



INTERNATIONAL  
OLYMPIC  
COMMITTEE

ODF/INT007-R1 v5.1 APP

## Olympic Data Feed

### **ODF Bobsleigh Data Dictionary**

22 December 2009  
Technology Department  
© International Olympic Committee



## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic Games and/or (ii) to develop similar standards for other events than the Olympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
1.0	08 May 2008	Submitted for review version
1.1	20 May 2008	Submitted for review version with comments from Omega and Vancouver meeting
1.2	29 May 2008	Changes according to new documentation reformatting. Next APP version will also change the version to Rr Vv1.v2 (not to be changes until documentation approved)
		Status changed to SFA
R1 V1.0	12 June 2008	Comments applied according to changes log
		Status changed to APP
R1 V2.0	14 July 2008	Corrected errors according to changes log
R1 V3.0	17 October 2008	Changes after the WNPA meeting held on October 1-2.
		Some minor corrections according to the sport rules
R1 V3.1	3 April 2009	Some minor defects
R1 v4.0	8 July 2009	CR721 to add messages of Updates for Athletes, officials, teams and added the copyright. and added the copyright
R1 v5.0	18 September 2009	Apply the CR1006 that are some changes in ODF documents after Homologation Test.
R1 v5.1	22 December 2009	Some minor corrections

**File reference:** ODF/INT007-R1 v5.1 APP

**Change Log**

Version	Status	Changes on version
1.0	SFR	<ul style="list-style-type: none"> <li>First version</li> </ul>
1.1	SFR	<ul style="list-style-type: none"> <li>Chapter 3: RT_TIME should have the description Time, not points</li> <li>Changed the term function by position all over the document</li> <li>All messages. Added tables in all messages with extended data to summarize / indicate when data is expected.</li> <li>Added brackets in chapter 3 (although this message is not used in this document)</li> </ul>
1.2	SFA	<ul style="list-style-type: none"> <li>Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to the part 1 of the document and v2 refers to the part 2 of the document. To be changed in next APP version</li> <li>The document has been split in two parts. Part I refers to the Olympic Games competition, while part II refers to other competition exceptions. Added comment about this new format in chapter 1.1.</li> </ul>
R1 V1.0	APP	<ul style="list-style-type: none"> <li>Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to the part 1 of the document and v2 refers to the part 2 of the document</li> </ul>
R1 V2.0	APP	<ul style="list-style-type: none"> <li>Chapter I.1.8.5. Corrected error. The name of the element being defined in the table is CumulativeResult, as it can be seen in the ODF Sport Messages Interface Document.</li> </ul>
R1 V3.0	APP	<ul style="list-style-type: none"> <li>Please, review changes in the messages' generic structure in the ODF Central Messages and ODF Sport Messages Interface documents as well as ODF header redefinition.</li> <li>Removed part II for other competitions, and renumbered all chapters according to this circumstance.</li> <li>Added new messages DT_HISTORIC_RECORD, DT_GLOBAL_GM, DT_GLOBAL_GN, DT_GM and DT_GN in table of chapter 4 Applicable Messages. Extended DT_GM and DT_GN messages to redefine ODF header DocumentCode attribute.</li> <li>The attribute RSC in the ODF header has been renamed as DocumentCode according to the new ODF header definition</li> </ul>
Other changes		
		<ul style="list-style-type: none"> <li>Chapter 5.4: Cumulative results: Clarified cumulative results are after event unit (header attributes Subtype and DocumentSubtype should be at event unit level).</li> </ul>
R1 V3.1	APP	<ul style="list-style-type: none"> <li>Update the Qualification Rule by UnitInfo instead of PhaseInfo because in this sport the qualification rule is by Event Unit and not for phase in DT_STARTLIST and DT_RESULT.</li> </ul>
R1 V4.0	APP	<ul style="list-style-type: none"> <li>Add three new messages for update Athletes, Officials and Teams data.</li> <li>Add the copyright.</li> </ul>
R1 V5.0	APP	<ul style="list-style-type: none"> <li>Add a clarification in the expected table for the UnitInfo Type /Code UI_QUALIFICATION_RULE /QR_RANK_QUALIFY_NEXT_ROUND in Start List and Results messages.</li> <li>Redefine the attribute Name in the Participant List message; this name has not a predefined format.</li> <li>Change the format as +99:90.00 in the Competitor /ExtendedResults</li> </ul>



