

LEVEL 3 | OPEN AREA

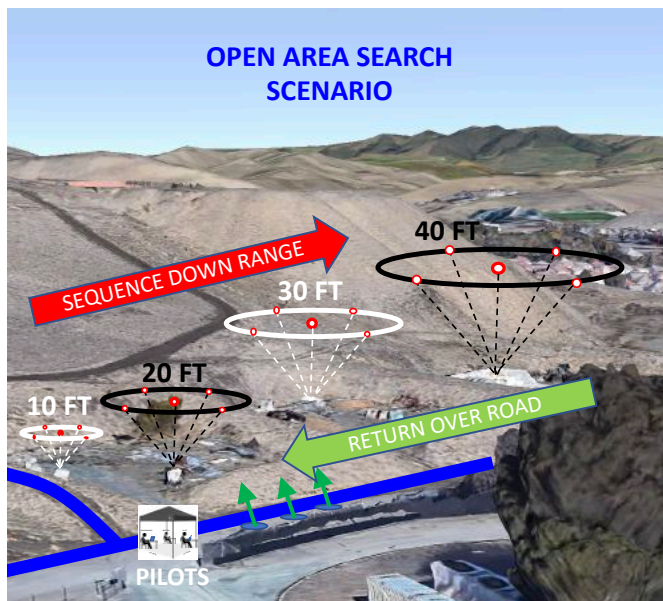
SCORABLE SCENARIOS

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

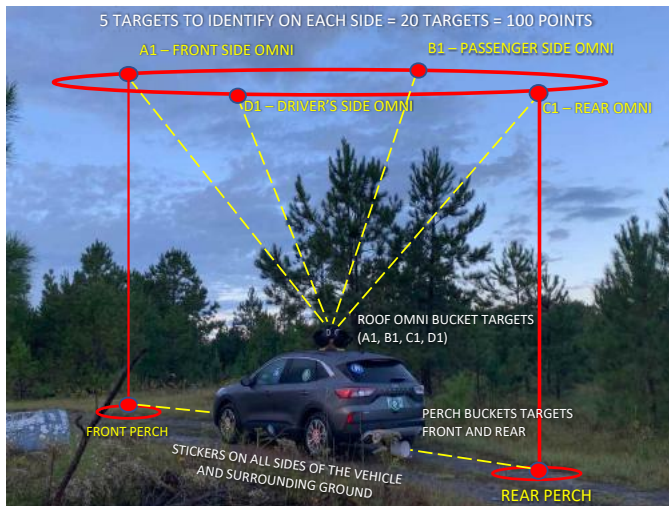
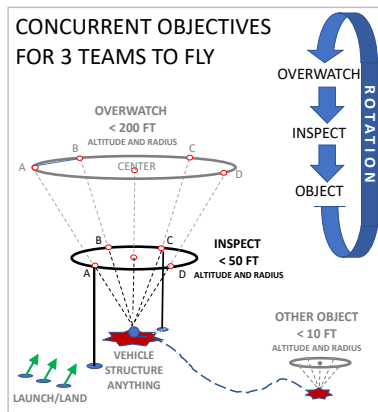
Day and Night Trials



- 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



Pilot LAST Name _____
Pilot FIRST Name _____
Pilot Organization _____
Drone Make _____
Drone Model _____
Facility Location _____
Date (YYYY/MM/DD) _____ Team #: _____

PROCTOR NAME _____

BUCKET DIAMETER		VISIBILITY		WIND		PILOT VIEW		TIME LIMIT		
4 IN (10 CM)	8 IN (20 CM)	LIGHTED 300+ LUX	DIM 1-300 LUX	DARK < 1 LUX	AVERAGE MPH	GUSTS MPH	LINE OF SIGHT FACILANE OPTIONAL V.O.	INTERFACE ONLY BACK TO LANE MANDATORY V.O.	5 MIN	10 MIN
(CIRCLE ONE)		(CIRCLE ONE)			(FILL IN)		(CIRCLE ONE)		(CIRCLE ONE OR FILL IN)	

ALIGNMENT SCORE: Circle points for images with UNBROKEN RINGS (5 pts) or BROKEN RINGS (1 pt). Draw a line through all incomplete.
ACUITY SCORE: Circle correctly identified GAP DIRECTIONS in the answer key (1 pt each).

