

Phase 2 Visual Rules Guide



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Report Types: Overview

Initial



Purpose

Fields*

Notes

First identification & clinical assessment

LOCATION CASUALTY ID

Any assessment field(s)

 The reported location must be within 4m of the true casualty location

Initial Supplement



Additional initial assessment

CASUALTY ID

Any assessment field(s)

- Re-reported fields will be ignored
- No limit on number of supplement reports

Update



Update assessment if status changed

LOCATION CASUALTY ID

Any re-assessment field(s)

- 1 accepted per casualty
- Submitted non-reassessment fields will be ignored

* TEAM and SYSTEM fields are required for <u>all</u> reports

BOLD CAPS in the *Fields* section indicate additional required fields for each report type



Initial Report

The initial casualty report is the first report on a newly found casualty.

- It must contain the following fields:
 - Location
 - Casualty ID*
 - System
 - Team
- It may additionally include any of the following health assessment field:
 - Severe Hemorrhage
 - Respiratory Distress
 - Heart Rate
 - Respiratory Rate
 - Trauma Head
 - Trauma Torso

- Trauma Upper Extremity
- Trauma Lower Extremity
- Alertness Verbal
- Alertness Motor
- Alertness Ocular

^{*} New casualty ID not reported previously in run



Initial Report: Examples

Initial Report

```
"casualty_id": 1,
"team": "example",
"system": "example_UGV"
"location":{
    "latitude": 32.494828,
    "longitude": 83.750875,
    "time_ago": 60
}
```

Initial Report

```
"casualty id": 2,
"team": "example",
"system": "example_UGV"
"location":{
   "latitude": 32.494828,
   "longitude": 83.750875,
   "time_ago": 60
"severe_hemorrhage":{
   "value": 1.
   "time_ago": 50
"respiratory_distress":{
   "value": 0,
   "time_ago": 75
```

Initial Report

"casualty_id": 1,
"team": "example",
"system": "example_UGV"



INVALID: no "location" field.



Initial Supplement

The initial supplement report can be used to fill in remaining initial health assessment for a previously located and identified casualty.

- It must contain the following fields:
 - Casualty ID*
 - System
 - Team
- It may additionally include any of the health assessment fields (see Slide 4)
- Re-reported fields for the same Casualty ID will be ignored
 - Location will always be ignored if provided in initial supplement report
- There is no limit to the number of initial supplement reports

^{*} Casualty ID must have already been reported in initial report



Initial Supplement: Examples

Initial Supplement

```
"casualty_id": 2,
"team": "example",
"system": "example_UGV"
"alertness_occular":{
    "value": 1,
    "time_ago": 50
}
"trauma_head":0
```

Initial Supplement

```
"casualty_id": 1,
"team": "example",
"system": "example_UGV",
"location":{
    "latitude": 32.494828,
    "longitude": 83.750875,
    "time_ago": 60
},

"alertness_verbal":{
    "value": 2,
    "time_ago": 120
}
```

Ignored field

Initial Supplement

"team": "example",

"system": "example_UGV",

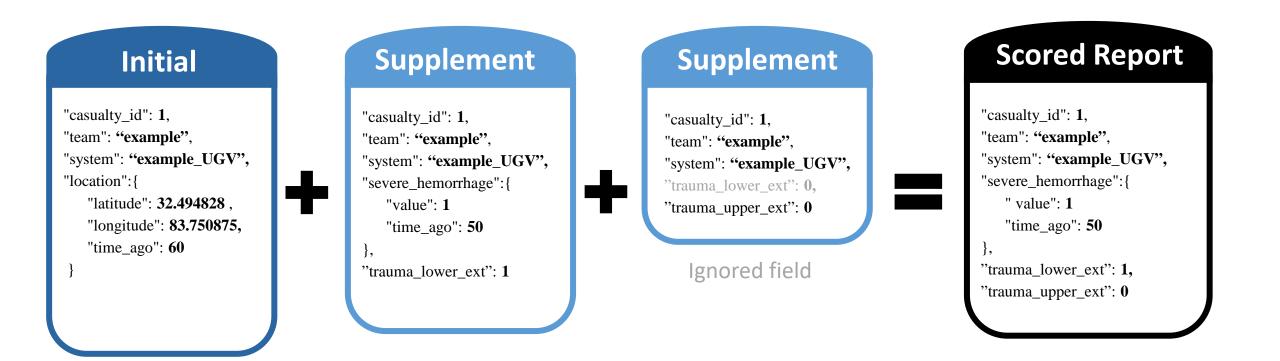
"trauma_head": 0

INVALID: no "casualty id" field.





