



INTERNATIONAL  
OLYMPIC  
COMMITTEE

ODF/INT009-R1 v5.4 APP

## Olympic Data Feed

### **ODF Cross Country Dictionary**

1 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	12 June 2008	Submitted for review version
1.1	7 July 2008	Changes according to changes log.
		Submitted for approval
R1 V1.0	14 July 2008	Document reformatted according to changes log
		Status changed to APP
R1 V2.0	17 October 2008	Changes after the WNPA meeting held on October 1-2.
R1V2.1	11 June 2009	Some minors changes according to the Vancouver integration team review.
R1 v3.0	8 July 2009	CR721 Add messages of Updates for Athletes, officials, teams and some minors errors and added the copyright
R1 v4.0	24 July 2009	CR885 Changes after Homologation Test
R1 v5.0	18 September 2009	Apply the CR1006 that are some changes in ODF documents after Homologation Test.
R1 v5.1	13 November 2009	Solve some issues detected
R1 v5.2	6 November 2009	Solve some issues detected
R1 v5.3	25 November 2009	Solve some issues detected
R1 v5.4	1 December 2009	Solve some issues detected

**File reference:** ODF/INT009-R1 v5.4 APP



## Change Log

Version	Status	Changes on version
1.0	SFR	<ul style="list-style-type: none"><li>• First version</li></ul>
1.1	SFA	<ul style="list-style-type: none"><li>• Chapter I.1.5.5. In the case of the start list, QR_TIME_QUALIFY_NEXT_ROUND is based on time, not rank (modified to reflect this situation). Modified code EU_ENTRY /E_START to EU_ENTRY /E_START_TIME.</li><li>• Chapter I.1.9.5: Event final ranking. Table to explain Result @Result: Referenced to pursuit / team pursuit corrected to sprint / team sprint.</li><li>• Chapter I.1.11: Brackets. Corrected some typos, since they were mentions to event unit / event messages in this Brackets report</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>• 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>
R1 V2.1	APP	<ul style="list-style-type: none"><li>• Clarify the Header Value of the ResultStatus attribute in the message of Bracket.</li><li>• Update the description of RT_TIME in Codes (section 3) for the Code ResultType</li><li>• In the Star List message, clarify that the element PhaseInfo only applies to Individual Sprint and Team Sprint.</li><li>• Add the attributes Pos and Value for the Code QR_TIME_QUALIFY_NEXT_ROUND in the Start List message. And clarify the description in the Expected column.</li><li>• Clarify the description in the Expected column of the QR_TIME_QUALIFY_NEXT_ROUND and QR_RANK_QUALIFY_NEXT_ROUND in the Start List message.</li><li>• Add two new codes for the length and the altitude in the Start List message.</li><li>• Correct the sentence before the Element: Competitor /EventUnitEntry table.</li><li>• Clarify the description in the Expected column of the EU_ENTRY /E_START_ROW in the Start List Message for the element Competitor /Composition /Athlete /EventUnitEntry.</li><li>• Add the Rank Value Attribute in the Event Unit Result Message.</li><li>• Correct For the Element: Competitor /Composition /Athlete /Extended Results /Extended Result, for the Type: ER_CC, the Code CC_NTERMEDIATE_RESULT_RANK is missing the "I" in intermediate; it should be CC_INTERMEDIATE_RESULT_RANK.</li><li>• Add in start list message, in the UnitInfo element the attribute Pos for the case of Relay and Pursuit Events.</li><li>• Add the code PI_QUALIFICATION_RULE / QR_RANK_QUALIFY_FINAL in the element PhaseInfo for the Start list message.</li></ul>
R1 v3.0	APP	<ul style="list-style-type: none"><li>• Modify the code NC_LENGTH to CC_LENGTH and the code NC_ALTITUDE to CC_ALTITUDE to be consistent with the Expected table in the start list message.</li><li>• Add three new messages for update Athletes, Officials and Teams data.</li></ul>



## Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none"><li>• Add the copyright</li></ul>
R1 v4.0	APP	<ul style="list-style-type: none"><li>• Add a new code RAL in the CC@IRM codes section.</li><li>• Update the Bib attribute for Start /Competitor /Composition/Athlete as a Mandatory in the Start list message</li><li>• Clarify the Order attribute (directly related to the colour) in the start list message.</li><li>• Clarify the description in the Expected column of the EU_ENTRY /E_START_ROW in the Start List Message for the element Competitor /EventUnitEntry.</li><li>• Clarify the attributes Pos and Value for the PI_QUALIFICATION_RULE /QR_TIME_QUALIFY_NEXT_ROUND and the PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_NEXT_ROUND expected columns in the start list message.</li></ul>
R1 v5.0	APP	<ul style="list-style-type: none"><li>• Add a clarification in the CC@Group (codes Section) to use the FINAL_A and FINAL_B or FINAL, as the definition of ODF document is not based in one Games this definition must be general to use for another Games, it applies also to the PI_QUALIFICATION_RULE codes in the Start list message.</li><li>• Add the attribute Bib in the Results and in the Final Ranking message for the Result/ Competitor and Result/ Competitor/ Composition/ Athlete elements.</li><li>• Add the element CompetitorPlace/Competitor /Composition as a mandatory element in the Brackets message.</li></ul>
R1 v5.1	APP	<ul style="list-style-type: none"><li>• Clarify for which events are needed the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult in the Event Unit Result message.</li><li>• In Start List message clarify the expected column for E_START_ROW Code in Team and Individual Events.</li></ul>
R1 v5.2	APP	<ul style="list-style-type: none"><li>• Change the comment for the @Value attributes in the elements Athlete/ExtendedResults/ExtendedResult Codes CC_INTERMEDIATE_RESULT_TIME in the Event Unit Result message.</li></ul>
R1 v5.3	APP	<ul style="list-style-type: none"><li>• In the Event Unit Result message add Codes for cumulative (time, rank and difference) in the case of pursuit for the Classic and Free Styles and for the Pit.</li><li>• Clarify in the Bracket item the message Structure.</li></ul>
R1 v5.4	APP	<ul style="list-style-type: none"><li>• Clarify the Expected column for the EU_ENTRY /E_START_TIME in the Start List message.</li><li>• Clarify theExpected column for some codes of INTERMEDIATE and SECTOR in the Event Unit Result 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>13</b>
<b>5. Cross Country Data Extension .....</b>	<b>15</b>
5.1. General Issues .....	15
5.1.1. IDS and ODF header .....	15
5.1.2. Attributes Definition.....	15
5.2. Start List .....	16
5.2.1. Description .....	16
5.2.2. Header Values .....	16
5.2.3. Trigger and Frequency .....	16
5.2.4. Message Structure.....	16
5.2.5. Message Values .....	16
5.2.6. Message sort .....	21
5.3. Event Unit Results.....	22
5.3.1. Description .....	22
5.3.2. Header Values .....	22
5.3.3. Trigger and Frequency .....	22
5.3.4. Message Structure.....	22
5.3.5. Message Values .....	22
5.3.6. Message sort .....	30
5.4. Event Final Ranking .....	31
5.4.1. Description .....	31
5.4.2. Header Values .....	31
5.4.3. Trigger and Frequency .....	31
5.4.4. Message Structure.....	31
5.4.5. Message Values .....	31
5.4.6. Message sort .....	33
5.5. Event's Medallists.....	34
5.5.1. Description .....	34
5.5.2. Header Values .....	34
5.5.3. Trigger and Frequency .....	34
5.5.4. Message Structure.....	34
5.5.5. Message Values .....	34



- 5.5.6. Message sort ..... 34
- 5.6. Brackets ..... 35
  - 5.6.1. Description ..... 35
  - 5.6.2. Header Values ..... 35
  - 5.6.3. Trigger and Frequency ..... 35
  - 5.6.4. Message Structure ..... 35
  - 5.6.5. Message Values ..... 36
  - 5.6.6. Message sort ..... 37
- 5.7. Discipline/venue good morning ..... 38
  - 5.7.1. Description ..... 38
  - 5.7.2. Header Values ..... 38
  - 5.7.3. Trigger and Frequency ..... 38
  - 5.7.4. Message Structure ..... 38
  - 5.7.5. Message Values ..... 38
  - 5.7.6. Message sort ..... 38
- 5.8. Discipline/venue good night ..... 39
  - 5.8.1. Description ..... 39
  - 5.8.2. Header Values ..... 39
  - 5.8.3. Trigger and Frequency ..... 39
  - 5.8.4. Message Structure ..... 39
  - 5.8.5. Message Values ..... 39
  - 5.8.6. Message sort ..... 39



## 1. Introduction

### 1.1. This document

This document includes the ODF Cross Country Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Cross Country, 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 Cross Country Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Cross Country 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
- **CC** – Cross Country
- **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 Cross Country 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 Cross Country 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 Cross Country.

Any ODF Cross Country 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.

Code Entity	Code Entity Set of Values	
CC @BracketItemsCode	<b>Code</b>	<b>Description</b>
	QFL	Quarterfinals
	SFL	Semifinals
	FNL	Finals (sprint) / Final (team sprint)
CC @Group	<b>Code</b>	<b>Description</b>
	FINAL	Final (use it, if the competition rule applies to one final)
	FINAL_A	Final A (use it, if the competition rule applies to two finals)
	FINAL_B	Final B (use it, if the competition rule applies to two finals)
	QUALIFICATION	Qualification
	QUARTERFINAL	Quarterfinal
	SEMIFINAL	Semifinal
CC @IRM  (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	<b>Code</b>	<b>Description</b>
	LAP	Lapped
	DSQ	Disqualified
	DNF	Did not finish
	DNS	Did not start
	RAL	Ranked as Last
CC @NextBracketPos	<b>Code</b>	<b>Description</b>
	W	Advance the competitor to the next bracket item according to the NextUnit element
	L	Advance the competitor to the next Bracket item according to the NextUnitLoser element
	O	The competitor is out and does not advance to any next bracket item
CC @QualificationMark	<b>Code</b>	<b>Description</b>
	Q	Qualified
	NQ	Not qualified
CC @ResultType	<b>Code</b>	<b>Description</b>
	RT_CODE	Code for the group (used in event final)



