

TDD Brief Sheet

Task Distance Duration (TDD) Competition Structure

Rev. 10 03 2026

I. TDD Notes – Task Distance Duration

The Task Distance Duration (TDD) competition is designed to provide a relatively easy, achievable 3-turn-point (TP) task and goal, allowing pilots to expand their individual cross-country (XC) distances depending on conditions and available time

Aims

- To allocate fair measured scores from a maximum of 1000 points each day.
- To create a high incentive points reward system, encouraging pilots to fully utilise the flying window and fly as far as possible while still completing the task.
- To define tasks that keep goals and the flying arena within easy retrieve distances.
- To reward individual piloting skills, decision-making, and persistence in pushing their own distances.
- To place greater emphasis on basic XC skills rather than outright speed.
- To encourage consistency, enabling more pilots to achieve the goal.
- To introduce team flying, with teams of four pilots (one discard), and aggregate scores.
- To encourage pilots to expand their XC flight distances while completing all TPs and the goal.
- To reward tenacity, flight stamina, and time management at the pilot's discretion.
- To ensure scoring does not directly measure speed to achieve the goal—there are no speed points, lead-out points, or FTV.
- To reduce start gaggle mayhem and multi-pilot gaggle numbers.
- To lessen pinging and glide trains, rewarding individual choice and decision-making.
- To allow pilots to fly as long and as far as possible within their skill level.
- To make the goal highly achievable for the majority of pilots.
- To ensure every task counts towards a pilot's aggregate overall event score.
- [Full Rules are defined on TDD Track Analyser pages](#)
- [Task Distance Duration \(TDD\)](#)

<https://tdd.fly-air3.com/index.html>

A. Scoring Methodology

- Scores are allocated from a maximum of 1000 points per day.
- 500 points are awarded for completing the task.
- 100 points per TP (up to a maximum of 300 points).
- 200 points for reaching the goal.
- 500 distance POINTS (or a proportional share of furthest distance flown) for distance points scored on a completed or uncompleted task.
- The pilot who flies the greatest distance within the time parameters, achieves all turn-points, and reaches the goal, receives 1000 points for the day.

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- Goal bonus (200 points) is only given to pilots who land their completed flight within the radius of the designated goal cylinder.
- Pilots may fly through the TP radii in any order.
- No speed points, lead-out points, or FTV are awarded.

B. Task Setting

- The Task Management and definitions are only accessible by a Task Administrator who only has access to creating and defining the launch start, three turn-points with cylinder radii, Goal and land by time.
- Large radii turn-points are recommended so the minimum optimised distance can be covered easily by most pilots keeping the optimal distance doable by majority of pilots.
- The goal is recommended to have a 500m radius at a known, designated, easy retrieve landing zone (LZ).
- The designated goal should be within easy retrieve distances from the main organisation.

C. Flying Window and Duration

- Open window and land-by time are set as long as possible to allow for maximum flying window in prevailing conditions.
- Typical window is 11 am open, 6pm close, giving pilots the opportunity to fly anytime during the window to maximise distance.
- Repeat or re-flights within the flying period are allowed.
- *It is being considered to fix a pilots' max fly time to a given period after leaving the launch cylinder. Say 3hours. This is a tighter control for periods where the flying window may be short . Encouraging pilots to stay airborne longer and time their arrival at goal. This parameter is not yet implemented.*

D. Safety and Task Design

- Tasks are designed on instruments and participants are provided with QR code, Xctsk, or task code.
- The MD maintains full safety communications and control, with the ability to hold launch or stop a task if conditions become dangerous, unsuitable, or deteriorate.
- Tasks avoid all known restricted airspace and dangerous fly zones. In stronger winds, cross-downwind zig-zag routes may be introduced to maintain reasonable minimal distance.
- Several pre-determined routes and turn-points are established, specific to event fly-zones and sites, each designed around typical prevailing weather conditions for training and familiarity purposes.

