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## Olympic Data Feed

### **ODF Bobsleigh Data Dictionary**

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Technology Department  
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## DOCUMENT CONTROL



## Version history

Version	Date	Comments
1.0	15 July 2011	Submitted for review version
1.1	29 July 2011	SFA Version
1.2	11 August 2011	APP Version
1.3	4 November 2011	References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed

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## 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>• SFA Version</li></ul>
1.2	APP	<ul style="list-style-type: none"><li>• APP Version</li></ul>
1.3	APP	<ul style="list-style-type: none"><li>• References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed</li></ul>



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## 1. Introduction

### 1.1. This document

This document includes the ODF Bobsleigh Data Dictionary. This Data Dictionary refines the messages described in the ODF Light Messages Interface 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
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **BS** – Bobsleigh
- **WNPA** – World News Press Agencies

### 1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/TBD	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT100	ODF Light Messages Interface Document	This document describes the ODF Light messages



## **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 Light Messages Interface Document since this ODF Bobsleigh Data Dictionary is a particularization of those documents.

In the following sections, for each ODF Light message it will be explained in further detail those elements, attributes, codes, 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 is a full list of all ODF messages and describes the list of messages used in Bobsleigh.

- 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 used in this sport	Message extended in this document
DTX_START_LIST	Start List	X	X
DTX_RESULT	Event Unit Results	X	X
DTX_CUMULATIVE_RESULT	Cumulative Results	X	X
DTX_MEDALLISTS	Medallists of one event	X	



## 5. 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 in the ODF Light Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

#### 5.1.1. ODF header

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

- ODF Header: DocumentCode.

#### 5.1.2. Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Light 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 Light Messages Interface Document.

### 5.2.2. Header Values

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 Light Messages Interface Document that should be included in the case of Bobsleigh are:

- Start / Competitor (following the general rules for this element)
- Start
- Start / Competitor
- Start / 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 Light 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 Start / 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

### 5.2.6. 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 Light Messages Interface Document.

### 5.3.2. Header Values

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 Light Messages Interface Document that should be included in the case of Bobsleigh are:

- Result
- Result / Competitor /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 Light 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.

The following table describes in more detail the Result / 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
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### 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 Light Messages Interface Document.

### 5.4.2. Header Values

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).

### 5.4.3. Trigger and Frequency

Please, follow the general definition.

### 5.4.4. Message Structure

The optional elements defined for this message in the ODF Light 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.

### 5.4.5. Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF Light 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

#### 5.4.6. 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 Light Messages Interface Document.

### 5.5.2. Header Values

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).

### 5.5.3. Trigger and Frequency

### 5.5.4. Message Structure

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

- Result
- Result / 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 Light 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 Result / 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

### 5.5.6. Message sort

Please, follow the general definition.



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