Name:

Transport mule

Environment:

Non-urban area, vegetation, acre, grass, sand, water, stones, bushes some semi-urban structures like buildings roads, paths, or infrastructure

Situation:

There are two camps with a distance of approx. x km in between.

A vehicle should serve as a "mule" between the two camps carrying 30Kg (Kilogram) of payload

There will be dynamic objects and static obstacles on the route.

Objective:

Shuttle as often as possible between the two camps carrying the payload.

Execution/Implementation:

Setup troop of max two people

Only one vehicle can be used.

The vehicle starts in one of the two camps.

Acquire own position (not known)

Approach target location by using the marked target area (red circle in map) and given UTM co-ordinates

Approach should be done with maximum autonomy or semi-autonomously

Acquire position of vehicle using UTM/GPS coordinates

Plot route in digital map

If possible, transmit live position and imagery to the control station

Timing:

Max: Duration aprrox. xx min.

Constraints:

There will be NO inspection of the operational area permitted or possible! (Not as in 2006)

Each team has to name a technician and an operator.

The two people are the troop

Only one person is allowed to use the control station.

The troop will receive a section of a digital map with UTM grid and measures and a target location in UTM co-ordinates.

See Example.

Medium: Memory-Stick.

The operator can control the vehicle by remote control, teleoperation, semi-autonomous (waypoint) or autonomous or in any combination of these methods

There will be mobile obstacles, which continuously change the route

The scenario ends with reaching time limit.

An intervention of the troop during the scenario is not permitted.

If for any reason the troop fails they can use the next available (unallocated) start slot for a retry

Every participant can retry as often as there are empty start slots available

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#! UTM (WGS84)

32U 564462.74m E 5547263.27m N
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