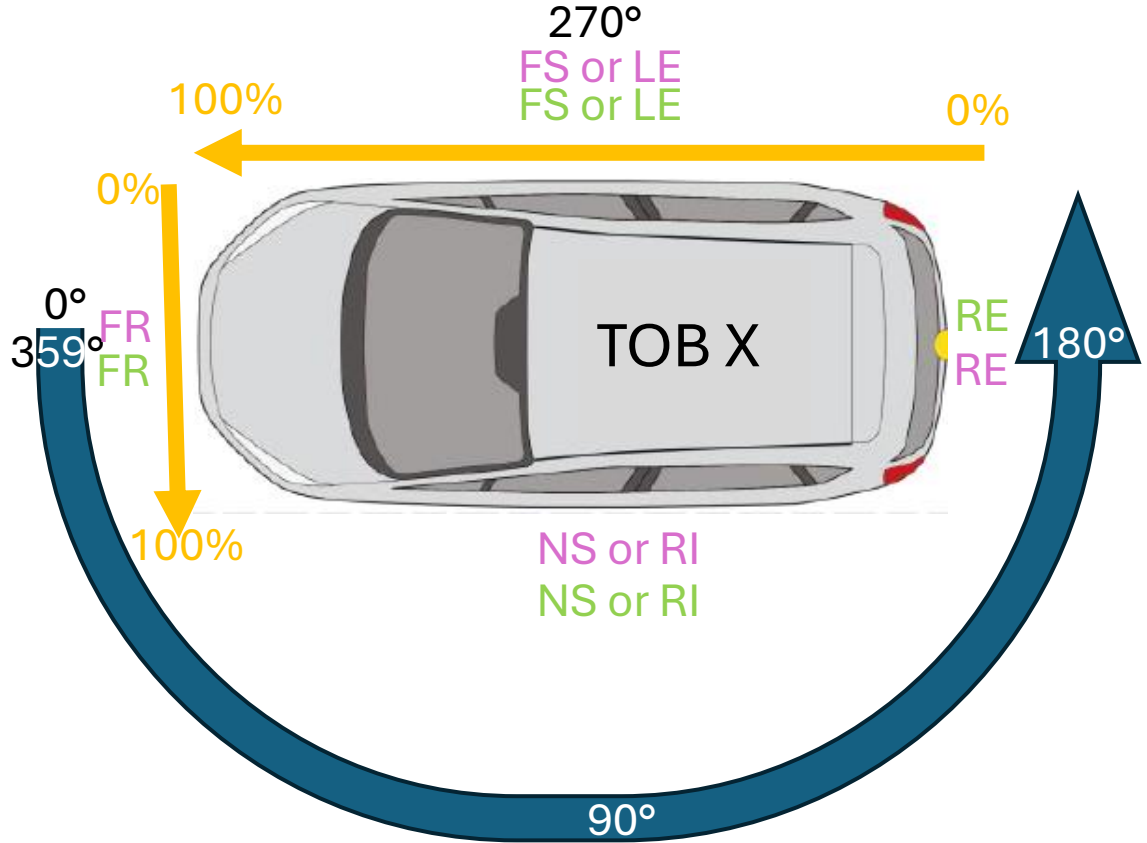
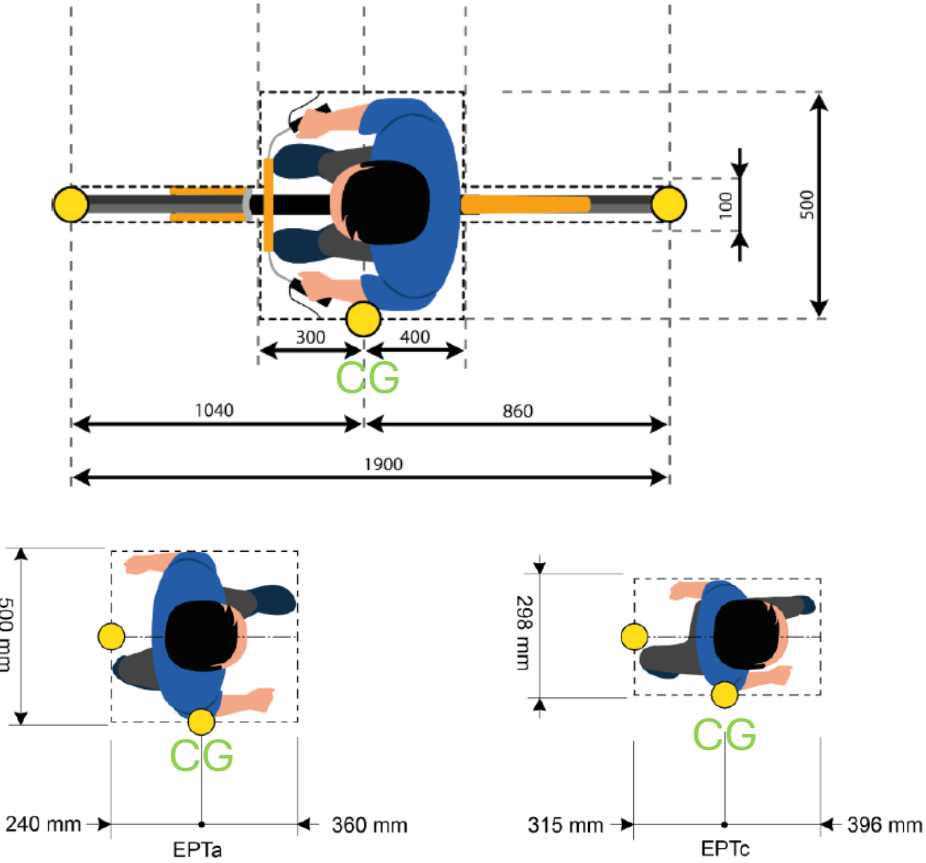
