**The following paragraphs define the stability of the DPPS after deployment and therefore the timeframe during which static/dynamic tests can be performed.**

**9.1.0 Definitions**

**Testing time: Time frame in which the physical test has to be performed**

**Dynamic tests: This is regarded as default test configuration to represent the impact of the pedestrian’s head onto the DPPS.**

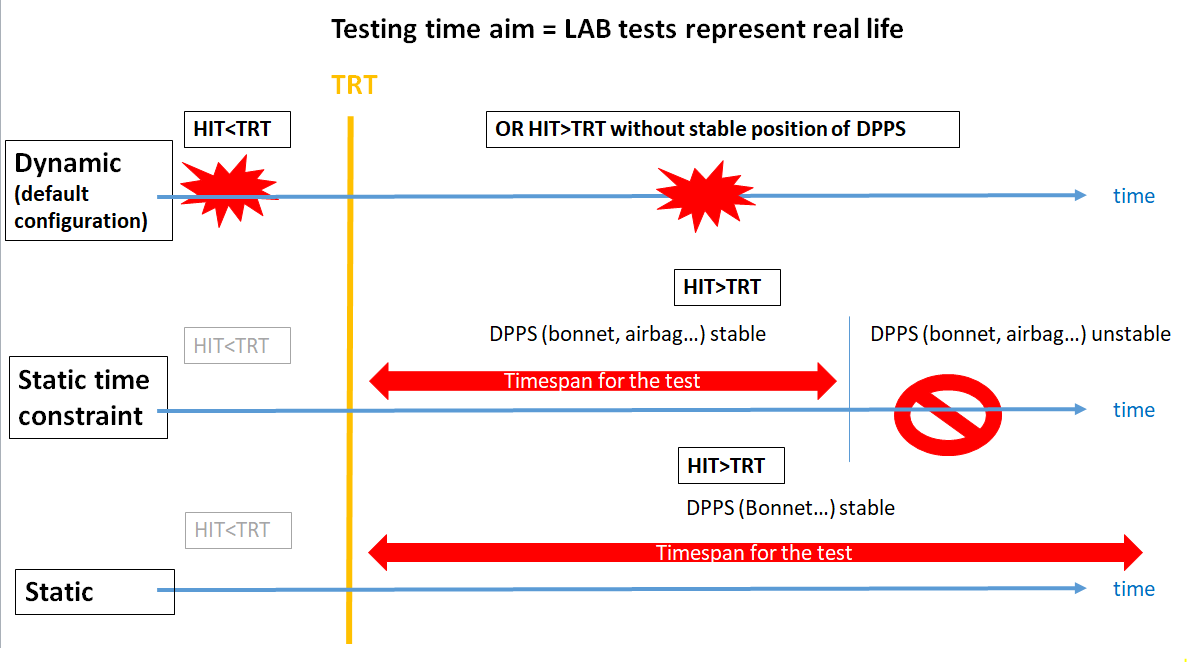
**The triggering time depends on the HIT vs. WAD information.**

**Under contracting party option all requirements shall be demonstrated using a dynamic test.**

**If a contracting party chooses to use the static test, the following requirements must be fulfilled.**

**Static time constraint tests: When there is a constraint on time for the stability of the system and HIT>TRT. The triggering time depends on the stability information provided by the manufacturer.**

**Static tests: When HIT>TRT, stability information of the system has been proven and there is no constraint of time to perform the test, the tests can be done in stable settled deployed position.**



**[Fig. 9.1.2 – scheme of different test configurations]**

**9.1.2 System specificationAs an contracting party option, a technical description of the DPPS components shall be submitted by the manufacturer. This shall be accompanied by the following information:**

**For *Sensing system:***

**\* Type (pressure, optical, vision…)**

**\* Sensor locations**

**\* Operation process**

***Deployment information:***

**\*Type of system (airbag, active hood, …)**

**\*Mechanism explanation**

**\*Component description (lifting system (e.g. actuator), hinge, latch, ...)**

**\*Intended deployment height information**

**\*TRT (ST+DT) information**

**\*Evolution of system stability (e.g. pressure or force vs. time diagram)**

**With this information the test can be conducted statically (static or static time constraint) or dynamically.**

**During the static tests it has to be ensured that the resisting force of the DPPS is equivalent to the actual situation at the real head impact time.**