		ranking for sprint and team sprint)
	RT_INVALID_RESULT	Invalid Result Mark
	RT_IRM_CODE	For both, code of the group and invalid result mark (used in event final ranking for sprint and team sprint)
	RT_IRM_TIME	For both, time and invalid result mark
	RT_TIME	Time



## 4. Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Cross Country, 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	
DT_PARTIC_ATH_UPDATE	List of athletes by discipline update	Central	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	
DT_PARTIC_TEA_UPDATE	List of teams update	Central	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		
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	X	X
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. Cross Country 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 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. Start List

### 5.2.1. Description

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

### 5.2.2. 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).

### 5.2.3. Trigger and Frequency

Please, follow the general definition.

### 5.2.4. Message Structure

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

- PhaseInfo (only for Individual Sprint and Team Sprint)
- UnitInfo
- UnitDateTime (following the general rules for this element)
- Competitor /EventUnitEntry
- Competitor /Composition /Athlete /EventUnitEntry

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

### 5.2.5. 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 Cross Country, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	SortOrder	M	Numeric	Same as @Bib (team's or individual athlete's depending on the event unit)
Start /Competitor	Bib	O	N(3) 990	Team bib number to be sent mandatory in all the team event units (team sprint, relay)
Start /Competitor /Composition /Athlete	Bib	M	N(3) 990	Skier bib number, to be sent mandatory in all the individual event units (men's 15 km, women's 10 km, individual sprint, mass start and pursuit)





Element	Attribute	M/O	Value	Comments
	Order	M	Numeric	In the case of relay, it will be 1, 2, 3, 4 which equals (in order) r(ed), g(reen), y(ellow), b(lue) where 1 & 2 use classic style and 3 & 4 use free. In the case of team sprint, it will be 1, 2 which equals (in order) r(ed), g(reen).

The following table describes in more detail the PhaseInfo element in the case of Cross Country.

Element: PhaseInfo				
Type	Code	Pos	Value	Description
PI_QUALIFICATION_RULE	QR_RANK_QUALIFY_FINAL_A	Numeric	Numeric	For @Type: Send proposed type
	QR_RANK_QUALIFY_FINAL_B			For @Code: Send the proposed code for the qualification rule.
	QR_RANK_QUALIFY_FINAL			QR_RANK_QUALIFY_FINAL_A is the code that identifies qualification for final A based on rank.  QR_RANK_QUALIFY_FINAL_B is the code that identifies qualification for final B based on rank.  QR_RANK_QUALIFY_FINAL is the code that identifies qualification for final based on rank.
	QR_RANK_QUALIFY_NEXT_ROUND			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
PI_QUALIFICATION_RULE	QR_TIME_QUALIFY_NEXT_ROUND		Numeric	For @Type: Send proposed type For @Code:  Send the proposed code to notify there is a qualification rule for next round <u>based on time</u> . For @Pos: Do not send anything For @Value: Number of competitor to advance (based in time qualification) For example: In the individual sprint Value =2 (for the 2 lucky losers)



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

Type /Code	Description	Expected
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_FINAL_A	Qualification for final A based on rank	Always if the competition rule applies to two finals (sprint semifinals)
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_FINAL_B	Qualification for final B based on rank	Always if the competition rule applies to two finals (sprint semifinals)
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_FINAL	Qualification for final based on rank	Always if competition the rule applies to one final (team/Individual sprint semifinals)
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_NEXT_ROUND	Qualification for next round base on rank	Subject to sport rules, send in the case of individual sprint, from qualification to quarterfinals, from quarterfinals to semifinals, and from semifinals to finals. In the case of team sprint, from semifinals to finals only.
PI_QUALIFICATION_RULE /QR_TIME_QUALIFY_NEXT_ROUND	Qualification for next round based on time	Subject to sport rules, send in the case of individual sprint, from quarterfinals to semifinals, and from semifinals to finals. In the case of team sprint, from semifinals to finals.

The following table describes in more detail the UnitInfo element.