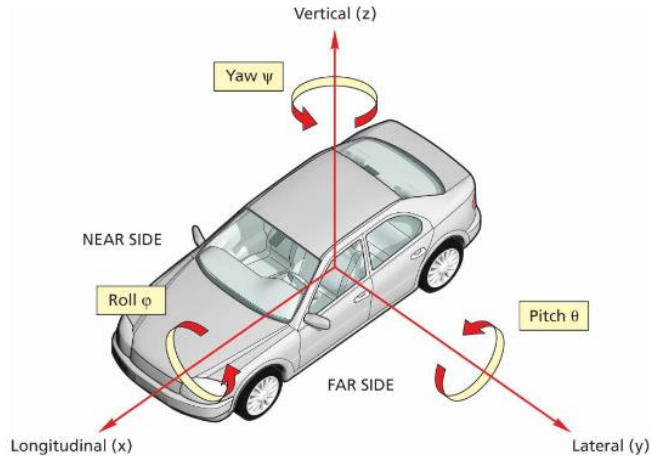
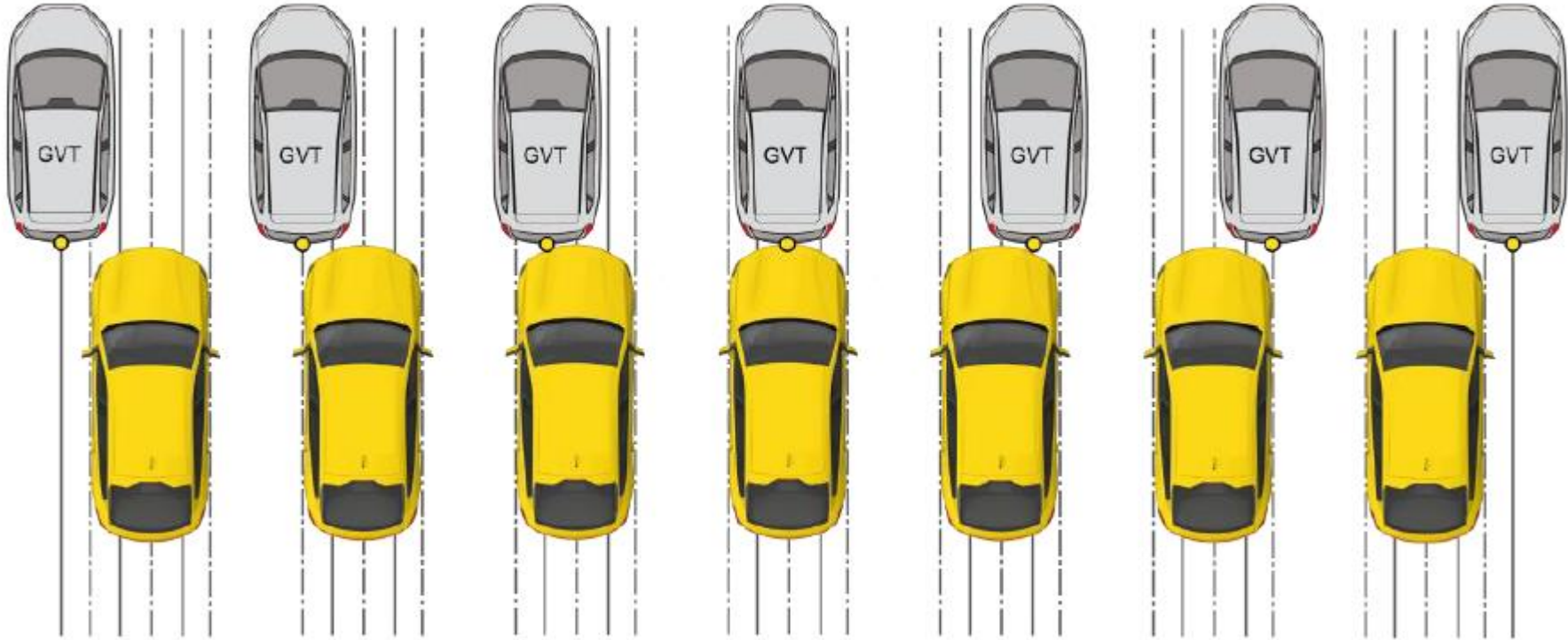