## Change Log

---

Version	Status	Changes on version
		/ExtendedResult, Type ER_BS Code=BS_DIFF in DT_RESULT, DT_CUMULATIVE_RESULT, and DT_RANKING messages.
R1 V5.1	APP	<ul style="list-style-type: none"><li>• Correct a sentence in the section of Message Values for List of teams' message.</li></ul>

---



## TABLE OF CONTENT

<b>1. Introduction .....</b>	<b>8</b>
1.1. This document.....	8
1.2. Objective .....	8
1.3. Main Audience.....	8
1.4. Glossary .....	8
1.5. Related Documents.....	8
<b>2. Overall Perspective .....</b>	<b>10</b>
2.1. Objective .....	10
2.2. End to End data flow .....	10
<b>3. Codes .....</b>	<b>11</b>
<b>4. Applicable Messages .....</b>	<b>12</b>
<b>5. Bobsleigh Data Extension .....</b>	<b>14</b>
5.1. General Issues .....	14
5.1.1. IDS and ODF header .....	14
5.1.2. Attributes Definition.....	14
5.2. List of accredited athletes by discipline/ List of accredited athletes by discipline update .....	15
5.2.1. Description .....	15
5.2.2. Header Values .....	15
5.2.3. Trigger and Frequency .....	15
5.2.4. Message Structure.....	15
5.2.5. Message Values .....	15
5.2.6. Message sort .....	15
5.3. List of teams .....	16
5.3.1. Description .....	16
5.3.2. Header Values .....	16
5.3.3. Trigger and Frequency .....	16
5.3.4. Message Structure.....	16
5.3.5. Message Values .....	16
5.3.6. Message sort .....	16
5.4. Start List .....	17
5.4.1. Description .....	17
5.4.2. Header Values .....	17
5.4.3. Trigger and Frequency .....	17
5.4.4. Message Structure.....	17
5.4.5. Message Values .....	17
5.4.6. Message sort .....	19
5.5. Event Unit Results.....	20
5.5.1. Description .....	20
5.5.2. Header Values .....	20
5.5.3. Trigger and Frequency .....	20
5.5.4. Message Structure.....	20
5.5.5. Message Values .....	20



5.5.6.	Message sort .....	23
5.6.	Cumulative Results .....	24
5.6.1.	Description .....	24
5.6.2.	Header Values .....	24
5.6.3.	Trigger and Frequency .....	24
5.6.4.	Message Structure .....	24
5.6.5.	Message Values .....	24
5.6.6.	Message sort .....	25
5.7.	Event Final Ranking .....	26
5.7.1.	Description .....	26
5.7.2.	Header Values .....	26
5.7.3.	Trigger and Frequency .....	26
5.7.4.	Message Structure .....	26
5.7.5.	Message Values .....	26
5.7.6.	Message sort .....	27
5.8.	Event's Medallists .....	28
5.8.1.	Description .....	28
5.8.2.	Header Values .....	28
5.8.3.	Trigger and Frequency .....	28
5.8.4.	Message Structure .....	28
5.8.5.	Message Values .....	28
5.8.6.	Message sort .....	28
5.9.	Discipline/venue good morning .....	29
5.9.1.	Description .....	29
5.9.2.	Header Values .....	29
5.9.3.	Trigger and Frequency .....	29
5.9.4.	Message Structure .....	29
5.9.5.	Message Values .....	29
5.9.6.	Message sort .....	29
5.10.	Discipline/venue good night .....	30
5.10.1.	Description .....	30
5.10.2.	Header Values .....	30
5.10.3.	Trigger and Frequency .....	30
5.10.4.	Message Structure .....	30
5.10.5.	Message Values .....	30
5.10.6.	Message sort .....	30



## 1. Introduction

### 1.1. This document

This document includes the ODF Bobsleigh Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Bobsleigh, as well as defines the codes used in these messages.

