Scorable Obstructed Scenarios

Day and Night Trials





WHITE BUCKET ALIGNMENTS **BLACK BUCKET ALIGNMENTS**







Pocket Guide for Aerial Drones



ASTM Internation Standard Test Methods for Small Unmanned Aircraft Systems

Response Response 14 09 17 Website: Robot TestMethods nist gov

Response Robot TestMethods nist gov

Robot TestMethods

Response Robots (E54.09) | Website: RobotTestMethods.nist.gov









Test Director

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National Institute of Standards and Technology

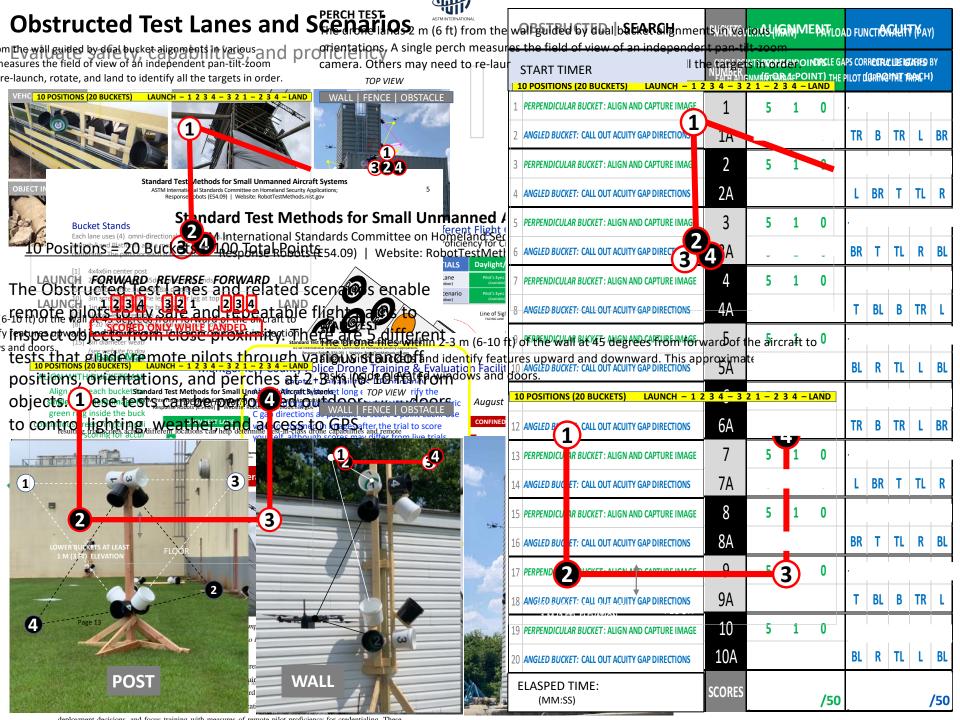
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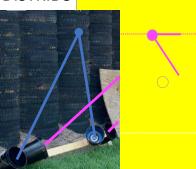
Obstructed Search Scenarios

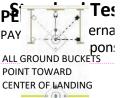
Day and Night Trials

USE SETS OF 5 "OFFSET" DU

HORIZONTALS DISTRIBUT

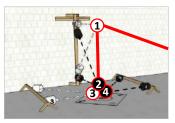






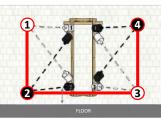
Designated altitudes

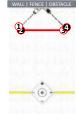
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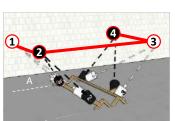


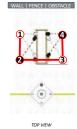
Bucket Alignments Define Flight Paths

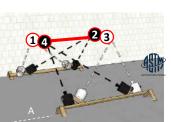


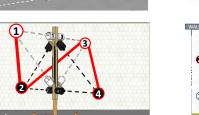


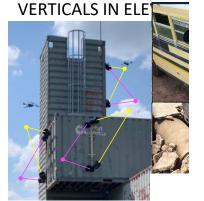




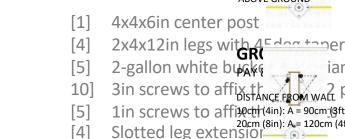








- Teams concur safe distance: designated ar
- Each pilot flie objectives for necessary to
- Scenarios res Proctor, and \