E. Scoring Procedure

- Use of the Air3 designed scoring methodology or a simple spreadsheet scoring system is based on honesty and Xcontest points for distance.
- Scoring software is at <https://tdd.fly-air3.com/index.html>
- There are several 'Cup' based collective events and seasonal challenges which then contain site specific Task routes. The task administrator will define or create the tasks available.
- The 'Cup' TDD can be an individual flying day , A stand alone series or Event (for multi day tasking) or a Seasonal (anytime) task set for site based Regional or National group of tasks.

Event Cup

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- A series of **daily tasks**. Each task is flown on a specific date. Only **one submission per pilot per task** is allowed.

The Goal scores **200 pts** only if the pilot lands inside the cylinder. If the pilot flies through the Goal and continues, the Goal scores **0 pts** and the flight is not used as the distance reference.

Distance points use a **simple ratio**: Your pts = (Your XC ÷ Best XC among pilots who landed at Goal) × 500.

Season Cup

- A **free-flying season** with fixed tasks available throughout the season. Pilots can fly the same task **multiple times** on different dates.

If the pilot flies through the Goal without landing, the Goal counts as a **Turnpoint (100 pts)** instead of 0. The distance reference is the **best XC score on that task across the entire season**.

Distance points use a **compression factor (DCF)**: Your pts = 500 × (Your XC ÷ Best XC)^{DCF}, reducing the gap between pilots.

The **overall score** is the sum of the **6 best individual flight scores** across all tasks and dates.

- Specified Tasks can be accessed and used at anytime by pilots and same task scored on different days. The task score will award or update each submission.
- The Overall Standings collects all scores on all tasks in any given "Cup". The pilots best 6 scores are counted.
- It is envisaged the Task Admins will define a set of tasks ready made to adopt on any given day for given meteorological conditions. These tasks can then be accessed and flown anytime.
- These defined tasks can be uploaded by pilots at any time via Q codes or XTCK files to flight instruments.
- Pilots can view all pre-defined tasks on the Air3 TDD page, **Task Manager** tab <https://tdd.fly-air3.com/taskmanager.html>
- Once a defined task or part thereof has been flown, Pilot declares their IGC file to the defined task on the scoring. The Air3 **Task Analyser** at <https://tdd.fly-air3.com/index.html> allows the pilot to choose their Air3 TDD Cup, the task flown and drop in their IGC, or notify the Task Administrator to do same on their behalf.
- The Air3 score will then identify all Tps covered plus the pilots' best distance which is calculated in similar fashion to the Xcontest points value. (ie the distance over three points or multipliers for flat triangles and FAI triangles). Submission will then populate the scoring table.
- Scoring tables are updated on each submission. Tables are then listed for all pilots who completed that defined task or parts thereof.
- All submitted tracklogs for a given task can be viewed graphically through
- TDD Scores then View Tracklogs

Tasking Example .