### 1.2. Objective

The objective of this document is to provide a complete and formal definition of the ODF Bobsleigh Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Bobsleigh competition is run.

### 1.3. Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

### 1.4. Glossary

The following abbreviations are used in this document

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **BS** – Bobsleigh
- **WNPA** – World News Press Agencies

### 1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users





ODF/INT002	IDS-Global Interface Description Document	This document describes the outmost tag of all documents flowing through IDS. Any message being described in this document will have to follow the general definitions of the IDS-Global Interface Description Document. However, some restrictions to the outmost tag (message header) may be done in this specific interface document.
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



## **2. Overall Perspective**

### **2.1. Objective**

The objective of this document is to focus on the formal definition of the ODF Bobsleigh Data Dictionary.

### **2.2. End to End data flow**

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Bobsleigh Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, IDS header and ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Bobsleigh.

Any ODF Bobsleigh message should follow all the previous definitions in order to be considered as an ODF compliant message.



### 3. Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

*CC @CodeEntity*

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

<b>Code Entity</b>	<b>Code Entity Set of Values</b>	
CC @Position	<b>Code</b>	<b>Description</b>
	P	Pilot
	C	Crew
CC @IRM  (The codes order provided is according to the sport rules. If more than one crew have the same IRM, they should be sorted based on number of completed heats/segments. Competitors having the same IRM and the same number of completed heats /segments should be sorted by "bib number").	<b>Code</b>	<b>Description</b>
	DNF	Did not finish
	DNS	Did not start
	DSQ	Disqualified
CC @ResultType	<b>Code</b>	<b>Description</b>
	RT_TIME	Time
	RT_INVALID_RESULT	Invalid Result Mark



## 4. Applicable Messages

The following table describes the list of messages used in Bobsleigh, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_ORGANISATIONS	Organisations	Central	Global	
DT_PARTIC_ATHLETES	List of athletes by discipline	Central	X	X
DT_PARTIC_ATH_UPDATE	List of athletes by discipline update	Central	X	X
DT_PARTIC_OFFICIALS	List of officials	Central	X	
DT_PARTIC_OFF_UPDATE	List of officials update	Central	X	
DT_PARTIC_TEAMS	List of teams	Central	X	X
DT_PARTIC_TEA_UPDATE	List of teams update	Central	X	X
DT_PARTIC_HISTORIC	List of historical athletes	Central		
DT_TEAM_HISTORIC	List of historical teams	Central		
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	



DT_GLOBAL_GN	Global good night	Central	Global	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports	X	X
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports		
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_UNITCONFIG	Event Unit Configuration	Sports		



## 5. Bobsleigh Data Extension

### 5.1. General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

#### 5.1.1. IDS and ODF header

Regarding to the IDS and ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- IDS Header: RSC

The RSC attribute usually has the DDGEEPUU format, where DD is the Discipline attribute, G is the Gender attribute, EEE is the Event attribute, P is the Phase attribute and UU is the Unit attribute in the IDS header. The concatenation of these attributes –Discipline, Gender, Event, Phase and Unit– will be implicitly defined when defining the RSC attribute in each case. However, just the RSC attribute will be defined in order to avoid redundant definition.

- ODF Header: DocumentCode.

#### 5.1.2. Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information.



## 5.2. List of accredited athletes by discipline/ List of accredited athletes by discipline update

### 5.2.1. Description

This message is the List of accredited athletes by discipline/update as described in the ODF Central Messages Interface Document.

### 5.2.2. Header Values

The definition in the ODF Central Messages Interface Document is valid

### 5.2.3. Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

### 5.2.4. Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Bobsleigh are:

- EventEntry

In the next section (message values), there is a more detailed definition.

