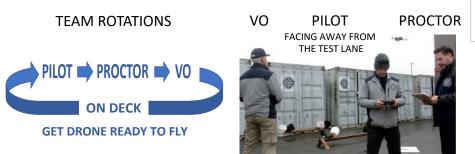
# **Teams Rotate Through Each Role**

Each Pilot flies a 5-minute trial with help from others. A 3-4 person team completes all 5 tests in 2 hours.



Four person teams always have one person getting their aircraft ready to launch right after the previous lands.

Three person teams work too, but require some time. between each rotation to prepare the next aircraft.

ing so.

gap.

# PILOT

- Maintain control of the aircraft.
- Call out each intention of movement be
- Call out each bucket alignment and acu <sup>k</sup>

# PROCTOR

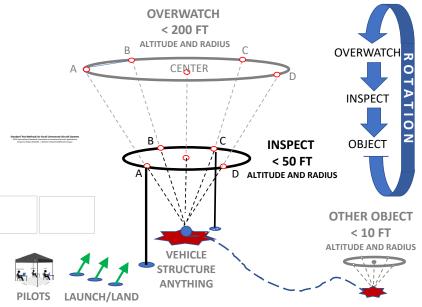
- Fill in the form header.
- Read the test procedures to the Pilot.
- Confirm, record, and attest to scoring after the trial.

# VISUAL OBSERVER (VO)

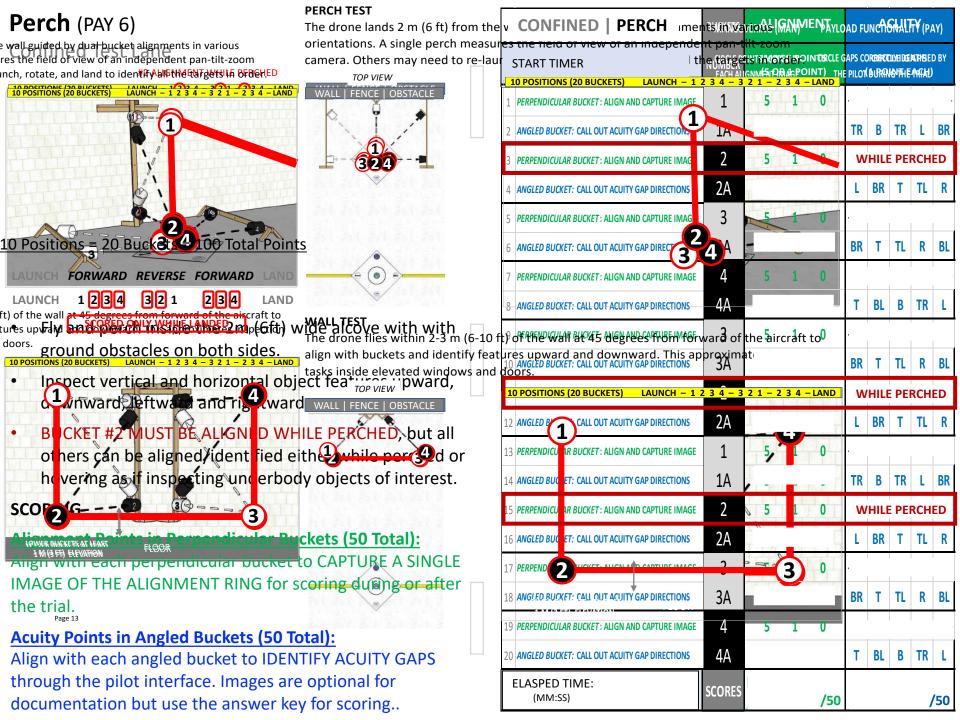
- Maintain sight with the aircraft and surroundings.
- Repeat the Pilot's intention of movement to confirm.
- Call out corrections and warnings as necessary.

# **Teams Sequence Through Scenarios**

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

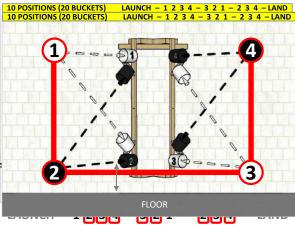


- This scenario mechanization enables embedded bucket scoring tasks to be performed similarly by all participating Pilots. So the results are comparable within the same scenario layout. Additional tactics can be overlayed onto these scenarios at your facility.
- Up to 3 teams concurrently fly different 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.





e wall guided by dual-bucket alignments in various res the field of view of an independent pan-tilt-zoom nch, rotate, and land to identify all the targets in order.



t) of the wall at 45 degrees from forward of the aircraft to tures upward and South and the since and pection doors. Fly inside the 2m (6ft) wide alcove With the flift and book at the since align with buckets and identify feature align with buckets and identify feature align with buckets and identify feature align since all and book and

P

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WALL

TOP VIEW

FENCE | OBSTACLE

Inspect vertical object feat (1) s upward and wall | FENCE | OBSTACLE
downward.

# SCORDG 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.