.Striking point TOB X	[%] from right/end (with or without %!?)
Impact side test object X	FR, RE, NS, FS, CG, RI, LE
.Heading angle TOB X	[°] from moving direction main TOB (eg. VUT)
.Test function side TOB X	FR, RE, NS, FS, LE, RI

**Definition of rotation:**  
 The default coordinate system is right-handed.  
 Positive rotation is **counterclockwise about the axis of rotation.**



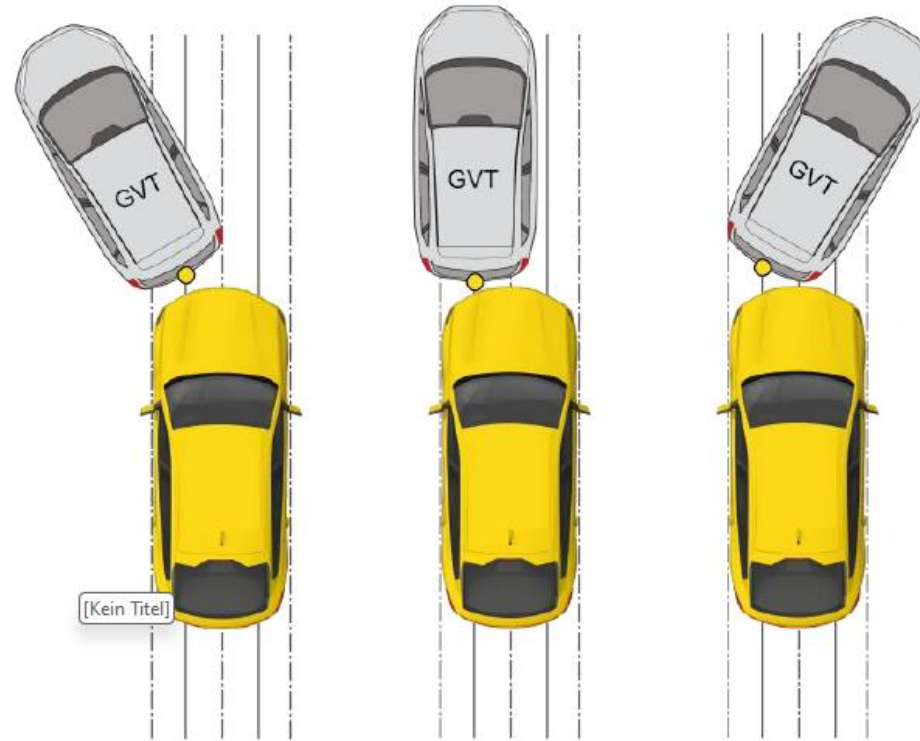
# Car-To-Car Rear



VUT = TOB 1  
GVT = TOB 2

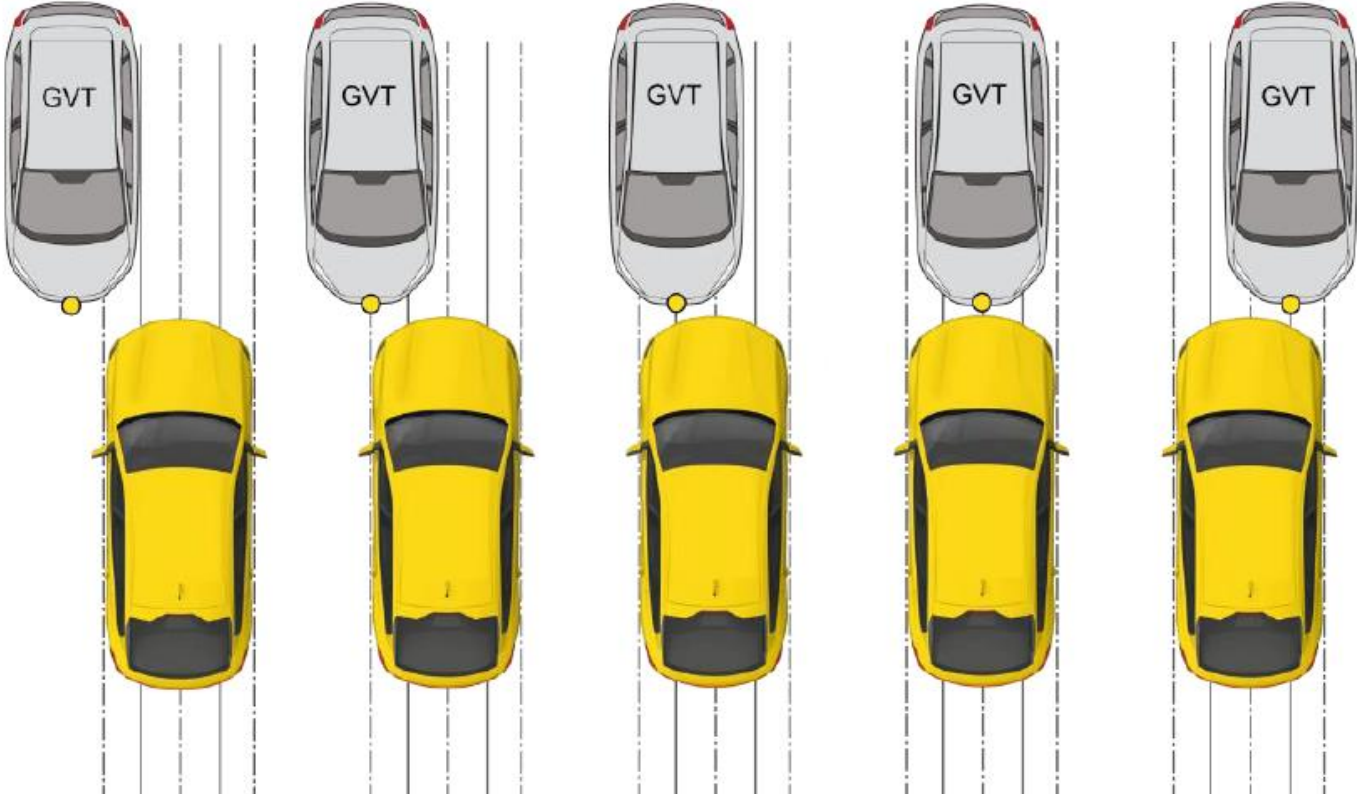
.Striking point TOB 1	125%	100%	75%	50%	25%	0%	-25%
Impact side test object 1	FR	FR	FR	FR	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°	0°	0°	0°	0°
.Striking point TOB 2	50%	50%	50%	50%	50%	50%	50%
Impact side test object 2	RE	RE	RE	RE	RE	RE	RE
.Heading angle TOB 2	0°	0°	0°	0°	0°	0°	0°