### 5.2.5. Message Values

The following table describes in more detail the EventEntry element in the case of Bobsleigh.

Element: EventEntry			
Type	Code	Value	Description
E_ENTRY	E_POSITION	CC @Position	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Athlete's position

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
E_ENTRY /E_POSITION	Athlete's position	Always, as soon as this information is available

### 5.2.6. Message sort

Please, follow the general definition.



### 5.3. List of teams

#### 5.3.1. Description

This message is the List of teams as described in the ODF Central Messages Interface Document.

#### 5.3.2. Header Values

The definition in the ODF Central Messages Interface Document is valid

#### 5.3.3. Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

#### 5.3.4. Message Structure

Please, follow the general definition.

#### 5.3.5. Message Values

The following table lists the List of teams optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Bobsleigh (for team events), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Team	Name	M	S(5)	Bobsleigh team name

#### 5.3.6. Message sort

Please, follow the general definition.





## 5.4. Start List

### 5.4.1. Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

### 5.4.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

### 5.4.3. Trigger and Frequency

Please, follow the general definition.

### 5.4.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Bobsleigh are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Competitor /Composition /Athlete /EventUnitEntry

In the next section (message values), there is a more detailed definition.

### 5.4.5. Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Bobsleigh, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	M	Numeric	Start order of the competitor in the start list
	SortOrder	M	Numeric	Same as @StartOrder
Start /Competitor	Bib	M	Numeric	Team's bib number

The following table describes in more detail the UnitInfo element in the case of Bobsleigh.

Element: UnitInfo				
Type	Code	Pos	Value	Description
UI_QUALIFICATION_RULE	QR_RANK_QUALIFY_NEXT_ROUND	Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed code for the qualification rule. QR_RANK_QUALIFY_NEXT_ROUND is the code that indicates the qualification for next round based on rank.



				For @Pos: Send 1 to indicate first rank included in the @Code rule  Send 2 to indicate last rank included in the @Code rule  For @Value: Send the rank according to @Code rule and @Pos
UI_BS	BS_ALTITUDE_START		N(4) 9999	For @Type: Send proposed type  For @Code: Send proposed code  For @Value: Start altitude in meters
	BS_ALTITUDE_FINISH		N(4) 9999	For @Type: Send proposed type  For @Code: Send proposed code  For @Value: Finish altitude in meters
	BS_ALTITUDE_DROP		N(4) 9999	For @Type: Send proposed type  For @Code: Send proposed code  For @Value: Vertical drop in meters
	BS_LENGTH		N(4) 9999	For @Type: Send proposed type  For @Code: Send proposed code  For @Value: Length of course in meters

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_QUALIFICATION_RULE QR_RANK_QUALIFY_NEXT_ROUND	/ Qualification for next round based on rank	Always if the rule applies to the competition
UI_BS /BS_ALTITUDE_START	Start altitude in meters	Always
UI_BS /BS_ALTITUDE_FINISH	Finish altitude in meters	Always
UI_BS /BS_ALTITUDE_DROP	Vertical drop in meters	Always
UI_BS /BS_LENGTH	Length of course in meters	Always

The following table describes in more detail the Competitor /Composition /Athlete /EventUnitEntry element in the case of Bobsleigh.

Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EU_ENTRY	E_POSITION	CC @Position	For @Type: Send proposed type
			For @Code: Send proposed code



			For @Value: Athlete's position
--	--	--	-----------------------------------

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EU_ENTRY /E_POSITION	Athlete's position	Always

#### 5.4.6. Message sort

Please, follow the general definition.



## 5.5. Event Unit Results

### 5.5.1. Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

### 5.5.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

### 5.5.3. Trigger and Frequency

Please, follow the general definition.

### 5.5.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Bobsleigh are:

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfo
- Competitor /ExtendedResults /ExtendedResult

In the next section (message values), there is a more detailed definition.