The Initial report and Initial Supplement report(s) are combined for scoring initial assessment:





Report Limits

The DARPA Command Post will limit the total number of reported casualties that can be submitted during a run. Any report submitted with a **unique casualty ID** will count toward the report limit.

The report limit is equal to the total number of ground truth casualties + 5.

Minimum Report Requirements



To be eligible for points, the scored report (composite of Initial Report and any Supplement Reports) must include at least 3 of the health assessment fields:

- Severe Hemorrhage
- Respiratory Distress
- Heart Rate
- Respiratory Rate
- Trauma Head
- Trauma Torso

- Trauma Upper Extremity
- Trauma Lower Extremity
- Alertness Verbal
- Alertness Motor
- Alertness Ocular

Scored report

```
"casualty_id": 1,

"team": "example",

"system": "example_UGV",

"location":{

    "latitude": 32.494828,

    "longitude": 83.750875,

    "time_ago": 60

},

"trauma_lower_ext": 1
```

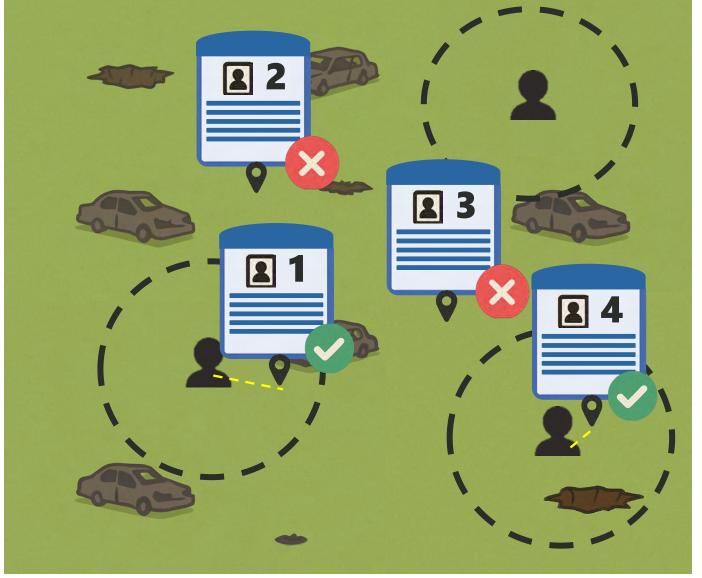
NO POINTS:

Less than 3 health assessment fields.



Minimum Distance Requirement

To associate the Casualty Report with a ground truth casualty, the reported location in the initial report must be within a 4 m radius of the ground truth casualty location.

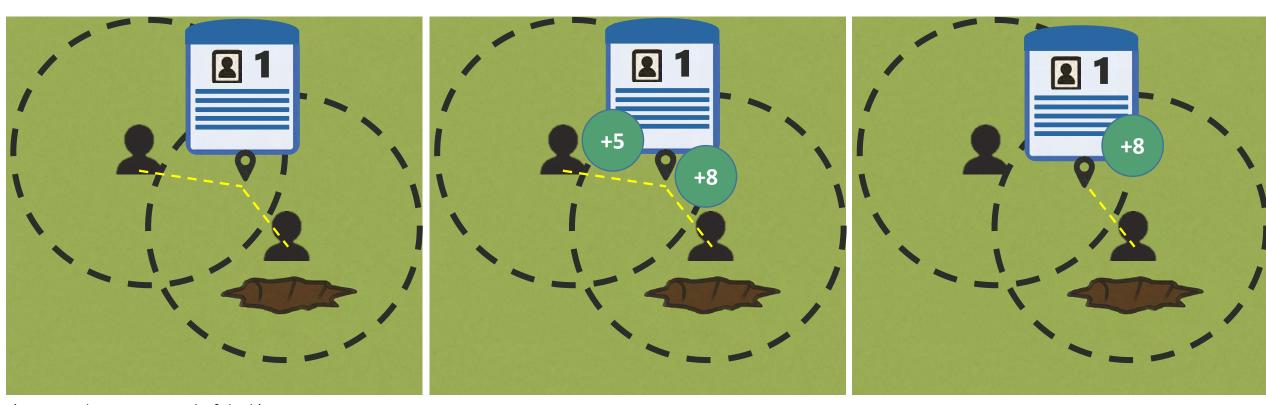


(See Graphics Key at end of deck)



