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COMMITTEE

ODF/INT112-R1-v1.3 APP

## Olympic Data Feed

### **ODF Ski Jumping Data Dictionary**

4 November 2011  
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

**File reference:** ODF/INT112-R1-v1.3 APP

### 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 Ski Jumping 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 Ski Jumping Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Ski Jumping 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
- **SJ** – Ski Jumping
- **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 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 Ski Jumping 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 Ski Jumping 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 Ski Jumping.

Any ODF Ski Jumping message should follow all the previous definitions in order to be considered as an ODF compliant message.



### 3. Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

*CC @CodeEntity*

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

Code Entity	Code Entity Set of Values	
CC @IRM  (The provided codes order is according to the sport rules. In case of several DSQ or DNS, sort by start order).	Code	Description
	DSQ	Disqualified
	DNS	Did not start
	IRF	In run Fall
CC @ResultType	Code	Description
	RT_DISTANCE	Distance (in the case of training and trial)
	RT_POINTS	Points
	RT_INVALID_RESULT	Invalid Result Mark
CC @SnowConditions	Defined in ODF Common Codes Document  See entity Snow Conditions <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC @WeatherConditions	Defined in ODF Common Codes Document  See entity Weather Conditions <ul style="list-style-type: none"> <li>The entity's attribute to be used is Code</li> </ul>	
CC@Functions	Defined in ODF Common Codes Document  See entity Function  The entity's attribute to be used is Function	





## 4. Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Ski Jumping; 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	



## 5. Ski Jumping 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 Ski Jumping are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Officials/Official
- Officials/Official/ExtOfficial

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 Ski Jumping, 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 (either single athlete or team).  In the case of team competitor, start order of the team. The team members will have the order within the team in their respective Competitor /Composition /Athlete elements (@Order attribute).
	SortOrder	M	Numeric	Same as @StartOrder
Start /Competitor	Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of team event units
Start /Competitor /Composition /Athlete	Bib	M	Numeric	Athlete's bib number
Official	Function	M	CC@Functions	Send the function code
	Order	M	Numeric	Order of the Officials following the Sports Rule



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

Element: UnitInfo			
Type	Code	Value	Description
UI_SJ	SJ_HILL_TYPE	S(30)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Hill size in meters
	SJ_HILL_SIZE	N(3) 999	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Hill size in meters
	SJ_K_POINT	N(3) 999	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: K-point in meters
	SJ_METER_VALUE	N(2).N(1) 90.0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Points / m

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

Type /Code	Description	Expected
UI_SJ /SJ_HILL_TYPE	Hill type	Always
UI_SJ /SJ_HILL_SIZE	Hill size in meters	Always
UI_SJ /SJ_K_POINT	K-point in meters	Always
SJ_METER_VALUE	Points / m	Always

The following table describes in more detail the ExtOfficial element in the case of Ski Jumping.

Element: Officials/Official/ExtOfficial			
Type	Code	Value	Description
EO_SJ	SJ_POSITION	S(2)	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Position of the Judge, i.e. A, B, C, SC,...



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

Type /Code	Description	Expected
EO_SJ/ SJ_POSITION	Position of the Judge	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 Ski Jumping are:

- PhaseInfo
- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfo
- 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 skier could get an invalid rank mark. Don't send this attribute for prequalified jumpers in the Qualification phase.
	ResultType	M	CC @ResultType	Result type, either points, distance 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)



Element	Attribute	M/O	Value	Comments
	Result	O	N(4).N(1) 9990.0	Result points for the particular event unit or distance in Training and Trial Events. Points or distance with one decimal digit  Send just in the case @ResultType is points or distance (see codes section)
	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.  SortOrder should also take care of IRM rules (please, refer to CC @IRM)  (further order detail: Competition, Quali by Points for this round only and Training and Trial by start order)
Result/Competitor	Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of team event units
Result/Competitor/Composition/Athlete	Bib	M	Numeric	Athlete's bib number

For the PhaseInfo element, please, send the same information as in the start list.

Send UnitDateTime including also the @EndDate attribute

The following table describes in more detail the UnitInfo element.

