INTERNATIONAL
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ODF/INT105-R1-v1.3 APP

Olympic Data Feed

ODF Cross Country Dictionary

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Technology Department

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Change Log

Version	Status	Changes on version
1.0	SFR	• First version
1.1	SFA	• SFA Version
1.2	APP	• APP Version
1.3	APP	• References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed

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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 Light Messages Interface Document.

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
- **ODF-RT –** Olympic Data Feed Real Time
- **RSC –** Results System Codes
- **CC –** Cross Country
- **WNPA –** World News Press Agencies

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/COD101	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT100	ODF Light Messages	This document describes the

	Interface Document	ODF Light messages

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 Light Messages Interface Document, since this ODF Cross Country 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, 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	**Code**	**Description**
	QFL	Quarterfinals
	SFL	Semifinals
	FNL	Finals (sprint)
CC @Group	**Code**	**Description**
	FINAL	Final (use it, if the competition rule applies to one final)
	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).	**Code**	**Description**
	LAP	Lapped
	DSQ	Disqualified
	DNF	Did not finish
	DNS	Did not start
	RAL	Ranked as Last
CC @NextBracketPos	**Code**	**Description**
	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	**Code**	**Description**
	Q	Qualified
	NQ	Not qualified
CC @ResultType	**Code**	**Description**
	RT_CODE	Code for the group (used in event final ranking for 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)
	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,

- 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_RANKING	Event Final ranking	X	X
DTX_MEDALLISTS	Medallists of one event	X	
DTX_BRACKETS	Brackets	X	X

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 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 in the 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 Cross Country are:

- PhaseInfo (only for Individual Sprint)
- UnitInfo
- UnitDateTime (following the general rules for this element)
- 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 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
Start /Competitor /Composition /Athlete	Bib	M	N(3) 990	Skier bib number, to be sent mandatory

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_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
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 based on time.
				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_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.
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.

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 @Value: Course name
	CC_HEIGHT_DIFF	Numeric	N(4)	For @Type:

			9990	Send proposed type
				For @Code: Send proposed code for height difference in meters
				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 @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 @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 @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 @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	Alwaysx
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 /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 N(4).N(2) 9990.00	For @Type: Send proposed type
			For @Code: Send proposed code for FIS points
			For @Value: FIS points or “seeded”

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 and individual sprint qualification
EU_ENTRY /E_FIS_POINTS	FIS points	Send always in the case of interval start and individual sprint qualification

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.

Then proceed with unofficial and official results, as expected.

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 Cross Country are:

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

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 value in the course
	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 the code including Invalid Rank Mark (see codes section)

Element	Attribute	M/O	Value	Comments
	Result	O	HH:MM:SS.t 99:99:90.0 for all event units Or MM:SS.hh For individual 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/ Competitor/ Composition/ Athlete	Bib	M	Numeric	Athlete's bib number

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 Or "0.0"	For @Type: Send proposed type
				For @Code: Send proposed code
				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
	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
	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
	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

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
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 individual sprint
ER_CC /CC_INTERMEDIATE_RESULT_TIME	Cumulative time at the intermediate result point	Always, for all event units except for individual sprint

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 Light 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 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 Light 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 Light 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.

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 (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/ Composition/ Athlete	Bib	M	Numeric	Athlete's bib number

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

Type	Code	Value	Description
ER_CC	CC_DIFF	+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type
			For @Code: Send proposed code
			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

5.4.6. Message sort

Please, follow the general definition.

5.5. Brackets

5.5.1. Description

This message is the Brackets 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 to the ODF Common Codes document (header values sheet).

Please, follow the general definition for the ResultStatus attribute.

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 Light Messages Interface Document that should be included in the case of Cross Country (individual 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 backetItem; 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.
- 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 differents event units the unit will be general 00. For example, in the case of Indiv. 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).

5.5.5. Message Values

The following table lists the Brackets 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
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

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 by the BracketItem /NextUnit element. 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 For the competitors that will be indicated as “Out”, they will not advance to any next bracket item

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

5.5.6. Message sort

BracketItems @Code should be sorted by:

Sprint competition:

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

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