OPEN SCENARIO SEARCH		ALIGNMENT		ACUITY	
START TIMER		ALIGN BUCKET	IMAGE POINTS	CORRECT GAPS (1 POINT EACH)	
1	HOVER OVER STAND #1 AT CHOSEN ALTITUDE	STAND #1	1	5 1	T BL R BR L
2	PITCH BACKWARD		1A	5 1	TR B TR L BR
3	ORBIT LEFTWARD 90°		1B	5 1	R TL T BL B
4	ORBIT LEFTWARD 90°		1C	5 1	BR R TL L BR
5	ORBIT LEFTWARD 90°		1D	5 1	B TL R BL T
6	HOVER OVER STAND #2 AT CHOSEN ALTITUDE	STAND #2	2	5 1	BL T BR R TL
7	PITCH BACKWARD		2A	5 1	L BR T TL R
8	ORBIT RIGHTWARD 90°		2D	5 1	TR B TL B BL
9	ORBIT RIGHTWARD 90°		2C	5 1	T BL R TL B
10	ORBIT RIGHTWARD 90°		2B	5 1	TL R TR L BR
11	HOVER OVER STAND #3 AT CHOSEN ALTITUDE	STAND #3	3	5 1	R TL B BL R
12	PITCH BACKWARD		3A	5 1	BR T TL R BL
13	ORBIT LEFTWARD 90°		3B	5 1	B TR R BL T
14	ORBIT LEFTWARD 90°		3C	5 1	BL R BL T BR
15	ORBIT LEFTWARD 90°		3D	5 1	L TL R BR T
16	HOVER OVER STAND #4 AT CHOSEN ALTITUDE	STAND #4	4	5 1	TL B TR R BR
17	PITCH BACKWARD		4A	5 1	T BL B TR L
18	ORBIT RIGHTWARD 90°		4D	5 1	BR B TL B TR
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					
				/100	/100
ELAPSED TIME (MM : SS)		PASS FAIL (CIRCLE ONE)		PASS FAIL (CIRCLE ONE)	

OPEN SCENARIO VEHICLE		ALIGNMENT		ACUITY						
START TIMER		ALIGN BUCKET	IMAGE POINTS	CORRECT GAPS (1 POINT EACH)						
ALIGN OVER OMNI BUCKET – START TIMER		#4 TOP TARGET:								
1	A1 - FRONT SIDE - ROOFTOP OMNI BUCKET	FRONT	A	5	1	T	BL	B	TR	L
2	A2 - FRONT SIDE - WINDSHIELD CENTER		A2	5	1	TR	B	TR	L	BR
3	A3 - FRONT SIDE - VIN #		A3	5	1	R	TL	T	BL	B
4	A4 - FRONT SIDE - LICENSE PLATE		A4	5	1	BR	R	TL	L	BR
5	A5 - FRONT SIDE - PERCH UNDERBODY BUCKET		A5	5	1	B	TL	R	BL	T
6	B1 - PASSENGER SIDE - ROOFTOP OMNI BUCKET	PASSENGER	B	5	1	TR	L	BL	R	TL
7	B2 - PASSENGER SIDE - FRONT WINDOW		B2	5	1	L	BR	T	TL	R
8	B3 - PASSENGER SIDE - REAR WINDOW		B3	5	1	TL	R	TR	L	BR
9	B4 - PASSENGER SIDE - EXTERIOR FEATURE		B4	5	1	T	BL	R	TL	B
10	B5 - PASSENGER SIDE - SURROUNDING GROUND		B5	5	1	TR	B	TL	B	BL
11	C1 - REAR SIDE - ROOFTOP OMNI BUCKET	REAR	C	5	1	R	BL	T	TR	B
12	C2 - REAR SIDE - WINDOW CENTER		C2	5	1	BR	T	TL	R	BL
13	C3 - LICENSE PLATE		C3	5	1	B	TR	R	BL	T
14	C4 - EXTERIOR FEATURE		C4	5	1	BL	R	BL	T	BR
15	C5 - PERCH UNDERBODY BUCKET		C5	5	1	L	TL	R	BR	T
16	D1 - DRIVER SIDE - ROOFTOP OMNI BUCKET	DRIVER	D	5	1	BR	B	TL	B	TR
17	D2 - DRIVER SIDE - FRONT WINDOW		D2	5	1	T	BL	B	TR	L
18	D3 - DRIVER SIDE - REAR WINDOW		D3	5	1	TR	L	BL	R	TL
19	D4 - EXTERIOR FEATURE		D4	5	1	R	BL	T	TR	B
20	D5 - SURROUNDING GROUND OBJECT		D5	5	1	BR	B	TL	B	TR
STOP TIMER				/100		/100				
ELAPSED TIME (MM : SS)		PASS FAIL (CIRCLE ONE)		PASS FAIL (CIRCLE ONE)						