Report Association (1 of 3)

If there is more than one casualty within the distance requirement from the reported location, the ground truth casualty which awards the most points will be associated with the Casualty Report.

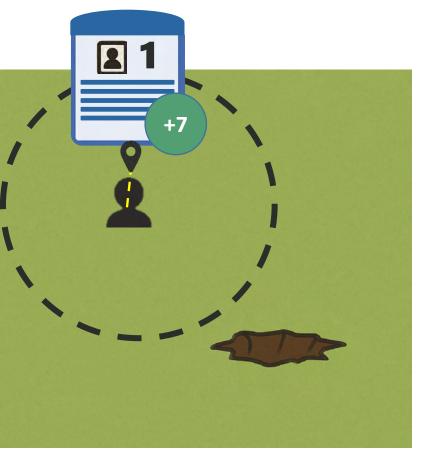


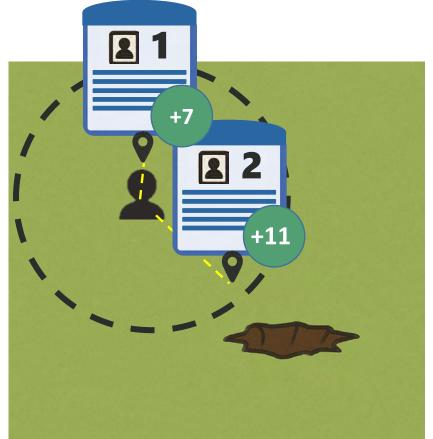
(See Graphics Key at end of deck)

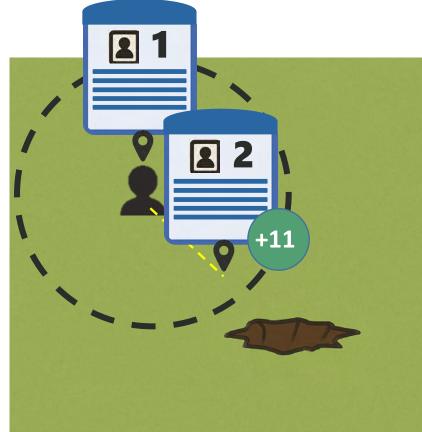


Report Association (2 of 3)

If a subsequent Casualty Report awards **more points** for the same ground truth casualty, **it will supersede the previously associated Casualty Report**.







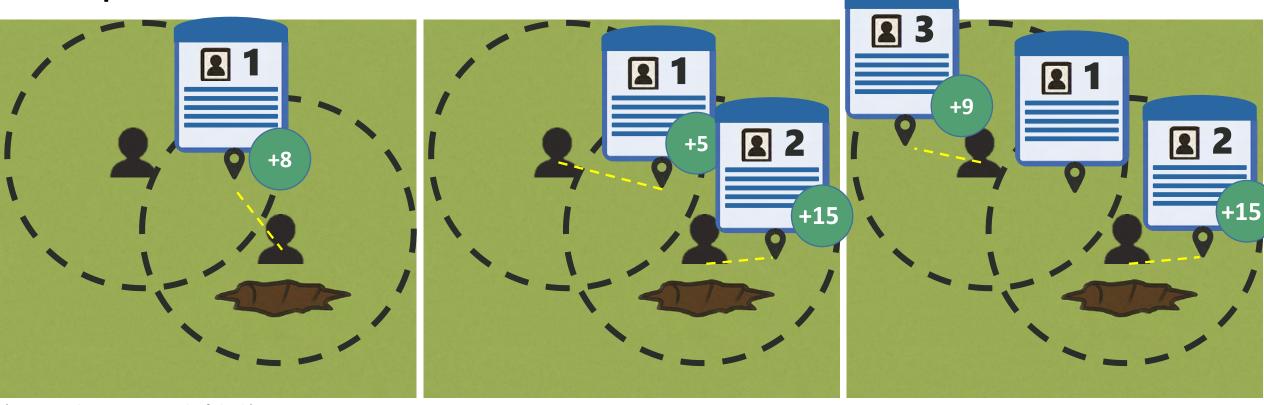
(See Graphics Key at end of deck)



