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Risilionalrix ON EN 50126:
Range Conpression:
 · Range, = 0,1667 - 0 = 0,1667

· Range, = 0,3333

· Range, = 0,75

· Range, = 1 - 0,2083 = 0,7917
  > Aug Range = 7 (0,1667+0,3333+0,75+0,7917)
                                                         evt. hier die Verteilung mit
   -> Score Range = 1 - 0,5704 = 0,4896
                                                          einbeziehen (d.h. 2x 0,5 Range besser
                                                         als 0.9 und 0.1)
Risihouertiberschnedunger:
   1_{2} = [0, 0.1667]
1_{2} = [0, 0.3333]
   13 = [0, 0.75]
14 = [0.2083, 1]
  f = 1

x = 1: Overlap, f = 0, 1667

f = 3: Overlap, f = 0, 1667

f = 3: Overlap, f = 0
   J. x=1. Overlapz, 3 = 0,3333

x=2. Overlapz, 4 = 0,3333-0,2083=0,125
     ·x=1:0verlap3,4=0,75-0,2083=0,5417
  -> Tutal Overlap: (0, 1667 + 2.0, 1667)+ (0, 3333 + 2.0, 125)+(0,5417)
                       = 1,6251
   > Max Ovelap: 70
   > Score overlap = 7- 7.6257 = 0,8375
                                                          evt. weniger wichten?
7-500 requartement = 1+2+2+2+3+2+3+2+2+2+2+3+2+7
                  = 37 = 0,5167
  =) Score quaterror = 1-0,5167 = 0,4833
   Berchmark Fore 3
   => Berchmark Score = 0,48 96 + 0,8375 + 0,4833 = 0,6035
```