



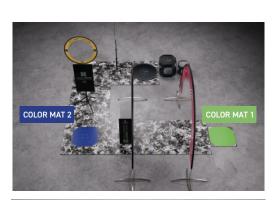


AUTONOMOUS FLIGHT MISSION QUICK GUIDE

- Up to 3 Flight Team Members are allowed at the field
- Teams have (2) five minute sessions to complete up to three (3) Autonomous Flight Skills Mission Matches during each session
- No limit on length of each Match but max of 5 minutes total. All Matches are scored
- Teams may adjust code in between Matches (5 minute time continues to run)
- Drone must start on Color Mat 1 at the beginning of the Match
- Reset to Color Mat 2 allowed once per Match (rule <AM16>)
- 5 minute timer begins once the team roll die for the first Match (rule <AM12>)
- Team must roll die and reset color mats in between each Match (rule <AM1>)
- Pilots/Programmers and Co-Pilots must remain in the Pilot Station during the Match (rule <AM14>)
- Visual Observers may walk around the perimeter during the Match (rule <AM15>)

SCORING

TASK	POINT VALUE	MAX ALLOWED PER MATCH
Take off	10	Once per Color Mat
Identify Color	15	Once per Color Mat
Complete at Figure 8	40	Twice
Fly Under Arch Gate	5	Twice Per Arch Gate
Fly Through Keyhole	15	Twice Per Keyhole
Fly Through Small Hole	e 40	Twice
Fly Through Large Hole	e 20	Twice
Land on Landing Pad	15	Once
Landing Cube - Small	40	Once
Landing Cube - Large	25	Once











AUTONOMOUS FLIGHT MISSION QUICK GUIDE

CONTINUED

SCENARIO	MAT 1 (near red arch gate)	MAT 2 (near blue arch gate)
1	Red	Blue
2	Red	Green
3	Blue	Red
4	Blue	Green
5	Green	Blue
6	Green	Red

