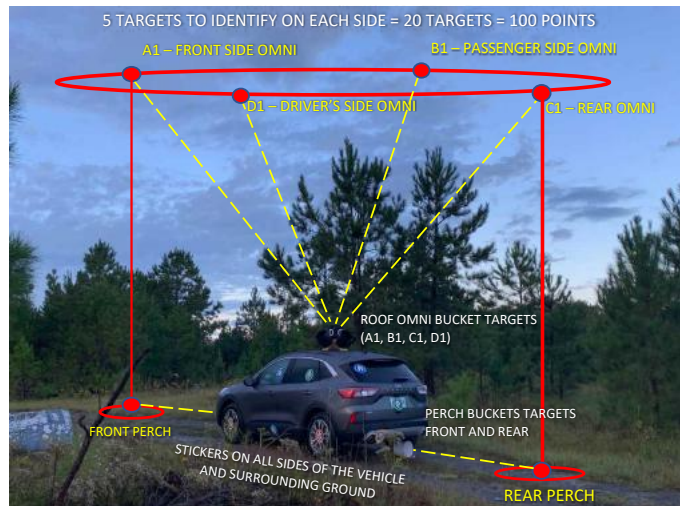## Open Area Search Scenarios
Day and Night Trials
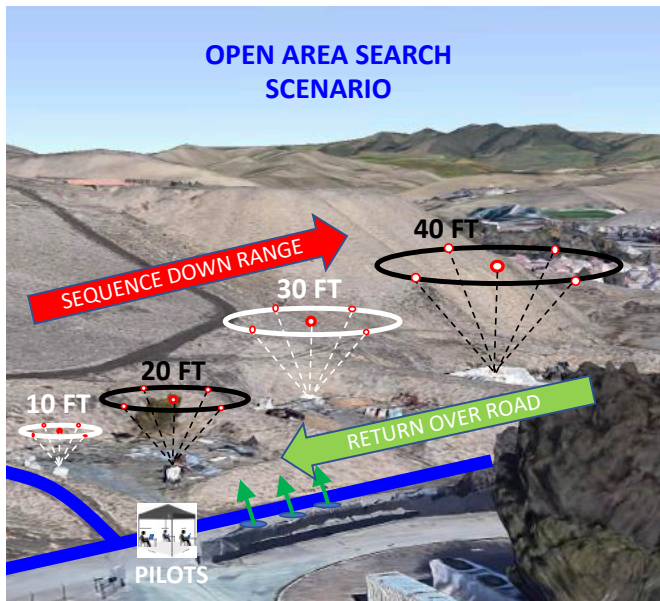
- Teams concurrently fly separate objectives set up at safe distances and/or altitudes apart (with a clearly designated and safe return path).

- Each pilot flies for 15 minutes across 3 different objectives for 5 minutes each. Teams move as necessary to maintain sight lines and communication.

- Scenarios restart with a different rotation of Pilot, Proctor, and VO.

Open Vehicle Identification Scenarios
Day and Night Trials
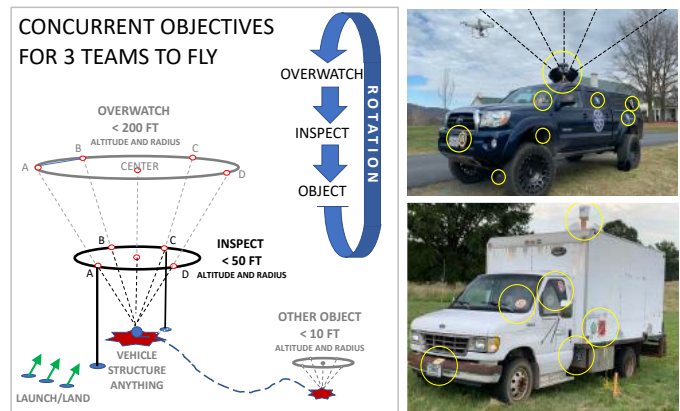
LEVEL 3 | OPEN AREA
SCORABLE SCENARIOS

Team #: _____

Lane #: _____

BUCKET DIAMETER	VISIBILITY	WIND	PILOT VIEW	TIME LIMIT
SCALE	LIGHTED	AVERAGE WIND	LINE OF SIGHT	TIME LIMIT
4 IN (10 CM) 8 IN (20 CM)	LIGHTED DIM DARK	AVERAGE GUSTS	PILOT VIEW	5 10 MIN MIN
OBSTRUCTED (20 cm, 8")	DAYLIGHT 300 LUX 1-300 LUX	MPH MPH	INTERFACE ONLY 1.0	20 MIN MIN
CONFINED (10 cm, 4")	1000+ LUX		BACK TO LANE OPTIONAL V.O. MANDATORY V.O.	
(CIRCLE ONE)	(CIRCLE ONE)	(FILL IN)	(CIRCLE ONE)	(CIRCLE ONE or FILL IN)

ALIGNMENT SCORE: Circle points for images ...

ACUITY SCORE: Circle correctly identified GAP DIRECTIONS ... (1 pt each).

