



Distance Duration Event Paragliding.

AIR³ TDD platform



Concepts by Dave Snowden Aus Squad PwC Worlds and Nationals Race Pilot since 1994.

Software programming, platform and technical director by Bertrand Fontaine Air3

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

A New Kind of Competition

In traditional paragliding competitions using GAP-style scoring, the fastest pilots receive the greatest rewards. Many talented pilots (the majority in race tasks) may therefore finish well down the ranking despite flying technically demanding, efficient and intelligent flights.

TDD (Task Distance Duration) tasking offers a different approach as an alternative to conventional speed-based competition.

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

The AIR³ TDD Cup began with a simple idea, originally conceived by David Snowden of Australia: create a competition in which speed is not the deciding factor. In traditional paragliding races, the fastest pilot usually wins. Start timing, leading points, final-glide speed and position within the start gaggle dictate the result, that is the race game. This often places considerable pressure on pilots to launch within a narrow window, join crowded gaggles and follow the fastest available on full bar through dubious air or easily draft the whole task from simply following the lead pilots.

As a result, many highly skilled pilots can finish outside the top positions despite flying technically demanding and beautifully executed flights or limiting the true potential of the days conditions.

TDD takes a different approach.

Reaching goal having flown a longer (distance) flight matters more than arriving first.

Turnpoints may be flown in any order, rewarding pilots who read the conditions well, choose intelligent routes and manage their flights effectively. Pilots then, by choice, aim to expand the minimum task distance by designing their own route as conditions, terrain and timing suit whilst still covering all tpts and goal arrival before the specified end time.

Tasks of 3 tpts and designated goal are designed to be achievable by the majority. An event task can be designed and flown as a one day only task, or a 'Season Cup' task can be held and flown at anytime during the season. Pre-determined tasks can be set to suit typical conditions and available to challenge training pilots.

Every pilot who completes the task can experience the satisfaction of a goal flight, whilst also having used their skills and tenacity to maximise of their distance covered, regardless of their level of task racing experience. The concept sits between open xc flight and full race formats yet rewards both in an adventurous manner.

Open launches and flexible start times reduce the pressure associated with a tightly defined launch window. Pilots are less dependent on forcing their way into a crowded start gaggle, and the task generally creates fewer situations in which success depends on drafting, following or remaining in the best-positioned group.

This gives more pilots the opportunity to demonstrate their own flying ability.

A pilot can score well by completing the route, reaching goal, flying a strong distance by making good decisions—even without being the fastest pilot in the air. A period of slow climbs or poor glide can be recovered as time constraints are not dictated by the speed of other pilots or losing leadout points.

TDD rewards tenacity and individual pilot decision processing timing, meteo conditions and route choice whilst achieving the task-based goal.

The objective is to fly well—not simply to arrive first

In a TDD task, the 3 turnpoints can be flown in any order. This shifts the emphasis away from raw speed and towards:

Full details on how to setup your own tasks for a TDD Cup or Event can be found at

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- Reading the weather and terrain
- Flying the full day as conditions dictate.
- Choosing an efficient expandable route
- Managing altitude and risk
- Making independent tactical decisions
- Completing the task successfully
- Maximising distance rather than merely racing to goal

How TDD scoring works

Each task is worth up to **1,000 points**, combining turnpoints, goal completion and cross-country distance:

- **100 points per validated turnpoint**
- **200 points for landing at goal**
- **Up to 500 distance points**, calculated using an XContest-type score

The distance component is proportional to the best XContest score.

Event Cup

For an Event Cup, the daily distance score is calculated as:

{Distance Points}

$(\text{Pilot's XContest Score}) / \{ \text{Best XContest Score among pilots with the highest track points} \} \times 500$

Season Cup

For a Season Cup, the calculation is for any day the task is flown:

{Distance Points} = 500 x {Pilot's XContest Score} / {Best XContest Score for that task across the season}

*A **Distance Compression Factor (DCF)** may be applied by the organiser to reduce the gap between pilots who overfly goal to push a long cross country distance and prevent distance differences from overwhelming the other elements of the task.*

*If a pilot has fewer validated turnpoints than the leader, their XContest distance score is capped at the reference score established by pilots with the highest track points. In Season Cups where **DCF** is enabled, a pilot who reaches goal as a turnpoint may receive a distance bonus beyond that reference score if they fly significantly farther.*

This structure rewards both task completion and the quality of the flight used to achieve it.

TDD compared with traditional GAP racing.

Traditional GAP race scoring	TDD task-based XC scoring
Strong emphasis on speed , lead points and arrival time	Greater emphasis on route choice, distance and task completion
Usually requires a defined start window	Open launch and start times reduce time pressure. Pilot option to launch early and/or fly til late. Land by time optional.
Can produce crowded start gaggles	Less dependence on a single crowded start gaggle.

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Traditional GAP race scoring	TDD task-based XC scoring
Leading and arrival position can be highly influential	No reward for simply being first into goal. No task dictated time constraints.
Pilots may benefit substantially from drafting and following	Pilot autonomy for individual route and weather decisions.
Small differences at goal can create large ranking differences	Points are fixed across turn points & goal and spread by distance
A very fast flight is often decisive	A well-planned, efficient flight can remain competitive without maximum speed. Fly far, not necessarily always full bar.
Many pilots may be separated by only seconds	More pilots can earn meaningful results through successful completion and distance
Race time dictates flying for minimum of time to complete the task.	Pilots aim to be airborne as long as possible to expand on their distance covered as conditions allow.

TDD does not aim to eliminate traditional side by side race style competition. Instead, it changes what the competition rewards.

More than a competition format. <https://tdd.fly-air3.com/> is a fully integrated standalone platform

The AIR³ TDD platform is a complete toolset for paragliding, hang gliding and sailplane pilots. It can be used to:

- Plan flights
- Build routes with waypoints
- Visualise airspace
- Analyse IGC tracks
- Review flight performance
- Check and store competition scoring
- Train for future tasks
- Compare route and distance choices

Whether you are flying recreationally, training or competing, the platform helps you plan intelligently, understand your flight and improve your decision-making.

Traditional GAP racing asks: **Who reached goal fastest?**

TDD asks: **Who flew the task and the day most effectively?**

The goal is not simply to be the fastest. **The goal is to fly the day & fly well.**

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