3in screws to affix the FROM WALL P 1in screws to affixorm (4in): A = 90cm (3ft)

inds

(4) om**WA** Platform, and

e parts fentened 60cm (24in) ABOVE GROUND

Slotted leg extensior (4ft)

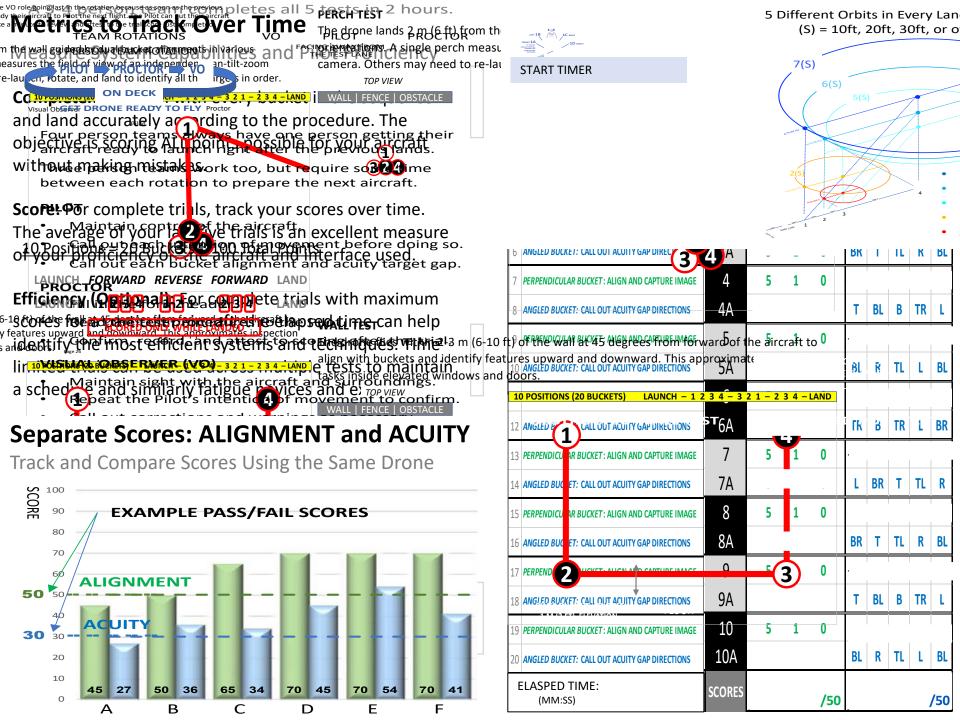
14-20 x 2in hanger boits and wil [8] leg extensions to

[15] 8in diameter weathy (see website to doistance FROM WALL 41 **35 C V 30c**m (4in): A = 2m (6ft) 20cm (8in): A = 4m (12ft) [4] Big letters A-B-

ALIGN WITH BUCKETS AND

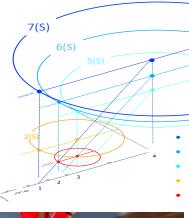
continuous green ring or 1 poi

POS Align with each bucket low 1 single alignment image (all ance FROM WALL green ring inside the buck (4in): A = 2m (6ft)