Element: UnitInfo				
Type	Code	Pos	Value	Description
UI_CC	CC_COURSE_NAME	Numeric	String	For @Type: Send proposed type
				For @Code: Send proposed code for course name
				For @Pos: Only for Relay and Pursuit Events send 1 for Classic Course and 2 foe Free(style) course
				For @Value: Course name
	CC_HEIGHT_DIFF	Numeric	N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code for height difference in meters
				For @Pos: Only for Relay and Pursuit Events send 1 for Classic Course and 2 foe Free(style) course
				For @Value: Height difference in meters
	CC_MAX_CLIMB	Numeric	N(4) 9990	For @Type: Send proposed type
For @Code: Send proposed code for maximum				



				climb in meters
				For @Pos: Only for Relay and Pursuit Events send 1 for Classic Course and 2 for Free(style) course
				For @Value: Maximum climb in meters
	CC_TOT_CLIMB	Numeric	N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code for total climb in meters
				For @Pos: Only for Relay and Pursuit Events send 1 for Classic Course and 2 for Free(style) course
				For @Value: Total climb in meters
	CC_LENGTH_LAP	Numeric	N(5) 99990	For @Type: Send proposed type
				For @Code: Send proposed code for length of lap in meters
				For @Pos: Only for Relay and Pursuit Events send 1 for Classic Course and 2 for Free(style) course
				For @Value: Length of lap in meters
	CC_NUMBER_LAPS	Numeric	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code for number of laps
				For @Pos: Only for Relay and Pursuit Events send 1 for Classic Course and 2 for Free(style) course
				For @Value: Number of laps
	CC_LENGTH		N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Length of course in meters
	CC_ALTITUDE		N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Altitude in meters



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

Type /Code	Description	Expected
UI_CC /CC_COURSE_NAME	Course name	Always
UI_CC /CC_HEIGHT_DIFF	Height difference in meters	Always
UI_CC /CC_MAX_CLIMB	Maximum climb in meters	Always
UI_CC /CC_TOT_CLIMB	Total climb in meters	Always
UI_CC /CC_LENGTH_LAP	Length of laps in meters	Always
UI_CC /CC_NUMBER_LAPS	Number of laps	Always
UI_CC / CC_LENGTH	Length of course in meters	Always
UI_CC / CC_ALTITUDE	Altitude in meters	Always

The following table describes in more detail the Competitor /EventUnitEntry element in the case of Cross Country.

Element: Competitor /EventUnitEntry			
Type	Code	Value	Description
EU_ENTRY	E_FIS_POINTS	N(4).N(2) 9990.00	For @Type: Send proposed type
			For @Code: Send proposed code for team FIS sprint points
			For @Value: Team FIS sprint points
	E_START_ROW	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code for start row
			For @Value: Start row

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

Type /Code	Description	Expected
EU_ENTRY /E_FIS_POINTS	Team FIS sprint points	Send if team FIS sprint points in the case of team sprint
EU_ENTRY /E_START_ROW	Start row	It must be sent in the case of the team event units (team sprint and relay)

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

Element: Competitor /Composition /Athlete /EventUnitEntry			
Type	Code	Value	Description
EU_ENTRY	E_START_TIME	HH:MM:SS 00:00:00	For @Type: Send proposed type
			For @Code: Send proposed code for skier start time
			For @Value: Skier start time
	E_FIS_POINTS	"seeded" Or	For @Type: Send proposed type



		N(4).N(2) 9990.00	For @Code: Send proposed code for FIS points
			For @Value: FIS points
	E_START_ROW	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code for start row
			For @Value: Start row

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

Type /Code	Description	Expected
EU_ENTRY /E_START_TIME	Skier start time	Send always in the case of interval start (men's 15 km, women's 10 km) and individual sprint <b>qualification</b>
EU_ENTRY /E_FIS_POINTS	FIS points	Send if FIS points (or "seeded") in the case of interval start (men's 15 km, women's 10 km), sprint (individual), mass start and pursuit
EU_ENTRY /E_START_ROW	Start row	Send in the case of pursuit, mass start, team sprint, and relay

### 5.2.6. Message sort

Please, follow the general definition.



## 5.3. Event Unit Results

### 5.3.1. Description

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

### 5.3.2. 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).

### 5.3.3. Trigger and Frequency

Please, follow the general definition, taking also into account the following

- Once the first competitors arrive (depending on the event), the message will be sent with partial results
  - ResultStatus in the headers will have the value "PARTIAL"
  - The message will be resent with partial results every 10 minutes until the last competitor completes the race (mass start and relay). For team sprint, after the 5 top teams finish (semifinals), or after the 3 top teams finish (final).

Then proceed with unofficial and official results, as expected.

### 5.3.4. Message Structure

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

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfo
- Competitor /ExtendedResults /ExtendedResult in the case of team event units (team sprint and relay)
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult in the case of individual event units, team sprint, and relay.