Report Association (3 of 3)

Association will be **recomputed upon each report submission** to maximize the possible points awarded to the team within the location constraint. For each ground truth casualty, **teams may only receive points from a single associated Casualty**

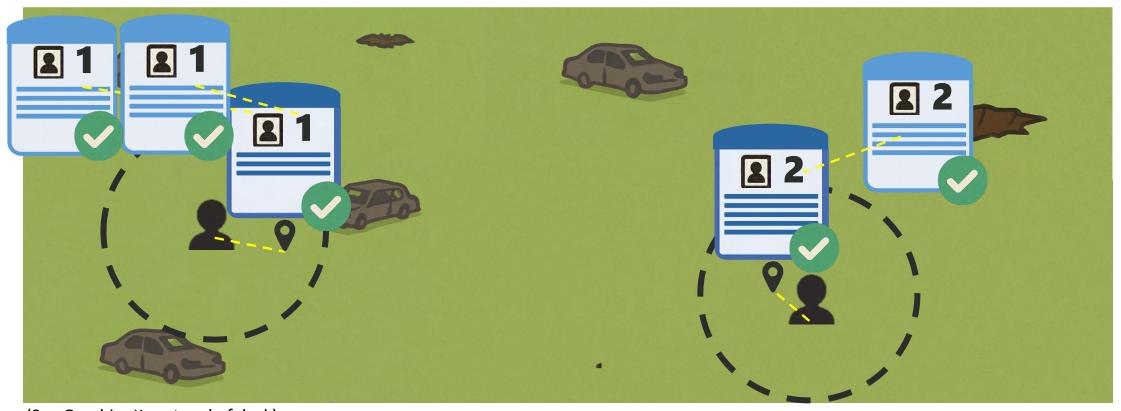
Report





Initial Supplement Association

Initial Supplement Reports are associated with remaining reports by Casualty ID. The reported location from the first Initial Report is used for scoring.



(See Graphics Key at end of deck)



Update Report

An update report is submitted to communicate any changes in the condition of a previously assessed casualty.

It must contain the following fields:

- Location
- Casualty ID*
- System
- Team
- It may additionally include any of the following health assessment field:
 - Severe Hemorrhage
 - Respiratory Distress
 - Heart Rate
 - Respiratory Rate

- Alertness Verbal
- Alertness Motor
- Alertness Ocular

^{*} Only the first update report submitted for each unique casualty ID will be scored



Update Report: Examples

Update Report

```
"casualty_id": 1,
 "team": "example",
 "system": "example_UGV"
 "location":{
            "latitude": 32.494828,
            "longitude": 83.750875,
            "time_ago": 60
"trauma head": 0,
"trauma_torso": 0,
"trauma_upper_ext": 0,
"rr" :{
 "value": 28,
 "time_ago": 60
```

Ignored field

Update Report

```
"casualty_id": 1,
"team": "example",
"system": "example_UGV"
"location":{
          "latitude": 32.494828,
          "longitude": 83.750875,
          "time_ago": 60
"alertness_verbal":{
      "value": 1,
      "time_ago": 120
"alertness motor":{
      "value": 1,
      "time_ago": 20
```

Initial Report

INVALID: no "casualty_id" field.





Only one reassessment report per casualty ID will be accepted.



