



INTERNATIONAL
OLYMPIC
COMMITTEE

ODF/INT109-R1-v1.3 APP

Olympic Data Feed

ODF Luge Data Dictionary

4 November 2011
Technology Department
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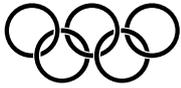
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DOCUMENT CONTROL

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 | <ul style="list-style-type: none">• First version |
| 1.1 | SFA | <ul style="list-style-type: none">• SFA Version |
| 1.2 | APP | <ul style="list-style-type: none">• APP Version• Order attribute for Team Compositions defined |
| 1.3 | APP | <ul style="list-style-type: none">• References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed |

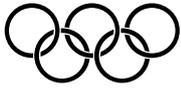
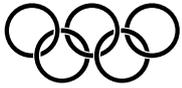


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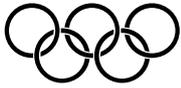
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1. Introduction

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.

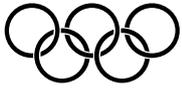
1.4. Glossary

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 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.

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:

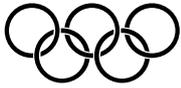
- UnitDateTime (following the general rules for this element)
- UnitInfo
- Competitor /Composition /Athlete /EventUnitEntry

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.

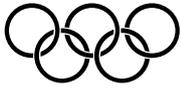
| Element: Competitor /Composition /Athlete /EventUnitEntry | | | |
|---|------------|--------------|--------------------------------------|
| Type | Code | Value | Description |
| EU_ENTRY | E_POSITION | CC @Position | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @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 /Competit or /Composi tion | 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 @Code: Send proposed code |



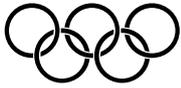
| | | | |
|-----------------------|-----------------------|------------|--|
| | | | For @Value: Air Temperature in centigrade degrees (in case of positive temperature, do not send '+'). |
| | RC_HUMIDITY | N(2) 90 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: 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 @WeatherConditions | 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 |



| | | | | |
|--|----------|---------|------------------------|---|
| | | | | <p>For @Pos: Do not send anything</p> <p>For @Value: Time difference (for Result @Rank=1, send 0.000)</p> <p>MM is minutes, SS is seconds, mmm is milliseconds</p> <p>For mixed team relay it is the overall time difference</p> |
| | LG_SPLIT | Numeric | MM:SS.mmm 99:90.000 | <p>For @Type: Send proposed type</p> <p>For @Code: Send proposed type</p> <p>For @Pos: Incremental number from 1 to n, to identify each one of the splits (intervals)</p> <p>For @Value: Cumulative time up to the split</p> <p>MM is minutes, SS is seconds, mmm is milliseconds</p> |
| | LG_RANK | Numeric | Numeric | <p>For @Type: Send proposed type</p> <p>For @Code: Send proposed type</p> <p>For @Pos: Incremental number from 1 to n, to identify each one of the splits</p> <p>For @Value: Rank of the competitor at the moment of the split, according to its split time</p> |

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 | <p>For @Type: Send proposed type</p> <p>For @Code:</p> |



| | | | | |
|--|---------|---------|---------|---|
| | | | | 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:

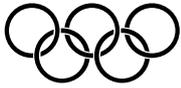
- Competitor /ExtendedResults /ExtendedResult

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.

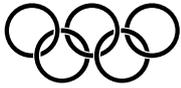
| Element: Competitor /ExtendedResults /ExtendedResult | | | |
|--|---------|--------------------------|--|
| Type | Code | Value | Description |
| ER_LG | LG_DIFF | +MM:SS.mmm +99:90.000 | For @Type: Send proposed type For @Code: Send proposed code For @Value: Cumulative time difference <u>after</u> 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.

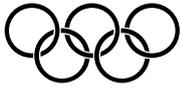
| Element: Competitor /ExtendedResults /ExtendedResult | | | |
|--|---------|--------------------------|---|
| Type | Code | Value | Description |
| ER_LG | LG_DIFF | +MM:SS.mmm +99:90.000 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Time difference for 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

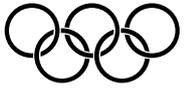
For the rest of the message, please, follow the general definition.

5.6.5. Message Values

Please, follow the general definition.

5.6.6. Message sort

Please, follow the general definition.



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