# Car-To-Car Rear + Heading



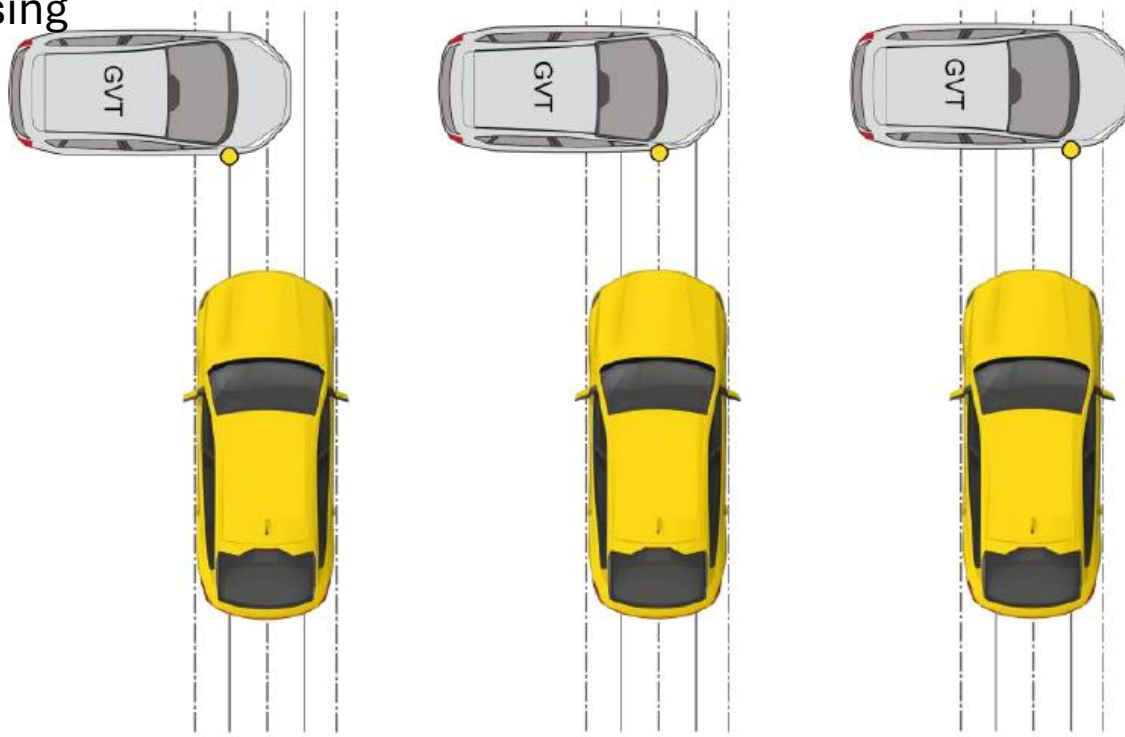
.Striking point TOB 1	75%	75%	75%
Impact side test object 1	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°
.Striking point TOB 2	50%	50%	50%
Impact side test object 2	RE	RE	RE
.Heading angle TOB 2	15°	0°	345°

