Scoring Software Working Group Report
IGC Plenary, February 26, 2016

Dear delegates,

The Scoring Software Working Group was working on your behalf during the year 2015, specially on the first part of the year, trying to solve some of the challenges that we have, when we deal with scoring the results of a championship, trying to define the rules, protocols and formulas to apply, in order to be sure that the results reflects properly the flight execution.

We consulted different experts on the matter and different scoring programs developers, trying to find a consensus about the definition of the different problems and their best solutions.

One of the toughest problem is related to what Earth model to use and when to use spheric geometry vs. ellipsoid geometry, and what is the effect in terms of calculating distance or position inside or outside an object, based on those discussions we present the following proposal:

Changes to the sporting code section 3 (SC3) and Annex A:
•For calculating distance of world records, badges, diamonds and diplomas, always use the WGS84 ellipsoid as the earth model.
•For calculating distances of competition tasks, even when the differences will be minimal for coherence use the WGS84 ellipsoid as the earth model.
•For detecting whether or not the glider is inside an area (ex. AA sector), always use the definition of the OpenAir format.
◦The problem with the AA sectors could be solved by requiring (in Annex A) that these areas must be defined in the same way as airspace, using the OpenAir format. Then the presence within any assigned area could be detected in the same way as the detection of air space infringement

That proposal is part of the Year 1 changes and it is up to your consideration.

Angel Casado