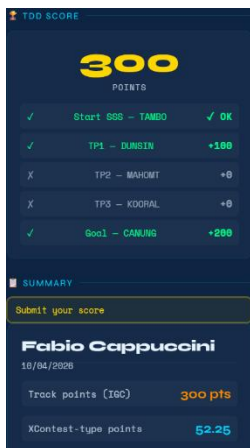
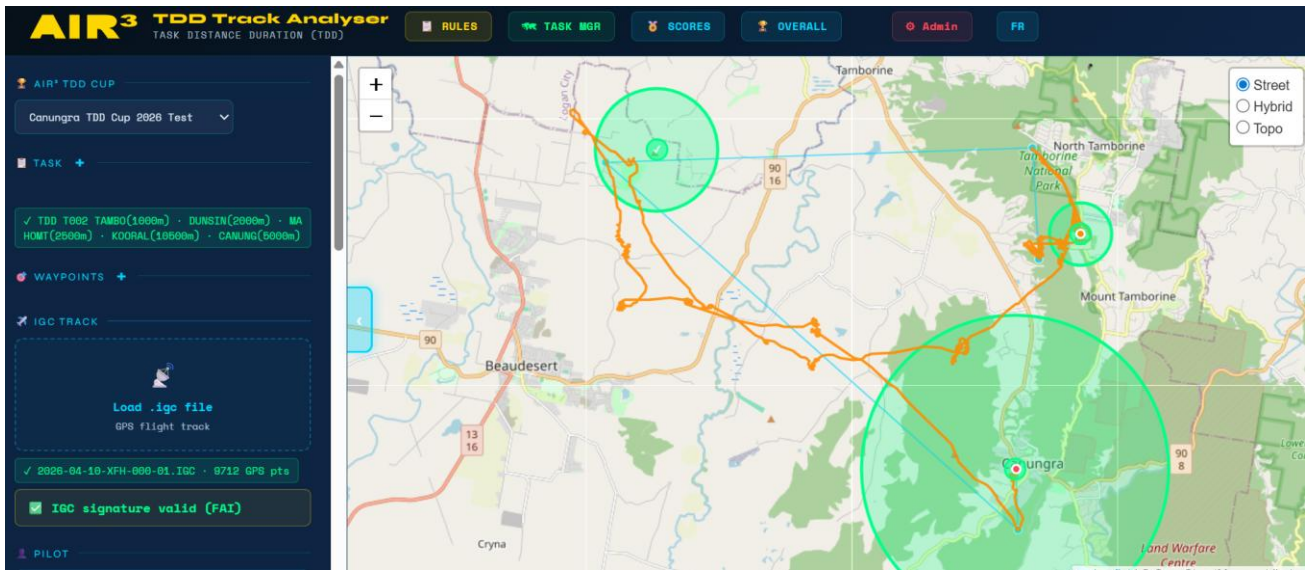
Air3 TDD Scoring system.

Choose relevant 'CUP' : Choose relevant TASK : Load IGC: Hit Analyse and submit to score.

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Pilot flight info displayed on left scroll bar of the Task Analyser.

In this case pilot flew 1 tp and Goal. Missing 2 Tp's. Score 300. Flew Fai triangle scoring 52.25 points.

Pilot currently has greatest distance so gets 500 for dist. All other distances in scores are proportional to this distance and thereby proportional of 500 distance points.

If a pilot scores bonuses tagging more value from Tps' then their distance becomes the base 500 pt distance.

Pilots who fly fewer Tps' but a greater dist cannot score greater distance points than the pilot who has most Tps' bonus.

All of the pilots distances contributed to their respective scores.