# Car-To-Car Front



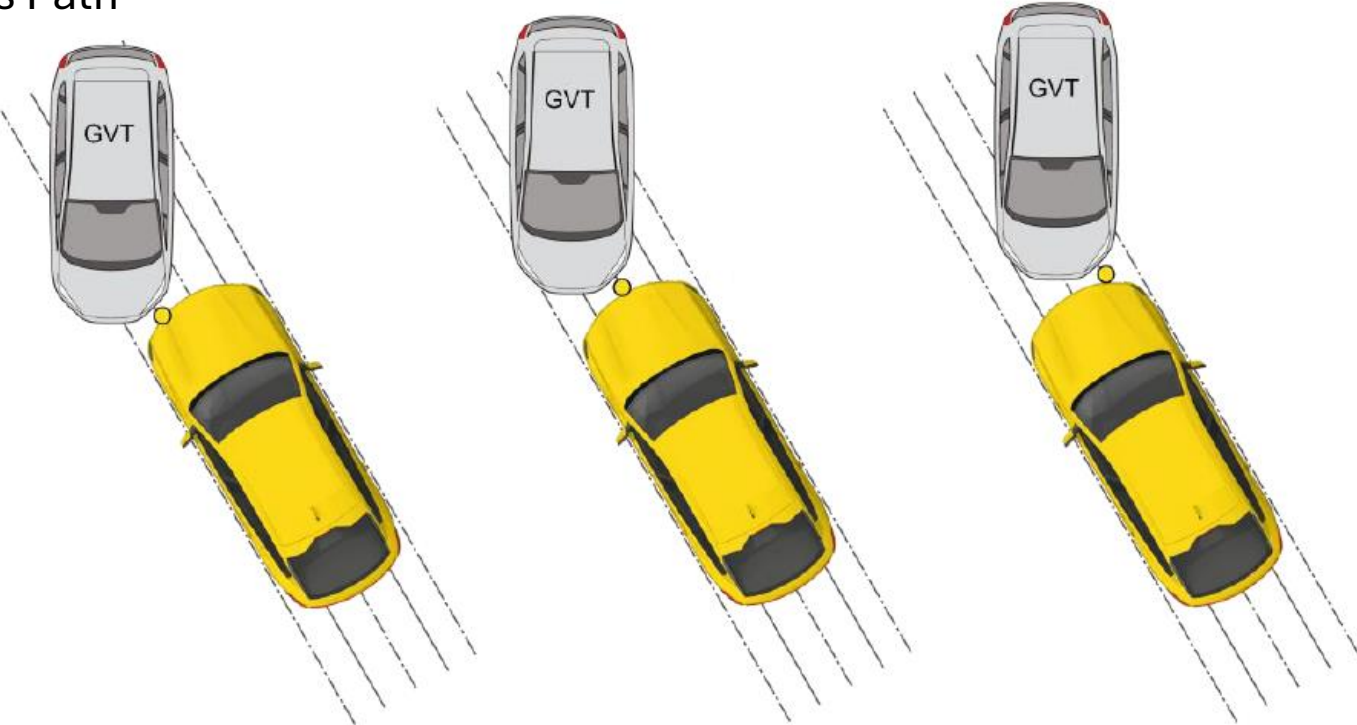
.Striking point TOB 1	125%	100%	75%	50%	25%
Impact side test object 1	FR	FR	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°	0°	0°
.Striking point TOB 2	50%	50%	50%	50%	50%
Impact side test object 2	FR	FR	FR	FR	FR
.Heading angle TOB 2	180°	180°	180°	180°	180°

# Car-To-Car Crossing



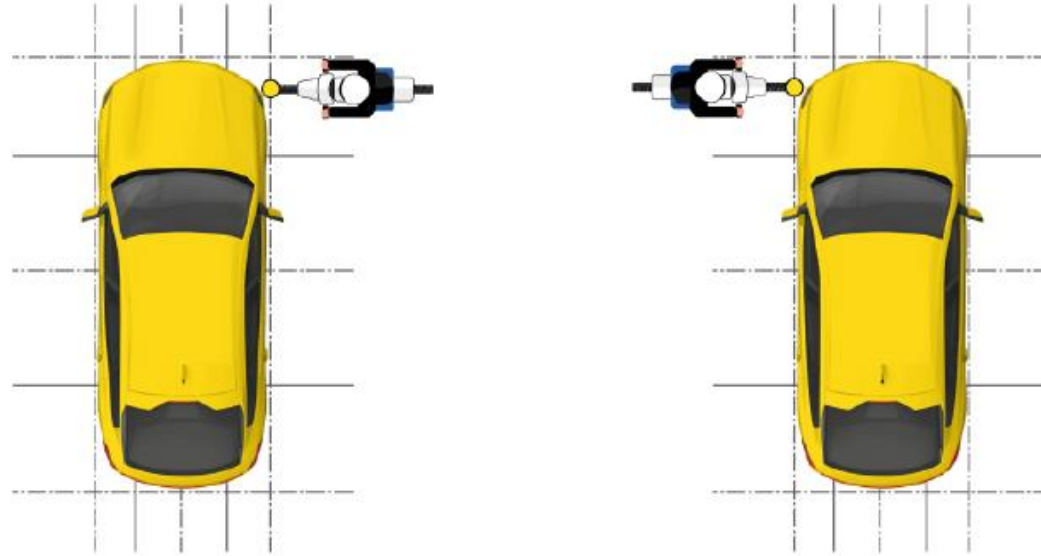
.Striking point TOB 1	75%	50%	25%
Impact side test object 1	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°
.Test function side TOB 1	FS	FS	FS
.Striking point TOB 2	75%	75%	75%
Impact side test object 2	RI	RI	RI
.Heading angle TOB 2	270°	270°	270°

