

Table D: List of Selected Scenarios for Safety Testing of ADS using *ODD2* and *D2 - O₂₂*

Sr. #	Groups	Scenario Name	Identifier	Score	Priority
G8	Cyclist Interaction	Cyclist crossing from left side at signalized junction	<i>S</i> ₄₆	16	1
		Cyclist crossing from right side at signalized junction	<i>S</i> ₄₇	16	1
		Ego vehicle approaching cyclist riding in same direction	<i>S</i> ₄₈	16	1
		Ego vehicle driving alongside a cyclist	<i>S</i> ₄₉	16	1
		Cyclist and ego vehicle driving in opposite direction	<i>S</i> ₅₀	16	1
		Cyclist turning left and ends up in lane of ego vehicle	<i>S</i> ₅₆	16	1
		Cyclist turning right and ends up in lane of ego vehicle	<i>S</i> ₅₇	16	1
		Cyclist at left turn at signalized junction	<i>S</i> ₅₁	15	2
		Cyclist driving in same direction obstructed at ego left turn	<i>S</i> ₅₂	15	2
G5	Crossing Path	Cyclist at right turn at signalized junction	<i>S</i> ₅₃	12	3
		Oncoming vehicle turns right at signalized junction	<i>S</i> ₂₅	19	4
		Sirens	<i>S</i> ₂₉	19	4
		Left Turn Clip	<i>S</i> ₃₀	18	5
		Wrong Driveway	<i>S</i> ₃₁	18	5
		Run Red Into Left Turner	<i>S</i> ₃₃	18	5
		Misjudgment, Left Turn	<i>S</i> ₃₄	18	5
		Ego vehicle turns right with oncoming vehicle at signalized junction	<i>S</i> ₂₆	15	6
		Wave to Go	<i>S</i> ₃₂	12	7
G7	Pedestrian Interaction	Jaywalking	<i>S</i> ₃₆	18	8
		Pedestrian crossing at zebra crossing	<i>S</i> ₃₇	18	8
		Pedestrian running a red light	<i>S</i> ₄₁	18	8
		Struck Human	<i>S</i> ₄₅	18	8
		Pedestrian at left turn at signalized junction	<i>S</i> ₄₂	17	9
		Pedestrian in same direction obstructed at ego left turn	<i>S</i> ₄₃	17	9
		Pedestrian stationary at road side	<i>S</i> ₃₉	16	10
		Pedestrian walking along the road	<i>S</i> ₄₀	16	10
		Zebra crossing	<i>S</i> ₃₈	15	11
G3	Opposite Direction	Pedestrian at right turn at signalized junction	<i>S</i> ₄₄	14	12
		Oncoming vehicle swerving into ego vehicle's lane	<i>S</i> ₆₄	19	13
		Oncoming vehicle	<i>S</i> ₆₅	19	13
G3	Following Lead Vehicle	Ego vehicle approaching slower lead vehicle	<i>S</i> ₁₇	19	14
		Turning lead vehicle	<i>S</i> ₁₈	18	15
		Stutter Stop	<i>S</i> ₂₀	12	16