OPEN SCENARIO	SEARCH		ALIGNMENT		ACUITY
			ALIGN BUCKET	IMAGE POINTS	CORRECT GAPS (1 POINT EACH)
START TIMER.					
CAPTURE PRE-LAUNCH IMAGE OF CLOCK.					
1	HOVER OVER STAND #1 AT CHOSEN ALTITUDE		1	5pts 1pt 0pts	
2	PITCH BACKWARD		1A	5pts 1pt 0pts	TR B TR L BR
3	ORBIT LEFTWARD 90°		1B	5pts 1pt 0pts	B T TR L BR
4	ORBIT LEFTWARD 90°		1C	5pts 1pt 0pts	BR T TL R BL
5	ORBIT LEFTWARD 90°		1D	5pts 1pt 0pts	LL TR R BL L
6	HOVER OVER STAND #2 AT CHOSEN ALTITUDE		2	5pts 1pt 0pts	BL T BR R
7	PITCH BACKWARD		2A	5pts 1pt 0pts	TT BL B TR L
8	ORBIT RIGHTWARD 90°		2D	5pts 1pt 0pts	BL R TR B
9	ORBIT RIGHTWARD 90°		2C	5pts 1pt 0pts	BR T TL R BL
10	ORBIT RIGHTWARD 90°		2B	5pts 1pt 0pts	TR L B R
11	HOVER OVER STAND #3 AT CHOSEN ALTITUDE		3	5pts 1pt 0pts	L BR T TL R
12	PITCH BACKWARD		3A	5pts 1pt 0pts	BL R TR B
13	ORBIT LEFTWARD 90°		3B	5pts 1pt 0pts	B TR R BL L
14	ORBIT LEFTWARD 90°		3C	5pts 1pt 0pts	L BR T BR
15	ORBIT LEFTWARD 90°		3D	5pts 1pt 0pts	LL BR T TL R
16	HOVER OVER STAND #4 AT CHOSEN ALTITUDE		4	5pts 1pt 0pts	B T TR L BR
17	PITCH BACKWARD		4A	5pts 1pt 0pts	B TBL LB RT R BL
18	ORBIT RIGHTWARD 90°		4D	5pts 1pt 0pts	
19	ORBIT RIGHTWARD 90°		4C	5 1	R BL T TR B
20	ORBIT RIGHTWARD 90°		4B	5 1	TR L BL R TL
STOP TIMER.					
RECORD SCORES AND ELAPSED TIME.			/100	/100

ELAPSED TIME (MM:SS)

OPEN SCENARIO	VEHICLE		ALIGNMENT		ACUITY
			ALIGN BUCKET	IMAGE POINTS	CORRECT GAPS (1 POINT EACH)
START TIMER.					
CAPTURE PRE-LAUNCH IMAGE OF CLOCK.					
	ALIGN OVER OMNI BUCKET – START TIMER		A1	5pts 1pt 0pts	TR B TR L BR
	A1 – FRONT SIDE – ROOFTOP OMNI BUCKET		A2	5pts 1pt 0pts	B T TR L BR
	A2 – FRONT SIDE – WINDSHIELD CENTER		A3	5pts 1pt 0pts	BR T TL R BL
	A3 – FRONT SIDE – VIN #		A4	5pts 1pt 0pts	BR R TL L B
	A4 – FRONT SIDE – LICENSE PLATE		A5	5pts 1pt 0pts	BR TT TR L BL
	A5 – FRONT SIDE – PERCH UNDERBODY BUCKET		B1	5pts 1pt 0pts	TR B TL BL
	B1 – PASSENGER SIDE – ROOFTOP OMNI BUCKET		B2	5pts 1pt 0pts	BL BB TR R LL
	B2 – PASSENGER SIDE – FRONT WINDOW		B3	5pts 1pt 0pts	BR TL
	B3 – PASSENGER SIDE – REAR WINDOW		B4	5pts 1pt 0pts	BL RR TL L BBL
	B4 – PASSENGER SIDE – EXTERIOR FEATURE		B5	5pts 1pt 0pts	TR B BL
	B5 – PASSENGER SIDE – SURROUNDING GROUND		C1	5pts 1pt 0pts	TR B TR L BR
	C1 – REAR SIDE – ROOFTOP OMNI BUCKET		C2	5pts 1pt 0pts	B TL R BL L
	C2 – REAR SIDE – WINDOW CENTER		C3	5pts 1pt 0pts	B TR R BL L
	C3 – LICENSE PLATE		C4	5pts 1pt 0pts	BL B TR TL
	C4 – EXTERIOR FEATURE		C5	5pts 1pt 0pts	LL TR R BL L
	C5 – PERCH UNDERBODY BUCKET		D1	5pts 1pt 0pts	B T TR L BR
	D1 – DRIVER SIDE – ROOFTOP OMNI BUCKET		D2	5pts 1pt 0pts	BL BB TR R LL
	D2 – DRIVER SIDE – FRONT WINDOW		D3	5pts 1pt 0pts	BL L BL TL
	D3 – DRIVER SIDE – REAR WINDOW		D4	5 1	R BL T TR B
	D4 – EXTERIOR FEATURE		D5	5 1	BR B TL R TL
	D5 – SURROUNDING GROUND OBJECT				
STOP TIMER.					
RECORD SCORES AND ELAPSED TIME.			/100	/100

ELAPSED TIME (MM:SS)