# Car-To-Car Turn Accross Path



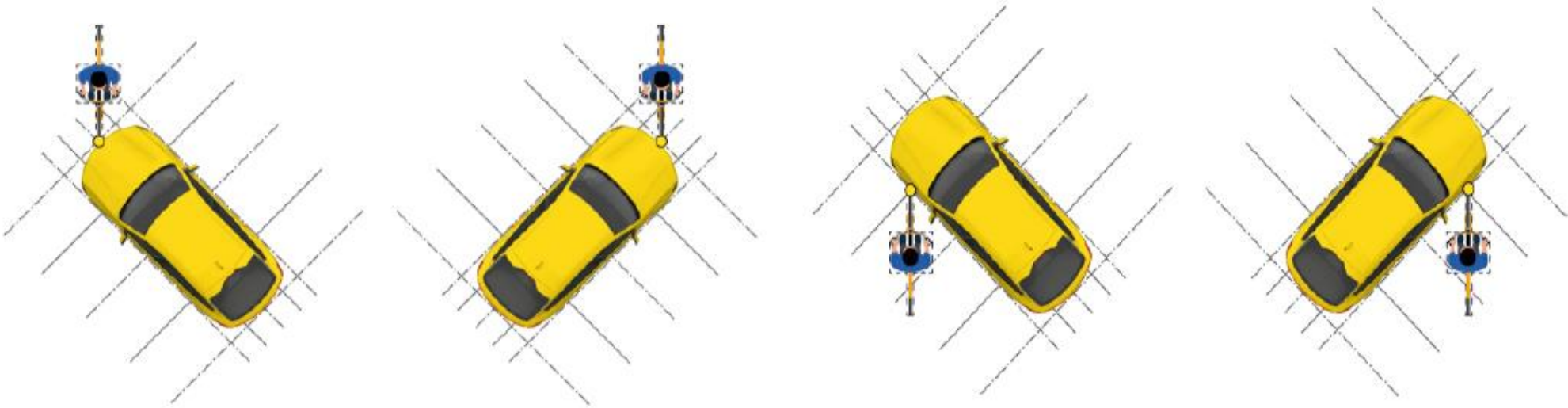
.Striking point TOB 1	75%	50%	25%
Impact side test object 1	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°
.Test function side TOB 1	FS	FS	FS
.Striking point TOB 2	50%	50%	50%
Impact side test object 2	FR	FR	FR
.Heading angle TOB 2	180°	180°	180°

# Car-To-PTW Crossing



.Striking point TOB 1	90%	90%
Impact side test object 1	NS	FS
.Heading angle TOB 1	0°	0°
.Striking point TOB 2	50%	50%
Impact side test object 2	FR	FR
.Heading angle TOB 2	90°	270°

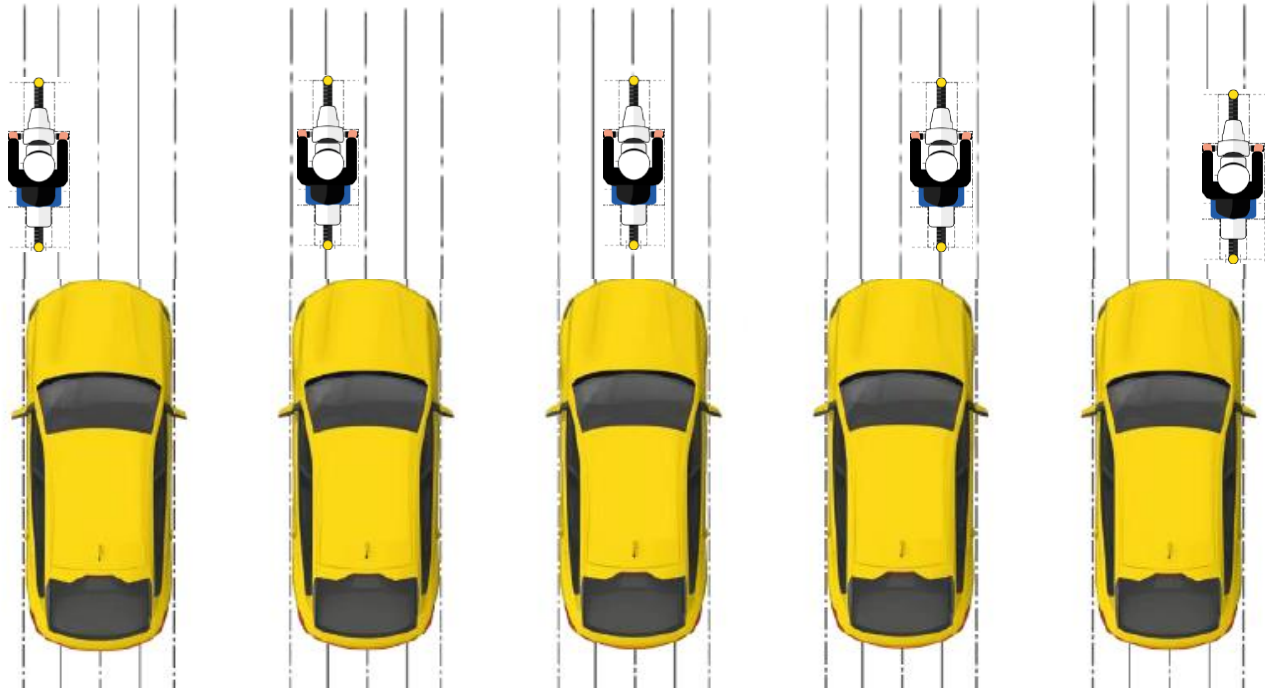
# Car-to-Bicyclist Turning



.Striking point TOB 1	100% (should be 50%)	100% (should be 50%)	75%	75%
Impact side test object 1	FR	FR	FS (or LE)	NS (or LE)
.Heading angle TOB 1	0°	0°	0°	0°
.Test function side TOB 1	FR	FR	FS (or RI)	NS (or RI)
.Striking point TOB 2	50%	50%	50%	50%
Impact side test object 2	FR	FR	FR	FR
.Heading angle TOB 2	180°	180°	0°	0°