5 Different Orbits in Every Lan (S) = 10ft, 20ft, 30ft, or o

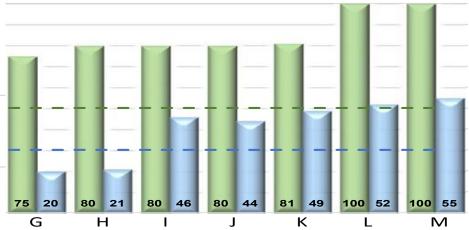


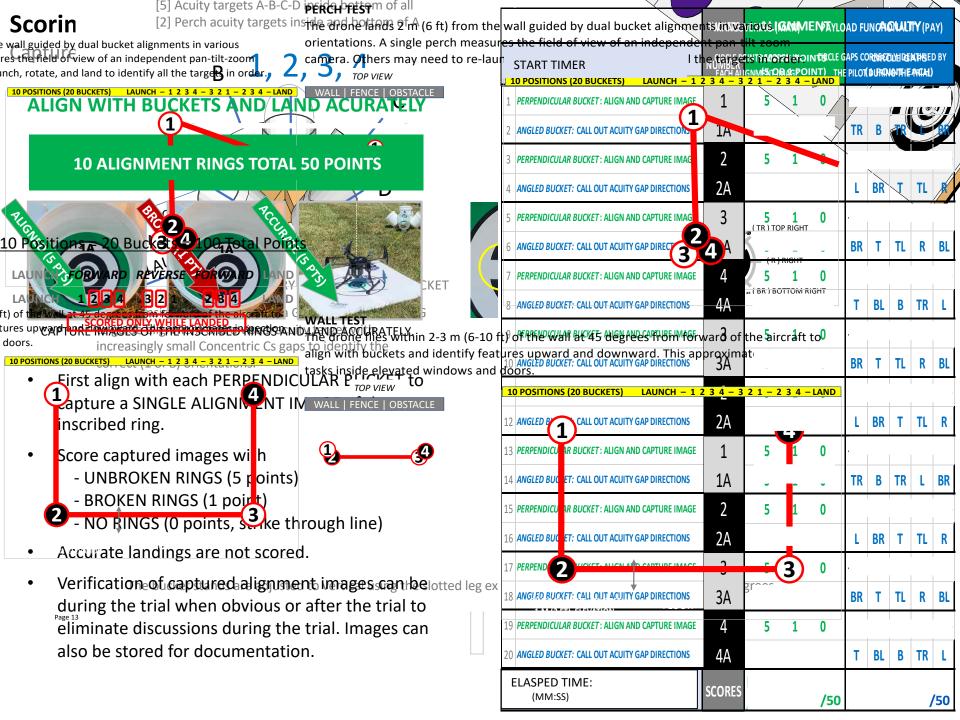
The WALL test shown with alternating pairs of white and black buckets to increase the need for exposure control.

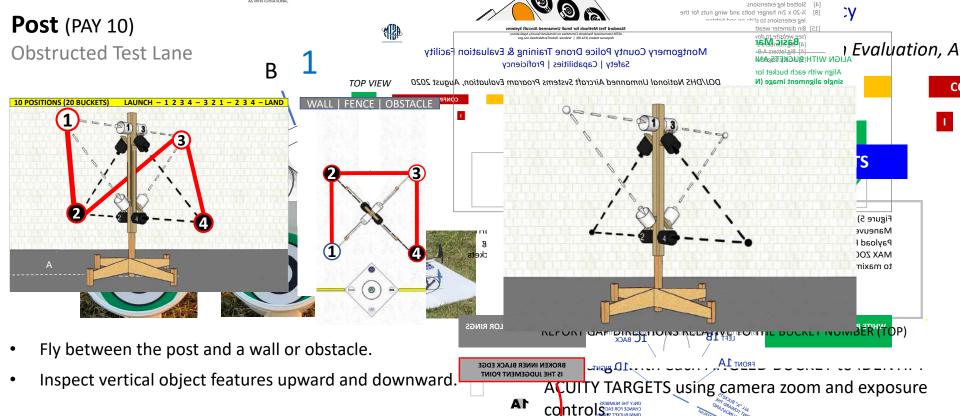


The POST test shown at night with only the white buckets illuminated with red head'amps.









11/9/21

SCORING

Alignment Points in Perpendicular Buckets (50 Total):

Align with each perpendicular bucket to CAPTURE A SINGLE IMAGE OF THE ALIGNMENT RING for scoring during or after the trial.

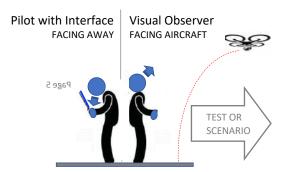
Acuity Points in Angled Buckets (50 Total):