### 5.3.5. 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 value in the course
	ResultType	M	CC @ResultType	Result type, either Time or IRM for the corresponding event unit



Element	Attribute	M/O	Value	Comments
	IRM	O	CC @IRM	IRM for the particular event unit  Send just in the case @ResultType is the code including Invalid Rank Mark (see codes section)
	Result	O	HH:MM:SS.t 99:99:90.0 for all event units  Or  MM:SS.hh for sprint (individual)	Result for the particular event unit.  Send just in the case @ResultType is Time, or both Time and IRM (see codes section)  HH is hours MM is minutes, SS is seconds, t is tenth of second  hh is hundredth of second
	QualificationMark	O	CC @QualificationMark	Send just in the case of Sprint, qualification.
	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.
Result/ Competit or	Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of team event units
Result/ Competit or/ Composit ion/ Athlete	Bib	M	Numeric	Athlete's bib number

Send UnitDateTime including also the @EndDate attribute

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

Element: UnitInfo			
Type	Code	Value	Description
UI_RACE_CONDITIONS	RC_AIR_TEMPERATURE	(-)N(2).N(1) (-)90.0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Temperature in centigrade degrees (in case of positive temperature, do not send '+').
UI_WEATHER_CONDITIONS	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_SNOW_CONDITIONS	CC @SnowConditions	(-) N(2).N(1) (-)90.0	For @Type: Send proposed type
			For @Code: Send one of the codes regarding to the weather conditions
			For @Value: Snow temperature in centigrade degrees.
			It is optional and will be informed just if known. In this case, the snow condition will arrive in the @Code attribute, while the Snow temperature in the @Value attribute

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

Type /Code	Description	Expected
UI_RACE_CONDITIONS /RC_AIR_TEMPERATURE	Temperature in centigrade degrees	Always
UI_WEATHER_CONDITIONS /CC @WeatherConditions	Weather conditions in the @Code attribute	Always
UI_SNOW_CONDITIONS /CC @SnowConditions	Snow conditions in the @Code attribute, while snow temperature in centigrade degrees in the @Value attribute	Always, if available

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element (only for team sprint and relay event units).

Element: Competitor /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_CC	CC_DIFF	+HH:MM:SS.t +99:99:90.0	For @Type: Send proposed type
		Or "0.0"	For @Code: Send proposed code
			For @Value: Event unit results time difference for the whole team (for Result @Rank=1, send "0.0", however)  HH is hours MM is minutes, SS is seconds, t is tenth of second
	CC_FF		For @Type: Send proposed type





			For @Code: Send proposed code for photo finish
			For @Value: Do not send anything

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

Type /Code	Description	Expected
ER_CC /CC_DIFF	Event unit's result time difference (whole team)	Always, just for relay event units
ER_CC /CC_FF	Photo finish	Send just in case of photo finish in team event units

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_CC	CC_DIFF		+HH:MM:SS.t +99:99:90.0	For @Type: Send proposed type
			Or	For @Code: Send proposed code
			"0.0"	For @Pos: Do not send anything
				For @Value: Event unit's time difference for the single athlete (for Result @Rank=1, send "0.0", however)  HH is hours MM is minutes, SS is seconds, t is tenth of second
ER_CC	CC_FF			For @Type: Send proposed type
				For @Code: Send proposed code for photo finish
				For @Pos: Do not send anything
				For @Value: Do not send anything
ER_CC	CC_INTERMEDIATE_RESULT_RANK	Numeric	Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @ Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points
				For @Value: Rank at the @Pos intermediate result point for the single athlete, according to CC_INTERMEDIATE_RESULT_TIME
ER_CC	CC_INTERMEDIATE_RESULT_TIME	Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @ Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points
				For @Value: Cumulative time at the @Pos intermediate



				result point for the single athlete HH is hours MM is minutes, SS is seconds, t is tenth of second
CC_INTERMEDIATE_RESULT_DIFF	Numeric	+HH:MM:SS.t +99:99:90.0  Or "0.0"		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points For @Value: Time difference at the @Pos intermediate result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second
CC_INTERMEDIATE_RESULT_DIST	Numeric	N(2).N(1) 99.9		For @Type: Send proposed type For @Code: Send proposed code For @Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points For @Value: Distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in the case of interval start (men's 15 km, women's 10 km), mass start or pursuit.
CC_LEG_RANK	Numeric	Numeric		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the leg or round, from 1 to the total number of legs (relay) or rounds (team sprint) For @Value: Rank at the @Pos leg or round for the team member in the leg (relay) or round (team sprint), according to CC_LEG_TIME
CC_LEG_TIME	Numeric	HH:MM:SS.t 99:99:90.0		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the leg or round, from 1 to the total number of legs (relay) or rounds (team sprint) For @Value: Cumulative time after the @Pos leg or round for the team member in the leg (relay) or round (team sprint) HH is hours MM is minutes, SS is seconds, t is tenth of second
CC_LEG_DIFF	Numeric	+HH:MM:SS.t +99:99:90.0  Or "0.0"		For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the leg or round, from 1 to the total number of legs (relay) or rounds (team sprint) For @Value: Time difference after the @Pos leg or round