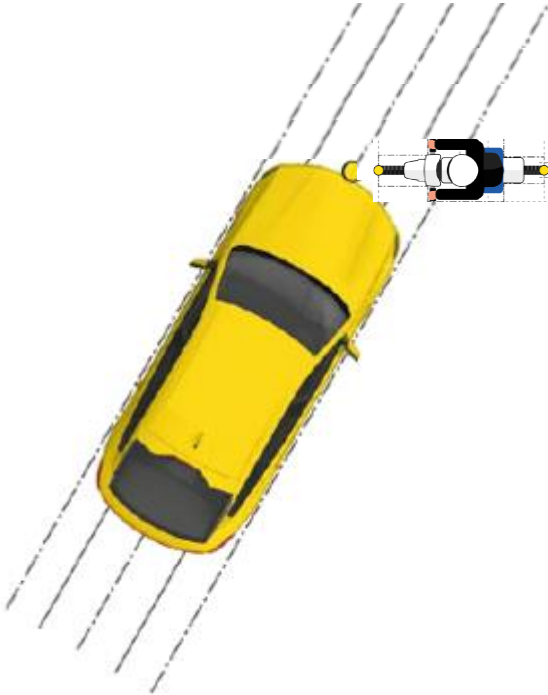


# Car-to-Motorcyclist Rear



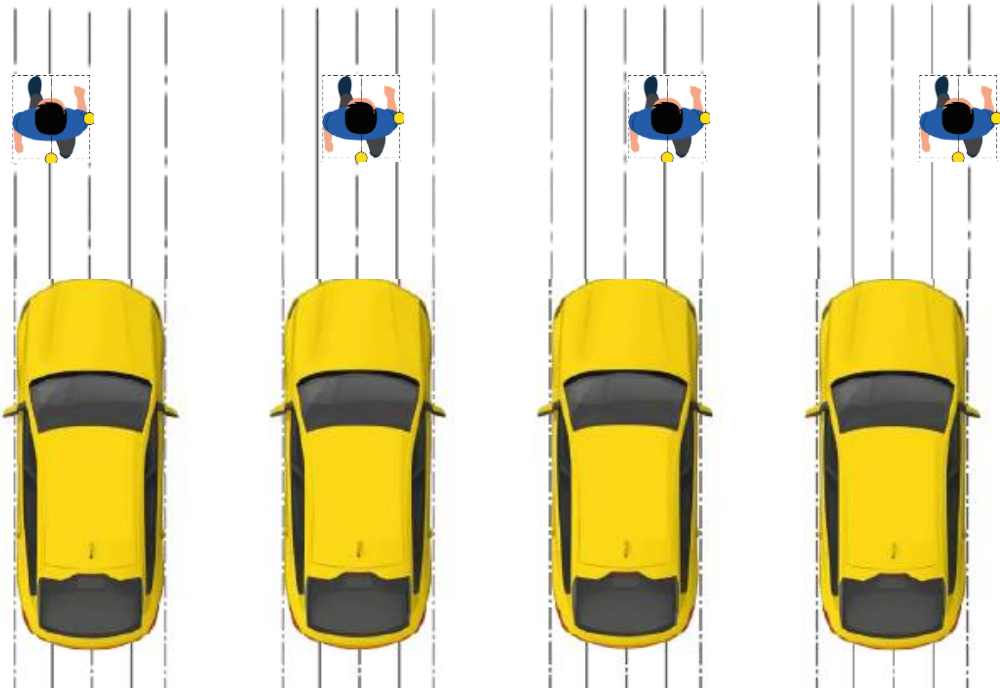
.Striking point TOB 1	90%	75%	50%	25%	10%
Impact side test object 1	FR	FR	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°	0°	0°
.Striking point TOB 2	50%	50%	50%	50%	50%
Impact side test object 2	RE	RE	RE	RE	RE
.Heading angle TOB 2	0°	0°	0°	0°	0°