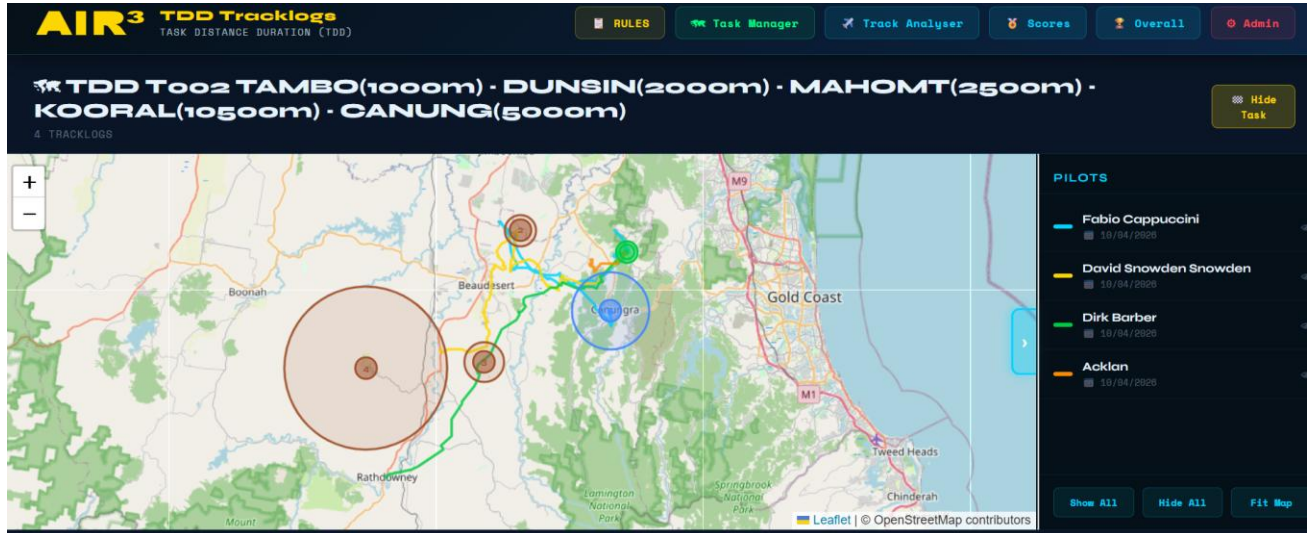
PILOT	XCONTEST-TYPE SCORE	COMPUTED DISTANCE PTS MAX 500	TURNPOINT PTS	TOTAL	XCONTEST LINK
Fabio Cappuccini 10/04/2026	52.25	500	300	800	- *
David Snowden Snowden 10/04/2026	42.11	459	300	759	- *
Dirk Barber 10/04/2026	46.09	476	100	576	- *
Acklan 10/04/2026	8.18	238	0	238	- *

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Tracklog Viewing



As this particular example is a 'Seasonal TDD' this task can be flown at anytime in the future where those additions will then change the scoring table for that Task and overalls.

In 'Event' scoring only scores on a given day count for scoring.

SEE <https://tdd.fly-air3.com/index.html>

END.

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Previous TDD scoring system. For info. Now overridden by the Air3 TDD Scoring System. Note:

XCTrack competition task information

File name: deko
 Created: 2026-02-28 02:05:57 UTC
 Author: berfon
 Start type: Race
 SSS Open: 01:00 (UTC)
 Goal type: CYLINDER
 Task deadline: 07:00 (UTC)
 Earth model: WGS84 ellipsoid
 Task distance: 64.4km (through centers)
 21.2km (optimized)



Scan this code to XTrack navigation
 Task code: **deko** (valid for 1 month)

Version: V2Z

Download task

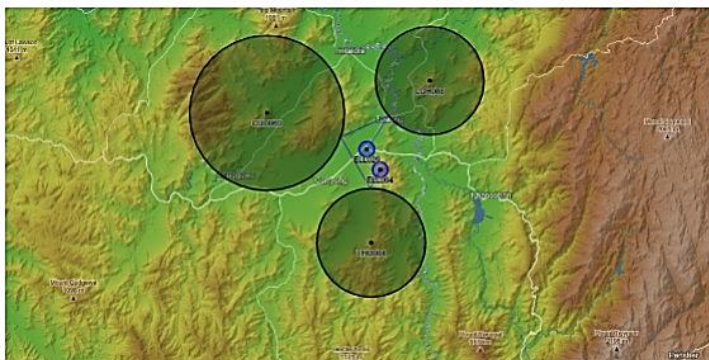
Start should be Launch with defined radius (eg 1km)

3 Tpts with defined radii creating a short achievable task from which pilots extend their XC distances.

Goal . Recommended 2 Km radius. Pilots must land at Goal to gain Goal bonus. Scores Sheet:

Turnpoints

#	Name	Altitude	Radius (m)	Distance (km)	Optimized (km)	Type
1	ELLO94	940m	0	0.0	0.0	Takeoff
2	ELLO94	940m	1000	0.0	1.0	SSS
3	THO084	840m	7000	9.5	2.7	
4	CUD060	600m	10000	30.9	10.3	
5	LGH068	680m	7000	52.4	17.1	
6	ELLO29	290m	1000	64.4	21.2	ESS, Goal