				for the team member in the leg (relay) or round (team sprint). Send "0.0" if the rank for that leg/round is 1.  HH is hours MM is minutes, SS is seconds, t is tenth of second
CC_SECTOR_RANK	Numeric	Numeric		For @Type: Send proposed type  For @Code: Send proposed code  For @ Pos: The number that identifies the sector or loop, from 1 to the total number of sectors or loops  For @Value: Rank at the @Pos sector or loop according to CC_SECTOR_TIME. It will be for single athlete, or team member in the case of relay
CC_SECTOR_TIME	Numeric	HH:MM:SS.t 99:99:90.0		For @Type: Send proposed type  For @Code: Send proposed code  For @ Pos: The number that identifies the sector or loop, from 1 to the total number of sectors or loops  For @Value: Time for the Pos sector or loop. It is not cumulative. It will be for single athlete, or team member in the case of relay  HH is hours MM is minutes, SS is seconds, t is tenth of second
CC_SECTOR_RESULT_DIFF	Numeric	+HH:MM:SS.t +99:99:90.0  Or  "0.0"		For @Type: Send proposed type  For @Code: Send proposed code  For @ Pos: The number that identifies the sector or loop, from 1 to the total number of sectors or loops  For @Value: Time difference at the @Pos sector or loop (send 0.0 if CC_SECTOR_RANK=1), according to CC_SECTOR_TIME. It will be for single athlete, or team member in the case of relay  HH is hours MM is minutes, SS is seconds, t is tenth of second
CC_SECTOR_RESULT_DIST	Numeric	N(2).N(1) 99.9		For @Type: Send proposed type  For @Code: Send proposed code  For @Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points  For @Value: Distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in the case of interval start (men's 15 km, women's 10 km), mass start or pursuit.
CC_CLASSIC_TIME		HH:MM:SS.t 99:99:90.0		For @Type: Send proposed type  For @Code: Send proposed code  For @Pos: Don't send anything  For @Value:



				<p>Cumulative Time at Classic style (for 15 km Classic in the case of men, or 7,5 km Classic), only for pursuit event.</p> <p>HH is hours MM is minutes, SS is seconds, t is tenth of second</p>
	CC_CLASSIC_RANK		Numeric	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Don't send anything</p> <p>For @Value: Cumulative Rank at Classic style (for 15 km Classic in the case of men, or 7,5 km Classic), only for pursuit event.</p>
	CC_CLASSIC_DIFF		<p>+HH:MM:SS.t +99:99:90.0</p> <p>Or</p> <p>"0.0"</p>	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Don't send anything</p> <p>For @Value: Cumulative Diff between the leader at Classic style (for 15 km Classic in the case of men, or 7,5 km Classic), only for pursuit event. (send 0.0 if CC_CLASSIC_RANK=1),</p>
	CC_PIT_TIME		<p>HH:MM:SS.t 99:99:90.0</p>	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Don't send anything</p> <p>For @Value: Cumulative Time at Pit section, only for pursuit event.</p> <p>HH is hours MM is minutes, SS is seconds, t is tenth of second</p>
	CC_PIT_RANK		Numeric	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Don't send anything</p> <p>For @Value: Cumulative Rank at Pit, only for pursuit event.</p>
	CC_PIT_DIFF		<p>+HH:MM:SS.t +99:99:90.0</p> <p>Or</p> <p>"0.0"</p>	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Don't send anything</p> <p>For @Value: Cumulative Diff between the leader at Classic style (for 15 km Classic in the case of men, or 7,5 km Classic), only for pursuit event. (send 0.0 if CC_CLASSIC_RANK=1),</p>
	CC_FREE_TIME		<p>HH:MM:SS.t 99:99:90.0</p>	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p>



				For @Pos: Don't send anything
				For @Value:  Cumulative Time at Free style (for 15 km Classic in the case of men, or 7,5 km Classic), only for pursuit event.  HH is hours MM is minutes, SS is seconds, t is tenth of second
	CC_FREE_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Don't send anything For @Value: Cumulative Rank at Classic style (for 15 km Free in the case of men, or 7,5 km Free), only for pursuit event.
	CC_FREE_DIFF		+HH:MM:SS.t +99:99:90.0  Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Don't send anything For @Value: Cumulative Diff between the leader at Free style (for 15 km Free in the case of men, or 7,5 km Free), only for pursuit event. (send 0.0 if CC_CLASSIC_RANK=1),

