1. **Test Dataset: 101AA00DS0007 – Dataset 007 (FINAL 20220701)**

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(61 feature instances)

**General Guidelines**

The dataset shall cover the extent specified in the test dataset scheme.

Cells should have a minimum display scale of 22000 and a maximum display scale of 90000

Features should be captured to allow some room for additional features in the dataset in future.

Although features should be captured in a logical combination in terms of geometry they do not need to reflect real world features so an approach similar to that used in S-64 dataset GB4X0001 is expected.

Single overall DEPARE 20m shall be included and other features added as required so that a consistent scheme exists.

Producer Agency code AA00 shall be used with the numerical value 1810.

All mandatory S-101 features shall be present in the dataset and all mandatory attributes shall be populated.

* + Data Coverage
  + Quality of Bathymetric data (areas containing depth information and at maximum display scale 1:700000 and larger)
  + Navigational System of Marks

The dataset shall conform to S-101 Feature Catalogue 1.0.2 20220419 and DCEG 1.0.2.

Screenshots in the below documentation should be created using the latest available version of the NIWC viewer.

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| **Scenario** | 7.2 | | |  |
| **Description** | | Landmarks | | |
| **Location** | | | **Description** | |
| 32° 35.1168' S 62° 35.1102' E | | | 1. **Landmark (area)** 2. **Landmark (curve)** 3. **Landmark (point) category of landmark = 1 (Cairn)** 4. **Landmark (point) category of landmark = 2 (Cemetery)** 5. **Landmark (point) category of landmark = 3 (Chimney)** 6. **Landmark (point) category of landmark = 4 (Dish Aerial)** 7. **Landmark (point) category of landmark = 5 (Flagstaff)** 8. **Landmark (point) category of landmark = 6 (Flare Stack)** 9. **Landmark (point) category of landmark = 7 (Mast)**    1. **Function = 29 (communication)** 10. **Landmark (point) category of landmark = 7 (Mast)**     1. **Function = 40 (Airship Mooring)** 11. **Landmark (point) category of landmark = 7 (Mast)**     1. **Function = 32 (Radar)** 12. **Landmark (point) category of landmark = 7 (Mast)**     1. **Function = 31 (Radio)** 13. **Landmark (point) category of landmark = 7 (Mast)**     1. **Function = 31 (Television)** 14. **Landmark (point) category of landmark = 8 (Windsock)** 15. **Landmark (point) category of landmark = 9 (Monument)** 16. **Landmark (point) category of landmark = 10 (Column/Pillar)** 17. **Landmark (point) category of landmark = 12 (Obelisk)** 18. **Landmark (point) category of landmark = 13 (Statue)** 19. **Landmark (point) category of landmark = 14 (Cross)** 20. **Landmark (point) category of landmark = 15 (Dome)**     1. **Function = 20 (Church)** 21. **Landmark (point) category of landmark = 15 (Dome)**     1. **Function = 32 (Radar)** 22. **Landmark (point) category of landmark = 16 (Radar Scanner)** 23. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 38 (Clock)** 24. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 20 (Church)** 25. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 28 (Lookout)** 26. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 29 (Communication)** 27. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 33 (Light Support)** 28. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 34 (Microwave)** 29. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 39 (Control)** 30. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 35 (Cooling)** 31. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 36 (Observation)** 32. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 32 (Radar)** 33. **Landmark (point) category of landmark = 17 (Tower)**     1. **Function = 31 (Radio)** 34. **Landmark (point) category of landmark = 7 (Mast)**     1. **Function = 30 (Television)** 35. **Landmark (point) category of landmark = 18 (Windmill)** 36. **Landmark (point) category of landmark = 20 (Spire/Minaret)**     1. **Function = 20 (Church)** 37. **Landmark (point) category of landmark = 20 (Spire/Minaret)**     1. **Function = 26 (Mosque)** 38. **Landmark (point) category of landmark =** (**Large Rock or Boulder on Land)** 39. **Landmark (point) category of landmark = 23 (Boundary mark)** 40. **Landmark (point) category of landmark = 26 (bridge)** 41. **Landmark (point) category of landmark = 27 (dam)** 42. Landmark (curve) category of special purpose mark = 16 (Leading Mark) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 7.3 | | |  |
| **Description** | | Silo/Tank | | |
| **Location** | | | **Description** | |
| 32° 32.2554' S 62° 31.8174' E | | | 1. **Silo/Tank (point) visual prominence = 1 (Visually Conspicuous)** 2. **Silo/Tank (area) visual prominence = 2 (Not Visually Conspicuous)** 3. **Silo/Tank (point) category of silo/tank = 4 (Water Tower)**    1. **Silo/Tank (point) product = 3 (Water)** 4. **Silo/Tank (point) category of silo/tank = 3 (Grain Elevator)**    1. **Silo/Tank (point) product = 22 (Grain)** 5. **Silo/Tank (point) category of silo/tank = 2 (Tank in general)** 6. **Silo/Tank (point) category of silo/tank = 1 (Silo in general)** | |
| **Screen Capture** | |  | | |

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| **Scenario** | 7.4 | | |  |
| **Description** | | Wind Turbine | | |
| **Location** | | | **Description** | |
| 32° 30.5898' S 62° 31.8648' E | | | 1. **Wind Turbine (point) visual prominence = 1 (Visually Conspicuous)** 2. **Wind Turbine (point) visual prominence = 2 (Not Visually Conspicuous)** | |
| **Screen Capture** | |  | | |

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| **Scenario** | 7.5 | | |  |
| **Description** | | Fortified Structure | | |
| **Location** | | | **Description** | |
| 32° 29.088' S 62° 31.851' E | | | 1. **Fortified Structure (point) category of fortified structure = 1 (Castle)**    1. **Fortified Structure (point) visual prominence = 1 (Visually Conspicuous)** 2. Fortified Structure (point) category of fortified structure = 1 (Castle)    1. Fortified Structure (point) visual prominence = 2 (Not Visually Conspicuous) 3. **Fortified Structure (area) category of fortified structure = 2 (Fort)** 4. **Fortified Structure (curve) category of fortified structure = 9 (Rampart)** | |
| **Screen Capture** | |  | | |

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| **Scenario** | 7.6 | | |  |
| **Description** | | Production/Storage Area | | |
| **Location** | | | **Description** | |
| 32° 30.5892' S 62° 37.563' E | | | 1. **Production/Storage (area) category of production area = 12 (Solar Farm)** 2. **Production/Storage (area) category of production area = 9 (Wind Farm)**    1. **Production/Storage (area) visual prominence = 1 (Visually Conspicuous)** 3. **Production/Storage (area) category of production area = 9 (Wind Farm)**    1. **Production/Storage (point) visual prominence = 2 (Not Visually Conspicuous)** 4. **Production/Storage (area) category of production area = 8 (Tank Farm)**    1. **Production/Storage (area) visual prominence = 1 (Visually Conspicuous)** 5. **Production/Storage (area) category of production area = 8 (Tank Farm)**    1. **Production/Storage (area) visual prominence = 2 (Not Visually Conspicuous)** 6. **Production/Storage (point) category of production area = 6 (Timber Yard)** 7. **Production/Storage (point) category of production area = 2 (Mine)** | |
| **Screen Capture** | |  | | |