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Olympic Data Feed

ODF Luge Data Dictionary

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Technology Department
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Version history

Version	Date	Comments
1.0	20 May 2011	Submitted for review version
1.1	1 July 2011	SFA Version
1.2	29 July 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	• First version
1.1	SFA	• SFA Version
1.2	APP	• APP Version • Order attribute for Team Compositions defined
1.3	APP	• References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed

TABLE OF CONTENT

1. Introduction

1.1. This document

This document includes the ODF Luge Data Dictionary. This Data Dictionary refines the messages described in the ODF Light Messages Interface Document specifically for Luge, 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 Luge Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Luge 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
- **LG –** Luge
- **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 Luge 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 Luge Data Dictionary is a particularization of those documents.

In the following sections, for each ODF Ligth message it will be explained in further detail those elements, attributes, 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 Luge.

Any ODF Luge 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 @Position	**Code**	**Description**
	F	Front
	B	Back
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 "start 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 Luge, as well as the category of each message, which identifies if the message structure definition can be found in the ODF Light 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 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_RANKING	Event Final ranking	X	X
DTX_MEDALLISTS	Medallists of one event	X	X

5. Luge 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 Ligth 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.

For the Mixed Team Relay event, the message is provided at event unit level and it contains a Competitor/Composition element for each relay (a total of three) including the team members that participate in the relay.

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 Luge are:

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

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

5.2.5. 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 Luge, 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	O	S (11) 99999	Team's bib number, to be sent mandatory just in the case of doubles and Mixed Team Relay

Element	Attribute	M/O	Value	Comments
Start /Competitor /Composition /Athlete	Bib	O	S (11) 99990 "-" 99990	Athlete's bib number, to be sent mandatory just in the case of Doubles and Mixed Team Relay For Mixed Team Relay doubles relay, both competitors share the same bib. The message needs to include th bib attribute twice.
Start /Competitor /Composition	Order	M/O	Numeric	Order of the different Team composition. Mandatory for Mixed Team Relay

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

Type	Code	Value	Description
UI_LG	LG_ALTITUDE_START	N(4) 9990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Start altitude in metres
	LG_ALTITUDE_FINISH	N(4) 9990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Finish altitude in metres
	LG_ALTITUDE_DROP	N(4) 9990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Vertical drop in metres
	LG_LENGTH	N(4) 9990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Length of course in metres

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

Type /Code	Description	Expected
UI_LG /LG_ALTITUDE_START	Start altitude in meters	Always
UI_LG /LG_ALTITUDE_FINISH	Finish altitude in meters	Always
UI_LG /LG_ALTITUDE_DROP	Vertical drop in meters	Always
UI_LG /LG_LENGTH	Length of course in meters	Always

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

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 @Code: Send proposed code
			For @Value: Athlete's heat order.

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

Type /Code	Description	Expected
EU_ENTRY /E_POSITION	Athlete's position	Always, as soon as this information is available (just for doubles and mixed team 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 Light Messages Interface Document.

For the Mixed Team Relay event, the message is provided at event unit level and it contains a Competitor/Composition element for each relay (a total of three) including the team members that participate in the relay.

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 Luge are:

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfo
- Competitor /ExtendedResults /ExtendedResult
- 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 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. For mixed team relay it is the overall team rank.

Element	Attribute	M/O	Value	Comments
	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.mmm 99:90.000	Result for the particular event unit. Send just in the case @ResultType is Time (see codes section) MM is minutes, SS is seconds, mmm is milliseconds For mixed team relay it is the overall team Results.
	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. For mixed team relay it is the overall team Sort Order.
Results /Competitor /Composition	Order	M/O	Numeric	Order of the different Team composition. Mandatory for Mixed Team Relay

Send UnitDateTime including also the @EndDate attribute.

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

Element: UnitInfo			
Type	**Code**	**Value**	**Description**
UI_GENERAL	GE_ATTENDANCE	N(6) 999990	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) (-)90.0	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) (-)90.0	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) 90	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
			For @Code: Send one of the codes regarding to the wind direction
			For @Value: Do not send anything

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

Type /Code	Description	Expected
UI_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 @WeatherCondtitions	Send the weather conditions in the @Code attribute	Always
UI_WIND_DIRECTION /CC @WindDirection	Send the wind direction in the @Code attribute	Always

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

Element: Competitor /ExtendedResults /ExtendedResult				
Type	**Code**	**Pos**	**Value**	**Description**
ER_LG	LG_DIFF		+MM:SS.mmm +99:90.000	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 0.000) MM is minutes, SS is seconds, mmm is milliseconds For mixed team relay it is the overall time difference
	LG_SPLIT	Numeric	MM:SS.mmm 99:90.000	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, mmm is milliseconds
	LG_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_LG /LG_DIFF	Time difference	Always
ER_LG /LG_SPLIT	Cumulative time up to the interval	Singles and Doubles events, if there are intervals
ER_LG /LG_RANK	Rank of the competitor at the moment of the interval	Singles and Doubles events, if there are intervals

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

Element: Competitor /ExtendedResults /ExtendedResult				
Type	**Code**	**Pos**	**Value**	**Description**
ER_LG	LG_SPLIT	Numeric	MM:SS.mmm 99:90.000	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 of the a relay (single or doubles relay) up to the split MM is minutes, SS is seconds, mmm is milliseconds
	LG_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 a relay (single or doubles relay) 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_LG /LG_SPLIT	Cumulative time of a relay up to the interval. In case of a doubles relay the split time needs to be sent for both competitors, despite both of them share the same time.	Mixed Team Relay event.
ER_LG /LG_RANK	Rank of a relay at the moment of the interval In case of a doubles relay the split rank needs to be sent for both competitors, despite both of them share the same rank.	Mixed Team Relay event.

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.

This message is used for Singles and Doubles event.

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 Luge 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 Luge, 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.mmm 99:90.000	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, mmm is milliseconds
	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_LG	LG_DIFF	+MM:SS.mmm +99:90.000	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Cumulative time difference after the finalisation of the current event unit (for Result @Rank=1, send 0.000) MM=minutes SS=seconds mmm=milliseconds

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

Type /Code	Description	Expected
ER_LG /LG_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 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 Light Messages Interface Document that should be included in the case of Luge 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 Light Messages Interface Document) that are used in the case of Luge, 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.mmm 99:90.000	Final result for the particular event. Send just in the case @ResultType is Time (see codes section) MM is minutes, SS is seconds, mmm is milliseconds

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, 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_LG	LG_DIFF	+MM:SS.mmm +99:90.000	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 0.000) MM=minutes SS=seconds mmm=milliseconds

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

Type /Code	Description	Expected
ER_LG /LG_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 Light Messages Interface Document.

5.6.2. 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).

5.6.3. Trigger and Frequency

Please, follow the general definition.

5.6.4. Message Structure

For the rest of the message, 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.

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