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

Type /Code	Description	Expected
ER_CC /CC_DIFF	Event unit's result time difference (single athlete)	Always, except for relay and team sprint event units
ER_CC /CC_FF	Photo finish	Send just in case of photo finish in individual event units
ER_CC /CC_INTERMEDIATE_RESULT_RANK	Rank at the intermediate result point	Always, for all event units except for team sprint and individual sprint
ER_CC /CC_INTERMEDIATE_RESULT_TIME	Cumulative time at the intermediate result point	Always, for all event units except for team sprint and individual sprint
ER_CC /CC_INTERMEDIATE_RESULT_DIFF	Time difference at intermediate result point	Always, for all event units except for team sprint and individual sprint
ER_CC /CC_INTERMEDIATE_RESULT_DIST	Distance for the intermediate result point in kilometres,	Always, for all event units except for team sprint and individual sprint
ER_CC /CC_LEG_RANK	Rank of the team member for one of the legs or rounds	Always, just in the case of relay event units (legs) or team sprint (rounds)
ER_CC /CC_LEG_TIME	Cumulative time after the @Pos leg or round for the team member in the leg (relay) or round (team sprint)	Always just in the case of relay event units (legs) or team sprint (rounds)
ER_CC /CC_LEG_DIFF	Time difference of the team member for one of the legs or rounds	Always just in the case of relay event units (legs) or team sprint (rounds)
ER_CC /CC_SECTOR_RANK	Rank at a particular sector or loop (according to loop time). For single athlete if not relay or team sprint, or team member if relay or team sprint.	Always, for all event units except for individual sprint
ER_CC / CC_SECTOR_TIME	Time for a particular sector or loop (not cumulative). For single athlete if not relay or	Always, for all event units except for individual sprint



	team sprint, or team member if relay or team sprint.	
ER_CC / CC_SECTOR_RESULT_DIFF	Time difference in a particular sector or loop (not cumulative). For single athlete if not relay or team sprint, or team member if relay or team sprint.	Always, for all event units except for individual sprint
ER_CC / CC_SECTOR_RESULT_DIST	Distance for the intermediate result point in kilometres	Always, for all event units except for individual sprint
ER_CC/CC_CLASSIC_TIME	Time in the Classic style	Only for pursuit, when it is available
ER_CC/CC_CLASSIC_RANK	Rank in the Classic style	Only for pursuit, when it is available
ER_CC/CC_CLASSIC_DIFF	Diff in the Classic style	Only for pursuit, when it is available
ER_CC/CC_PIT_TIME	Time in the Pit section	Only for pursuit, when it is available
ER_CC/CC_PIT_RANK	Rank in the Pit section	Only for pursuit, when it is available
ER_CC/CC_PIT_DIFF	Diff in the Pit section	Only for pursuit, when it is available
ER_CC/CC_FREE_TIME	Time in the Free style	Only for pursuit, when it is available
ER_CC/CC_FREE_RANK	Rank in the Free style	Only for pursuit, when it is available
ER_CC/CC_FREE_DIFF	Diff in the Free style	Only for pursuit, when it is available

### 5.3.6. Message sort

Please, follow the general definition.



## 5.4. Event Final Ranking

### 5.4.1. Description

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

In the case of Cross Country, the message has to be sent for all the competition events, as listed in the header values section.

### 5.4.2. Header Values

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

### 5.4.3. Trigger and Frequency

The message will be triggered as soon as some ranking positions are definitive (not waiting for the bronze or gold medal games). Please, follow the general definition in this way.

### 5.4.4. Message Structure

There are not optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Cross Country.

### 5.4.5. 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 Cross Country, 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 could get an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either time, code or IRM (or both either time+IRM or code+IRM) for the corresponding event.
	IRM	O	CC @IRM	IRM for the particular event  Send just in the case @ResultType is IRM, or both time and IRM (see codes section) for all events (it should be both code and IRM for pursuit and team pursuit events).



Element	Attribute	M/O	Value	Comments
	Result	O	HH:MM:SS.t 99:99:90.0  Or CC @Group	Final result for the particular event  Send HH:MM:SS.t just in the case @ResultType is Time, or both Time and IRM (see codes section)  HH is hours MM is minutes, SS is seconds, t is tenth of second  Send CC @Group just in the case @ResultType is Code, or both Code and IRM in the case of sprint or team sprint (see codes section)
	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 should be used to sort out rank ties as well as results without rank.
Result/Competitor	Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of team event units
Result/Competitor/Composition/Athlete	Bib	M	Numeric	Athlete's bib number

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element (only for relay events).

Element: Competitor /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_CC	CC_DIFF	+HH:MM:SS.t +99:99:90.0	For @Type: Send proposed type
		Or	For @Code: Send proposed code
		"0.0"	For @Value: Event's time difference for the whole team (for Result @Rank=1, send "0.0", however)  HH is hours MM is minutes, SS is seconds, t is tenth of second

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

Type /Code	Description	Expected
ER_CC /CC_DIFF	Event's result time difference (whole team)	Just for relay events

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (for all events except for relay).

Type	Code	Value	Description
ER_CC	CC_DIFF	+HH:MM:SS.t	For @Type:





		+99:99:90.0	Send proposed type
		Or	For @Code: Send proposed code
		"0.0"	For @Value: Event's time difference for the single athlete (for Result @Rank=1, send "0.0", however)
			HH is hours MM is minutes, SS is seconds, t is tenth of second

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

Type /Code	Description	Expected
ER_CC /CC_DIFF	Event's result time difference (single athlete)	Always, except for relay, team sprint and sprint events

#### 5.4.6. Message sort

Please, follow the general definition.