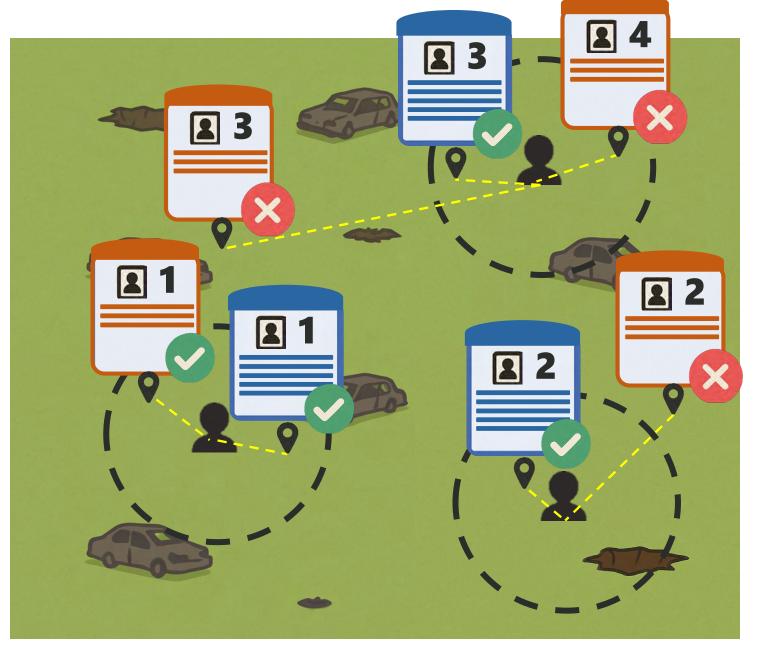




Update Scoring

Requirements for receiving points from an Update Report:

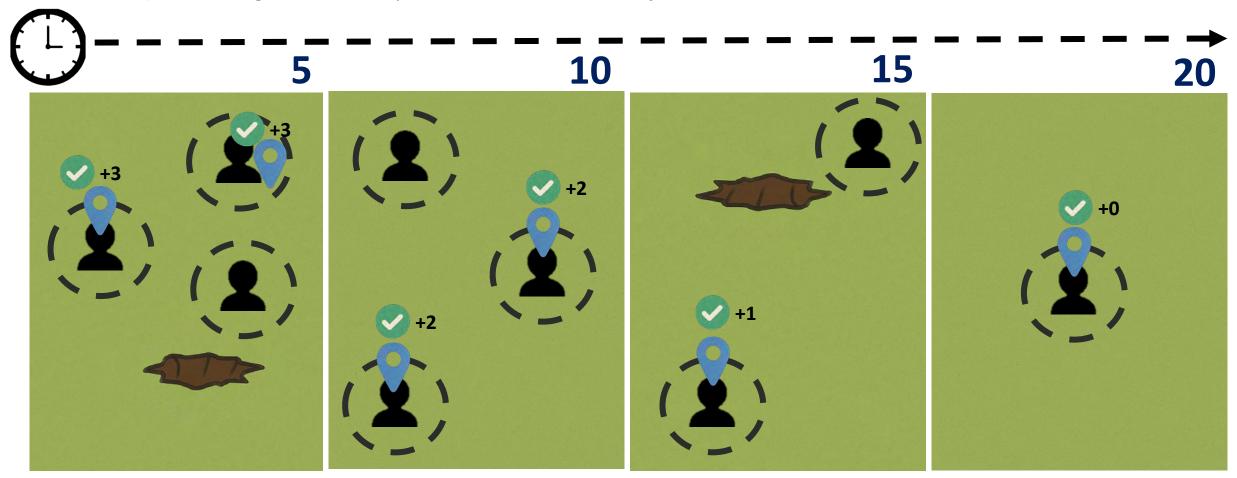
- Location must be within 4m
 of the same casualty
 associated to the Initial Report
 with the same casualty ID
- For each field, points only awarded if status has changed since Initial Report
- For each field, Initial Report and Update must be correct in order to receive points





Rapid Location Bonus

To incentivize rapid reporting of casualty locations there will be **additional bonus points for earlier reporting**. Bonus points will be awarded if the scored report meets minimum report requirements (see slide 10) according to the receipt time of the **Initial Report**.