# Car-to-Motorcyclist Front Turn Across Path



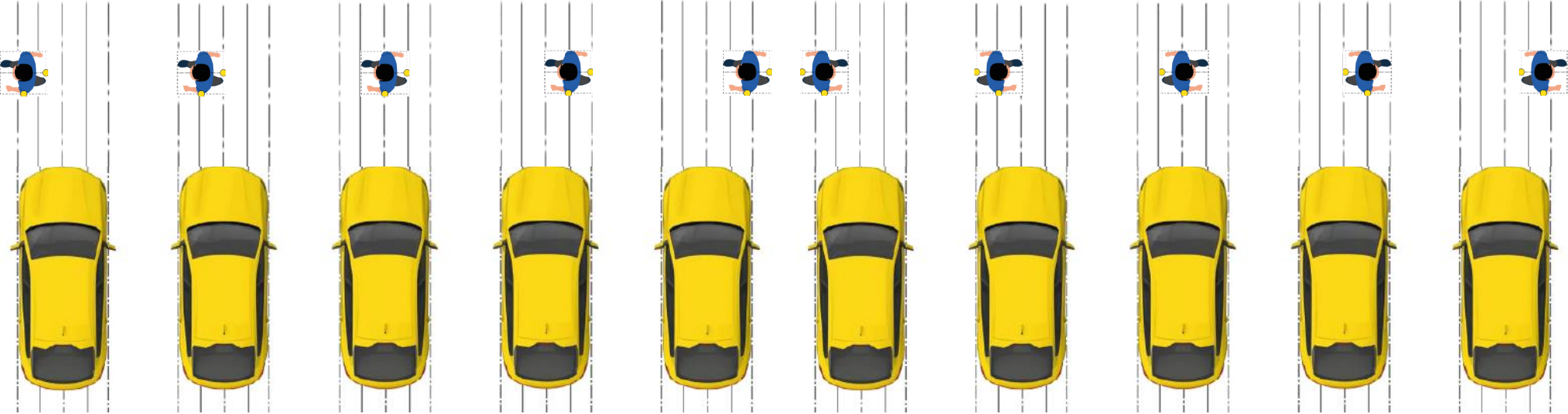
.Striking point TOB 1	50%
Impact side test object 1	FR
.Heading angle TOB 1	0°
.Striking point TOB 2	50%
Impact side test object 2	FR
.Heading angle TOB 2	90°

# Car-to-Pedestrian Longitudinal



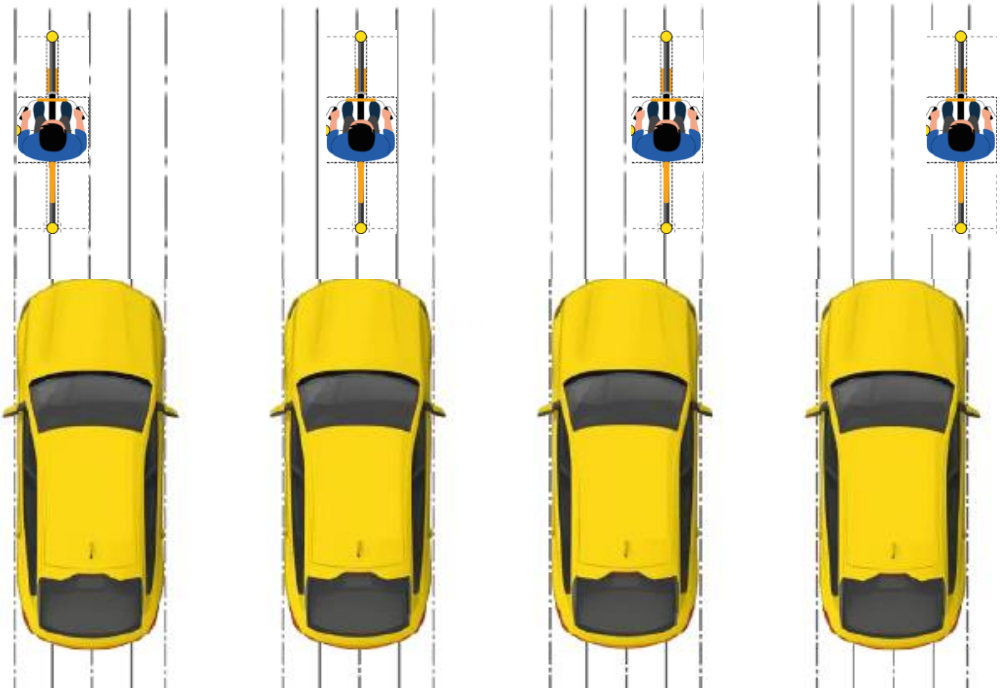
.Striking point TOB 1	75%	50%	25%	10%
Impact side test object 1	FR	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°	0°
.Striking point TOB 2	50%	50%	50%	50%
Impact side test object 2	RE	RE	RE	RE
.Heading angle TOB 2	0°	0°	0°	0°

# Car-to-Pedestrian Longitudinal



.Striking point TOB 1	90%	75%	50%	25%	10%	90%	75%	50%	25%	10%
Impact side test object 1	FR	FR	FR	FR	FR	FR	FR	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°	0°	0°	0°	0°	0°	0°	0°
.Test function side TOB 1	NS	NS	NS	NS	NS	FS	FS	FS	FS	FS
.Striking point TOB 2	CG	CG	CG	CG	CG	CG	CG	CG	CG	CG
Impact side test object 2	LE	LE	LE	LE	LE	CG	CG	CG	CG	CG
.Heading angle TOB 2	90°	90°	90°	90°	90°	270°	270°	270°	270°	270°

# Car-to-Bicyclist Longitudinal



.Striking point TOB 1	75%	50%	25%	10%
Impact side test object 1	FR	FR	FR	FR
.Heading angle TOB 1	0°	0°	0°	0°
.Striking point TOB 2	50%	50%	50%	50%
Impact side test object 2	RE	RE	RE	RE
.Heading angle TOB 2	0°	0°	0°	0°