### 5.5.5. Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit This attribute is optional because the competitor could get an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either time or IRM for the corresponding event unit
	IRM	O	CC @IRM	IRM for the particular event unit  Send just in the case @ResultType is IRM (see codes section)
	Result	O	MM:SS.hh 99:90.00	Result for the particular event unit.  Send just in the case @ResultType is Time (see codes section)  MM is minutes, SS is seconds, hh is hundredth of second



Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Send UnitDateTime including also the @EndDate attribute.

The following table describes in more detail the UnitInfo element in the case of Bobsleigh.

Element: UnitInfo				
Type	Code	Pos	Value	Description
UI_QUALIFICATION_RULE	QR_RANK_QUALIFY_NEXT_ROUND	Numeric	Numeric	For @Type: Send proposed type
				For @Code: Send the proposed code for the qualification rule.  QR_RANK_QUALIFY_NEXT_ROUND is the code that indicates the qualification for next round based on rank.
				For @Pos: Send 1 to indicate first rank included in the @Code rule  Send 2 to indicate last rank included in the @Code rule
				For @Value: Send the rank according to @Code rule and @Pos
UI_GENERAL	GE_ATTENDANCE		N(6)  999999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Number of spectators
UI_RACE_CONDITIONS	RC_ICE_TEMPERATURES		(-) N(2).N(1) )  (-) 99.9	For @Type: Send proposed type
				For @Code: Send proposed code
	RC_AIR_TEMPERATURE		(-) N(2).N(1) )  (-) 99.9	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Ice Temperature in centigrade degrees (in case of positive temperature, do not send '+').
				For @Value: Air Temperature in centigrade degrees (in case of positive temperature, do not send '+').



	RC_HUMIDITY		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Value: Humidity in %
UI_WEATHER_CONDI TIONS	CC @WeatherConditions			For @Type: Send proposed type For @Code: Send one of the codes regarding to the weather conditions For @Value: Do not send anything
UI_WIND_DIRECTION	CC @WindDirection			For @Type: Send proposed type For @Code: Send one of the codes regarding to the wind direction For @Value: Do not send anything

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_QUALIFICATION_RULE / QR_RANK_QUALIFY_NEXT_ROUND	Qualification for next round based on rank	Always if the rule applies to the competition
UI_GENERAL /GE_ATTENDANCE	Number of spectators	Always, as soon as this information is available
UI_RACE_CONDITIONS /RC_ICE_TEMPERATURE	Ice temperature in centigrade degrees	Always
UI_RACE_CONDITIONS /RC_AIR_TEMPERATURE	Air temperature in centigrade degrees	Always
UI_RACE_CONDITIONS /HUMIDITY	Humidity in %	Always
UI_WEATHER_CONDITIONS /CC @WeatherConditions	Send the weather conditions in the @Code attribute	Always
UI_WIND_DIRECTION /CC @WindDirection	Send the wind direction in the @Code attribute	Always

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.

Element: Competitor /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_BS	BS_DIFF		+MM:SS.hh +99:90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:



				Time difference (for Result @Rank=1, send 0.00)  MM=minutes SS=seconds hh=hundredth of second
	BS_SPLIT	Numeric	MM:SS.hh 99:90.00	For @Type: Send proposed type  For @Code: Send proposed type  For @Pos: Incremental number from 1 to n, to identify each one of the splits (intervals)  For @Value: Cumulative time up to the split  MM is minutes, SS is seconds, hh is hundredth of second
	BS_RANK	Numeric	Numeric	For @Type: Send proposed type  For @Code: Send proposed type  For @Pos: Incremental number from 1 to n, to identify each one of the splits  For @Value: Rank of the competitor at the moment of the split, according to its split time

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_BS /BS_DIFF	Time difference	Always
ER_BS /BS_SPLIT	Cumulative time up to the interval	Always, if there are intervals
ER_BS /BS_RANK	Rank of the competitor at the moment of the interval	Always, if there are intervals

### 5.5.6. Message sort

Please, follow the general definition.