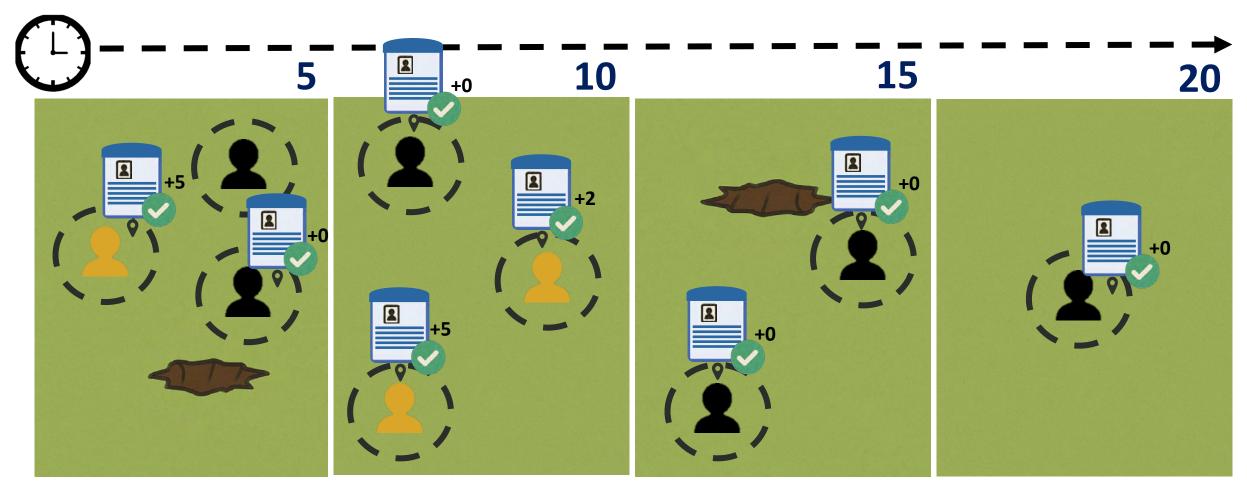


(See Graphics Key at end of deck) Rules 9.8.4



Golden Window Bonus

To incentivize rapid assessment of time-critical information, bonus points may be awarded for early reports containing the following fields: Severe Hemorrhage, Respiratory Distress, Heart Rate, and Respiratory Rate. The duration of the golden window will be tailored to each casualty indicating urgent need for care.



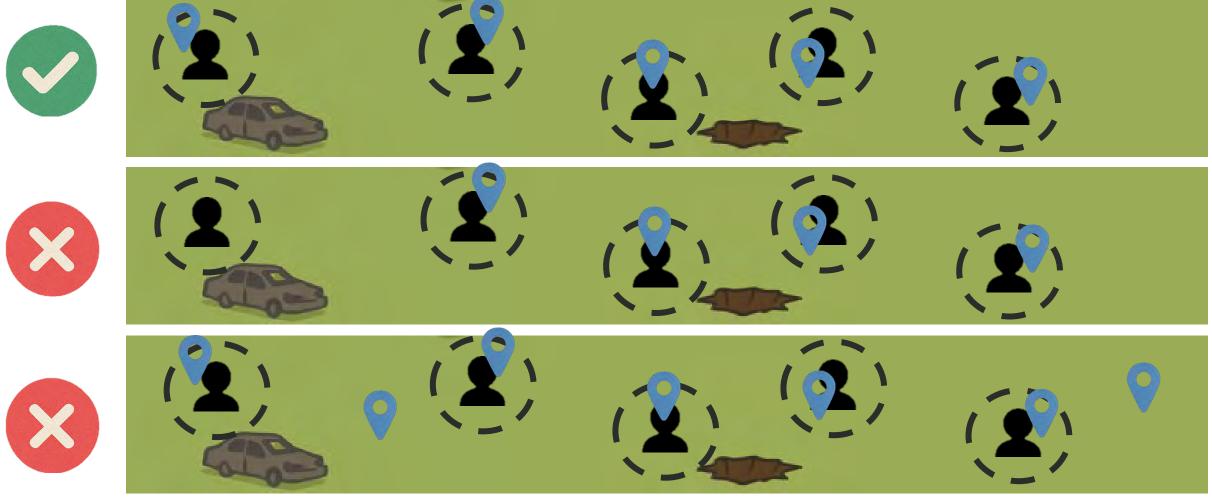
(See Graphics Key at end of deck)

Rules 9.8.3.2



Casualty Count Bonus

At completion of a run, teams will receive 10 bonus points for correctly locating all casualties in the scenario without additional (false positive) casualty reports. All reported casualties must meet minimum report requirements.



(See Graphics Key at end of deck)

Graphics Key