## **5.5. Event's Medallists**

### **5.5.1. Description**

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

In the case of Cross Country, the message has to be sent for all the competition events, as listed in the header values section.

### **5.5.2. Header Values**

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent for all competition events 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**

Please, follow the general definition.

### **5.5.5. Message Values**

Please, follow the general definition.

### **5.5.6. Message sort**

Please, follow the general definition.



## 5.6. Brackets

### 5.6.1. Description

This message is the Brackets 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 document (header values sheet).

Please, follow the general definition for the ResultStatus attribute.

### 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 Cross Country (sprint / team sprint) are:

- BracketItem /ExtBracketItems /ExtBracketItem
- CompetitorPlace/Competitor /Composition

Moreover, the following should be considered:

- For the sprint competition
  - BracketItem /NextUnit should be informed in the case of the quarterfinals and semifinals.
  - BracketItem /NextUnitLoser should be informed just in the case of there are Lucky Loser(s) in the current bracketItem; this element will say where these Lucky Loser(s) could potentially go to and it should be informed in the case of the quarterfinals and semifinals
  - CompetitorPlace /PreviousUnit should be informed in the case of the finals and semifinals.
- For the team sprint competition
  - BracketItem /NextUnit should be informed in the case of the semifinals.
  - BracketItem /NextUnitLoser should be informed just in the case of there are Lucky Loser(s) in the current bracketItem; this element will say where these Lucky Loser(s) could potentially go to and it should be informed in the case of the semifinals.
  - CompetitorPlace /PreviousUnit should be informed in the case of the finals.



- Note 1: It is important to have into account that the competitors placed in the different bracket items will be classified as winners, lucky losers or out (according to the BracketItem /ExtBracketItems /ExtBracketItem information). Both, winners and lucky losers will progress to the next bracket items according to BracketItem /NextUnit or BracketItem /NextUnitLoser, however, the out competitors will not progress.
- Note 2: In the case that winners, lucky losers pass to different event units the unit will be general 00. For example, in the case of Individ. Sprint this depends on the bracket phase:
  - NextUnitLoser Phase=2 Unit=00 for Q-Final to Semi, at phase level because we can't list both units (201 and 202).

### 5.6.5. Message Values

The following table lists the Brackets 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
BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.
BracketItem	Code	O	Numeric Or "A" or "B"	Numeric to identify each heat number, or A, B for the finals, in the case of sprint finals  Numeric in the case of the semifinals for team sprint  Do not send in the case of team sprint, final

The following table describes in more detail the BracketItem /ExtBracketItems /ExtBracketItem element in the case of Cross Country (just for women's losers' classification bracket items).

Element: BracketItem /ExtBracketItems /ExtBracketItem				
Type	Code	Pos	Value	Description
EB_CC	CC_BI_CODE	Numeric	CC @NextBracketPos	For @Type: Send proposed type  For @Code: Send proposed code for extended bracket athlete code  For @Pos: The number that identifies the position inside the bracket item, to determine from the @Value attribute if the competitor with this position in the bracket item will advance to the BracketItem /NextUnit bracket item, the BracketItem /NextUnitLoser element or will be out.  For @Value: Extended bracket item code to indicate whether the competitor with a position inside a bracket item will advance to the next winner bracket item, the next loser bracket item, or will not advance.  For the competitors that will advance as winners, they will be placed in the next bracket item as it is identified



				<p>by the BracketItem /NextUnit element.</p> <p>For the competitors that will advance as losers, they will be placed in the next bracket item as it is identified by the BracketItem /NextUnitLoser element</p> <p>For the competitors that will be indicated as “Out”, they will not advance to any next bracket item</p>
--	--	--	--	--

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

Type /Code	Description	Expected
EB_CC /CC_BI_CODE	Extended bracket item code to indicate whether the competitor with a position inside a bracket item will advance to the next winner bracket item, the next loser bracket item, or will not advance.	Send always

### 5.6.6. Message sort

BracketItems @Code should be sorted by:

Sprint competition:

- Quarterfinals and semifinals (heat number), and finals (first heat B, and then heat A).

Team sprint competition:

- Semifinals (semifinal number), and then final.



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

### **5.7.1. Description**

This message is the Discipline/venue good morning 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 to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.7.3. Trigger and Frequency**

Please, follow the general definition.

### **5.7.4. Message Structure**

Please, follow the general definition.

### **5.7.5. Message Values**

Please, follow the general definition.

### **5.7.6. Message sort**

Please, follow the general definition.



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

### **5.8.1. Description**

This message is the Discipline/venue good night 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 to the discipline/venue pairs as described in the ODF Common Codes document.

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

Please, follow the general definition.

### **5.8.4. Message Structure**

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.



*This page has been intentionally left blank*