## 5.6. Cumulative Results

### 5.6.1. Description

This message is the Cumulative Results message as described in the ODF Sport Messages Interface Document.

### 5.6.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes documents (header values sheet).

This cumulative results message is after event unit (Subtype and DocumentSubtype header attributes should be at event unit level).

### 5.6.3. Trigger and Frequency

Please, follow the general definition.

### 5.6.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Bobsleigh are:

- Competitor /ExtendedResults /ExtendedResult

In the next section (message values), there is a more detailed definition.

### 5.6.5. Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Bobsleigh, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	Numeric	Cumulative rank of the competitor after the finalisation of the current unit, so it takes into account the previous units. This rank indicates a progress of the competition. This attribute is optional because the competitor could get an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either time or IRM for the corresponding cumulative results
	IRM	O	CC @IRM	IRM after the finalisation of the current event unit  Send just in the case @ResultType is IRM (see codes section)





Element	Attribute	M/O	Value	Comments
	Result	O	MM:SS.hh 99:90.00	Cumulative time after the finalisation of the particular event unit.  Send just in the case @ResultType is Time (see codes section)  MM is minutes, SS is seconds, hh is hundredth of second
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results after the finalisation of the current event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.

Element: Competitor /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_BS	BS_DIFF	+MM:SS.hh +99:90.00	For @Type: Send proposed type  For @Code: Send proposed code  For @Value: Cumulative time difference <u>after</u> the finalisation of the current event unit (for Result @Rank=1, send 0.00)  MM=minutes SS=seconds hh=hundredth of second

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_BS /BS_DIFF	Cumulative time difference after event unit	Always

### 5.6.6. Message sort

Please, follow the general definition.



## 5.7. Event Final Ranking

### 5.7.1. Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

### 5.7.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

### 5.7.3. Trigger and Frequency

Please, follow the general definition.

### 5.7.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Bobsleigh are:

- Competitor /ExtendedResults /ExtendedResult

In the next section (message values), there is a more detailed definition.

### 5.7.5. Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Bobsleigh, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor may have got an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either time or IRM for the corresponding event.
	IRM	O	CC @IRM	IRM for the particular event.  Send just in the case @ResultType is IRM (see codes section)
	Result	O	MM:SS.hh 99:90.00	Final result for the particular event.  Send just in the case @ResultType is Time (see codes section)  MM is minutes, SS is seconds, hh is hundredth of second
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank.



The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.

Element: Competitor /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_BS	BS_DIFF	+MM:SS.hh +99:90.00	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Time difference for the event's final result (for Result @Rank=1, send 0.00)
			MM=minutes SS=seconds hh=hundredth of second

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_BS /BS_DIFF	Event's time difference	Always

### 5.7.6. Message sort

Please, follow the general definition.



## **5.8. Event's Medallists**

### **5.8.1. Description**

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

### **5.8.2. Header Values**

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

### **5.8.3. Trigger and Frequency**

Please, follow the general definition.

### **5.8.4. Message Structure**

For the rest of the message, please, follow the general definition.

### **5.8.5. Message Values**

Please, follow the general definition.

### **5.8.6. Message sort**

Please, follow the general definition.



## **5.9. Discipline/venue good morning**

### **5.9.1. Description**

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

### **5.9.2. Header Values**

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.9.3. Trigger and Frequency**

Please, follow the general definition.

### **5.9.4. Message Structure**

Please, follow the general definition.

### **5.9.5. Message Values**

Please, follow the general definition.

### **5.9.6. Message sort**

Please, follow the general definition.



## **5.10. Discipline/venue good night**

### **5.10.1. Description**

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

### **5.10.2. Header Values**

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.10.3. Trigger and Frequency**

Please, follow the general definition.

### **5.10.4. Message Structure**

Please, follow the general definition.

### **5.10.5. Message Values**

Please, follow the general definition.

### **5.10.6. Message sort**

Please, follow the general definition.



*This page has been intentionally left blank*