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COMMITTEE

ODF/INT017-R1 v5.0 APP

Olympic Data Feed

ODF Skeleton Data Dictionary

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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 as explained in the 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 corrections according to the sport rules
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.

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Change Log

Version	Status	Changes on version
1.0	SFR	<ul style="list-style-type: none"> First version
1.1	SFR	<ul style="list-style-type: none"> Chapter 3: RT_TIME should have the description Time, not points All messages. Added tables in all messages with extended data to summarize / indicate when data is expected. Added brackets in chapter 3 (although this message is not used in this document)
1.2	SFA	<ul style="list-style-type: none"> 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 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.
R1 V1.0	APP	<ul style="list-style-type: none"> 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
R1 V2.0	APP	<ul style="list-style-type: none"> Chapter I.1.6.5. 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.
R1 V3.0	APP	<ul style="list-style-type: none"> 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. Removed part II for other competitions, and renumbered all chapters according to this circumstance. 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. The attribute RSC in the ODF header has been renamed as DocumentCode according to the new ODF header definition
Other changes		
		<ul style="list-style-type: none"> Chapter 5.4: Cumulative results: Clarified cumulative results are after event unit (header attributes Subtype and DocumentSubtype should be at event unit level).
R1 V3.1	APP	<ul style="list-style-type: none"> Add the Qualification Rule by UnitInfo because in this sport the qualification rule is by Event Unit in DT_STARTLIST and DT_RESULT
R1 V4.0	APP	<ul style="list-style-type: none"> Add three new messages for update Athletes, Officials and Teams data. Add the copyright.
R1 V5.0	APP	<ul style="list-style-type: none"> Clarify the Expected column for the code QR_RANK_QUALIFY_NEXT_ROUND in the Start List and Result messages. Change the name for the code that says the number of spectators to GE_ATTENDANCE in the Result Message. Add the "+" in the SN_DIFF code in result, cumulative result and Ranking



Change Log

Version	Status	Changes on version
		messages.



TABLE OF CONTENT

1. Introduction	8
1.1. This document	8
1.2. Objective	8
1.3. Main Audience	8
1.4. Glossary	8
1.5. Related Documents	8
2. Overall Perspective	10
2.1. Objective	10
2.2. End to End data flow	10
3. Codes	11
4. Applicable Messages	12
5. Skeleton Data Extension	14
5.1. General Issues	14
5.1.1. IDS and ODF header	14
5.1.2. Attributes Definition	14
5.2. Start List	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	16
5.3. Event Unit Results	17
5.3.1. Description	17
5.3.2. Header Values	17
5.3.3. Trigger and Frequency	17
5.3.4. Message Structure	17
5.3.5. Message Values	17
5.3.6. Message sort	20
5.4. Cumulative Results	21
5.4.1. Description	21
5.4.2. Header Values	21
5.4.3. Trigger and Frequency	21
5.4.4. Message Structure	21
5.4.5. Message Values	21
5.4.6. Message sort	22
5.5. Event Final Ranking	23
5.5.1. Description	23
5.5.2. Header Values	23
5.5.3. Trigger and Frequency	23
5.5.4. Message Structure	23
5.5.5. Message Values	23



- 5.5.6. Message sort24
- 5.6. Event's Medallists.....25
 - 5.6.1. Description.....25
 - 5.6.2. Header Values.....25
 - 5.6.3. Trigger and Frequency25
 - 5.6.4. Message Structure.....25
 - 5.6.5. Message Values25
 - 5.6.6. Message sort25
- 5.7. Discipline/venue good morning26
 - 5.7.1. Description.....26
 - 5.7.2. Header Values.....26
 - 5.7.3. Trigger and Frequency26
 - 5.7.4. Message Structure.....26
 - 5.7.5. Message Values26
 - 5.7.6. Message sort26
- 5.8. Discipline/venue good night27
 - 5.8.1. Description.....27
 - 5.8.2. Header Values.....27
 - 5.8.3. Trigger and Frequency27
 - 5.8.4. Message Structure.....27
 - 5.8.5. Message Values27
 - 5.8.6. Message sort27



1. Introduction

1.1. This document

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

Any ODF Skeleton 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 @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").	Code	Description
	DNF	Did not finish
	DNS	Did not start
	DSQ	Disqualified
CC @ResultType	Code	Description
	RT_TIME	Time
	RT_INVALID_RESULT	Invalid Result Mark



4. Applicable Messages

The following table describes the list of messages used in Skeleton, 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.