TDD TASK DISTANCE DURATION

Version: 10 03 2026
 Date: 2026-02-28
 Author: berfon
 Start type: Race
 SSS Open: 01:00 (UTC)
 Goal type: CYLINDER
 Task deadline: 07:00 (UTC)
 Earth model: WGS84 ellipsoid
 Task distance: 64.4km (through centers)
 21.2km (optimized)

AS LISTED XCONTEST

Pilot	Time	Distance	Score	XC	TP1	TP2	TP3	Goal	Xcontest	W of Dist	Max Points	Total
...	...	53.50 km	73.32 pts	100.0	100.0	100.0	100.0	100.0	73.32	100.0	1000	1073.32
...	...	45.43 km	59.4 pts	100.0	100.0	100.0	100.0	100.0	59.4	100.0	1000	1059.4
...	...	39.66 km	51.52 pts	100.0	100.0	100.0	100.0	100.0	51.52	100.0	1000	1051.52
...	...	37.28 km	48.69 pts	100.0	100.0	100.0	100.0	100.0	48.69	100.0	1000	1048.69
...	...	36.34 km	47.00 pts	100.0	100.0	100.0	100.0	100.0	47.00	100.0	1000	1047.00
...	...	31.55 km	40.70 pts	100.0	100.0	100.0	100.0	100.0	40.70	100.0	1000	1040.70
...	...	31.17 km	40.64 pts	100.0	100.0	100.0	100.0	100.0	40.64	100.0	1000	1040.64
...	...	30.11 km	39.34 pts	100.0	100.0	100.0	100.0	100.0	39.34	100.0	1000	1039.34
...	...	30.92 km	40.11 pts	100.0	100.0	100.0	100.0	100.0	40.11	100.0	1000	1040.11
...	...	30.89 km	40.10 pts	100.0	100.0	100.0	100.0	100.0	40.10	100.0	1000	1040.10
...	...	30.81 km	40.02 pts	100.0	100.0	100.0	100.0	100.0	40.02	100.0	1000	1040.02
...	...	30.47 km	39.56 pts	100.0	100.0	100.0	100.0	100.0	39.56	100.0	1000	1039.56
...	...	30.29 km	39.30 pts	100.0	100.0	100.0	100.0	100.0	39.30	100.0	1000	1039.30
...	...	30.23 km	39.20 pts	100.0	100.0	100.0	100.0	100.0	39.20	100.0	1000	1039.20
...	...	29.95 km	38.87 pts	100.0	100.0	100.0	100.0	100.0	38.87	100.0	1000	1038.87
...	...	27.95 km	36.19 pts	100.0	100.0	100.0	100.0	100.0	36.19	100.0	1000	1036.19
...	...	26.35 km	34.00 pts	100.0	100.0	100.0	100.0	100.0	34.00	100.0	1000	1034.00
...	...	26.84 km	34.69 pts	100.0	100.0	100.0	100.0	100.0	34.69	100.0	1000	1034.69
...	...	42.59 km	55.1 pts	100.0	100.0	100.0	100.0	100.0	55.1	100.0	1000	1055.1
...	...	18.89 km	24.72 pts	100.0	100.0	100.0	100.0	100.0	24.72	100.0	1000	1024.72

The above table allocates scores according to turnpoint and goal bonuses, plus XC distance points scored relative % of 500 pts of the highest achieved task distance points.

The scoring methodology encourages task completion and further rewards pilots who cover considerable distance and all TPs or goal. A pilot who extends to achieve a flat or FAI triangle will also benefit.

Each pilot is required to upload their IGC file to their own Xcontest count. They then inform scoring of TPs/goal covered with Xcontest points.

Note: a more automated scoring system designed by Air3 is in development. This system will follow all the above scoring parameters.

END.