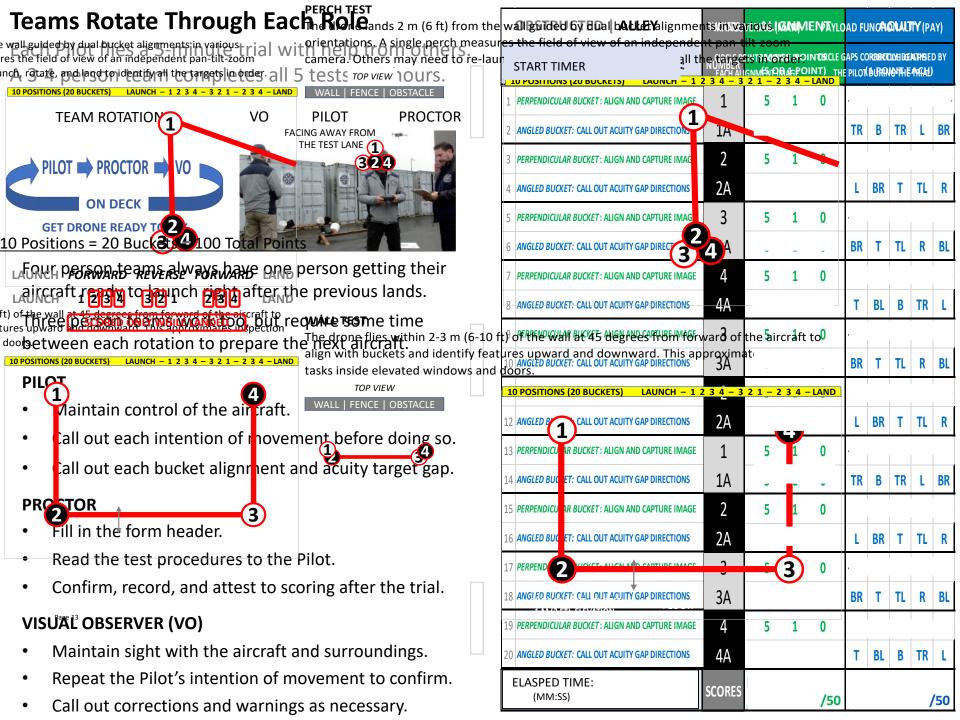
Align with each angled bucket to IDENTIFY ACUITY GAPS through the pilot interface. Images are optional for documentation but use the answer key for scoring.

Foir a negoting enter the typical starting point for novice pilots. Test lanes with alternating white and black buckets are used to the typical starting point for novice pilots. Test lanes with alternating white and black buckets are used to the typical starting point for novice pilots. Test lanes with alternating white and black buckets are used to which is a property of the typical starting point for novice pilots. Test lanes with alternating point for novice pilots.

as possible (1 pt each).

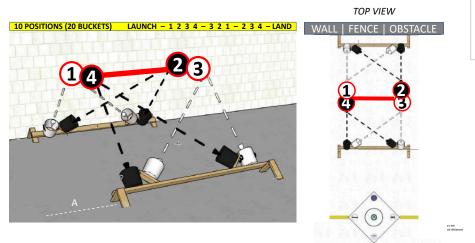
Call out as many of the Concentric C gap directions





Alley (PAY 9)

Obstructed Test Lane



- Fly near a wall or obstacle in front of the aircraft (0 degrees) and behind the aircraft (180 degrees).
- Inspect horizontal object features leftward and rightward.

SSIONS: The testing and services that distinct all constructions are stated in the services of the services o

SCORING

Alignment Points in Perpendicular Buckets (50 Total):

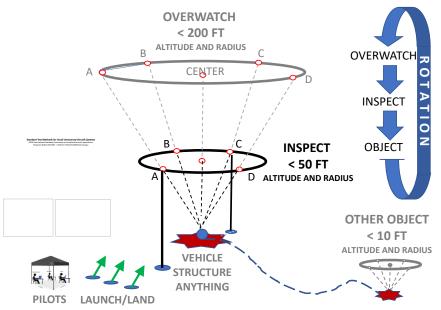
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Acuity Points in Angled Buckets (50 Total):

Align with each angled bucket to IDENTIFY ACUITY GAPS through the pilot interface. Images are optional for documentation but use the answer key for scoring.

Teams Sequence Through Scenarios

Each Pilot flies a 15-minute scenario, sequencing through 3 objectives for 5 minutes each.



- This scenario mechanization enables embedded bucket scoring tasks to be performed similarly by all participating Pilots. So the results are comparable within the same scenario layout. Additional tactics can be overlayed onto these scenarios at your facility.
- Up to 3 teams concurrently fly different scenario objectives from safe distances and altitudes apart.
- Teams move as necessary to maintain sight lines with their aircraft and communications with other teams.
 The overwatch team leads communications.
- Scenarios restart every 20 minutes with a different rotation of Pilot, Proctor, and VO.