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		
DT_PARTIC_TEA_UPDATE	List of teams update	Central		
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. Skeleton 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. 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 Skeleton are:

- UnitDateTime (following the general rules for this element)
- UnitInfo

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 Skeleton, 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 /Composition /Athlete	Bib	M	Numeric	Athlete's bib number

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

Element: UnitInfo				
Type	Code	Pos	Value	Description
UI_SN	SN_ALTITUDE_START		N(4) 9999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Start altitude in meters
	SN_ALTITUDE_FINISH		N(4) 9999	For @Type: Send proposed type



				For @Code: Send proposed code	
				For @Value: Finish altitude in meters	
	SN_ALTITUDE_DROP			N(4) 9999	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Value: Vertical drop in meters
	SN_LENGTH			N(4) 9999	For @Type: Send proposed type
For @Code: Send proposed code					
For @Value: Length of course in meters					
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				

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

Type /Code	Description	Expected
UI_SN /SN_ALTITUDE_START	Start altitude in meters	Always
UI_SN /SN_ALTITUDE_FINISH	Finish altitude in meters	Always
UI_SN /SN_ALTITUDE_DROP	Vertical drop in meters	Always
UI_SN /SN_LENGTH	Length of course in meters	Always
UI_QUALIFICATION_RULE/ QR_RANK_QUALIFY_NEXT_ROUND	Qualification Rule	Always if the rule applies to the competition

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.

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 Skeleton are:

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

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

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 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 Skeleton.

Element: UnitInfo				
Type	Code	Pos	Value	Description
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_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 '+').
	RC_AIR_TEMPERATURE		(-)N(2).N(1) (-)99.9	For @Type: Send proposed type
				For @Code: Send proposed code
				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_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_WIND_DIRECTION	CC @WindDirection			For @Type: Send proposed type



	n			For @Code: Send one of the codes regarding to the wind direction
				For @Value: Do not send anything
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

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

Type /Code	Description	Expected
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
UI_QUALIFICATION_RULE /QR_RANK_QUALIFY_NEXT_ROUND	Qualification Rule	Always if the rule applies to the competition

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_SN	SN_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
	SN_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 of the splits (intervals)
				For @Value: Cumulative time up to the split
				MM is minutes, SS is seconds, hh is hundredth of second
	SN_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 (intervals)
				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_SN /SN_DIFF	Time difference	Always
ER_SN /SN_SPLIT	Cumulative time up to the interval	Always, if there are intervals
ER_SN /SN_RANK	Rank of the competitor at the moment of the interval	Always, if there are intervals

5.3.6. Message sort

Please, follow the general definition.



5.4. Cumulative Results

5.4.1. Description

This message is the Cumulative Results 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).

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

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 Skeleton are:

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

5.4.5. 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 Skeleton, 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 /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult			
Type	Code	Value	Description
ER_SN	SN_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_SN /SN_DIFF	Cumulative time difference after event unit	Always

5.4.6. Message sort

Please, follow the general definition.



5.5. Event Final Ranking

5.5.1. Description

This message is the Event Final Ranking 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 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

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

- 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 Final Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Skeleton, 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_SN	SN_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_SN /SN_DIFF	Event's time difference	Always

5.5.6. Message sort

Please, follow the general definition.



5.6. Event's Medallists

5.6.1. Description

This message is the Event's Medallists 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 for all competition events according to the ODF Common Codes document (header values sheet).

5.6.3. Trigger and Frequency

Please, follow the general definition.

5.6.4. Message Structure

Please, follow the general definition.

5.6.5. Message Values

Please, follow the general definition.

5.6.6. Message sort

Please, follow the general definition.



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.



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