Element: UnitInfo			
Type	Code	Value	Description
UI_GENERAL	GE_ATTENDANCE	N(6) 999999	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Number of spectators
UI_RACE_CONDITIONS	RC_AIR_TEMPERATURE	(-)N(2).N(1) (-)90.0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Temperature in centigrade degrees (in



			case of positive temperature, do not send '+').
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_SNOW_CONDITIONS	CC @SnowConditions	(-) N(2).N(1) (-)90.0	For @Type: Send proposed type
			For @Code: Send one of the codes regarding to the weather conditions
			For @Value: Snow temperature in centigrade degrees
			It is optional and will be informed just if known. In this case, the snow condition will arrive in the @Code attribute, while the Snow temperature in the @Value attribute

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

Type /Code	Description	Expected
UI_GENERAL /GE_ATTENDANCE	Number of spectators	Always, if available
UI_RACE_CONDITIONS /RC_AIR_TEMPERATURE	Temperature in centigrade degrees	Always
UI_WEATHER_CONDITIONS /CC @WeatherConditions	Weather conditions in the @Code attribute	Always
UI_SNOW_CONDITIONS /CC @SnowConditions	Snow conditions in the @Code attribute, while snow temperature in centigrade degrees in the @Value attribute	Always, if available

- The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element for all the "Athlete" team members or single athletes.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	Code	Pos	Value	Description
ER_SJ	SJ_LENGTH		N(4).N(1) 9990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:





				Do not send anything
				For @Value: Send jump length in meters, with one decimal digit
SJ_LENGTH_POINTS		N(4).N(1) 9990.0		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send points for length, with one decimal digit
SJ_SPEED		N(4).N(1) 9990.0		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Speed in km/h, with one decimal digit
SJ_JUMP_POINTS		N(4).N(1) 9990.0		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send points for jump, with one decimal digit
SJ_JUDGE	Numeric	N(2).N(1) 90.0		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send judge number, from 1 to 5
				For @Value: Send points from the judge identified by @Pos, with one decimal digit.
SJ_JUDGES		N(2).N(1) 90.0		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send total points from judges, with one decimal digit
SJ_IND_IRM		CC @IRM		For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value:



				Invalid rank mark for an individual in a team event unit
	SJ_RULE		Text	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rule Number
	SJ_RULE_TEXT		Text	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rule text
	NC_GATE		S(6)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Start Gate position
	NC_RANK_SPEED		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rank for the speed overall
	NC_RANK_GATE		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rank for distance, within all jumpers started from the same gate
	NC_RANK_DISTANCE		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rank for the jump distance overall



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

Type /Code	Description	Expected
ER_SJ /SJ_LENGTH	Jump length in meters	Always (Training, Trial, 1 <sup>st</sup> Round and Final Round)
ER_SJ /SJ_LENGTH_POINTS	Points for length	Just in competition round (first round and final round)
ER_SJ /SJ_RANK_DISTANCE	Rank for the jump distance overall	Always in the Training and Trial events
ER_SJ /SJ_SPEED	Speed in km/h	Always
ER_SJ /SJ_RANK_SPEED	Rank for the speed overall	Always in the Training and Trial events
ER_SJ /SJ_GATE	Start Gate position	Always in the Training and Trial events
ER_SJ /SJ_RANK_GATE	Rank for distance, within all jumpers started from the same gate	Always in the Training and Trial events
ER_SJ /SJ_JUMP_POINTS	Points for jump	Just in competition round (first round and final round)
ER_SJ /SJ_JUDGE	Points for a particular judge	Just in competition round (first round and final round)
ER_SJ /SJ_JUDGES	Total points from judges	Just in competition round (first round and final round)
ER_SJ /SJ_IND_IRM	Individual rank mark for an individual in a team event unit	Just in case of team event unit, if not team-trial
ER_SJ /SJ_RULE	Rule Text of Disqualification	Just in case of Disqualification
ER_SJ /SJ_RULE_TEXT	Rule Number of Disqualification	Just in case of Disqualification

### 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 document. (header values sheet)

This cumulative results message is after event unit (Subtype and DocumentSubtype header attributes should be at event unit level). However, it **only applies** to event units of phase 1 (not to qualification phases)

### 5.4.3. Trigger and Frequency

Please, follow the general definition.

### 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 Ski Jumping.

Please, remember to send the finished event units (basic results) in the ResultItems /ResultItem /Result elements as they are finished, according to the general definition of the Cumulative results message, as it is described in the ODF Light Messages Interface Description Document.

### 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), 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 event unit, so it takes into account the previous event units.  This attribute is optional because the skier may have got an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either points or IRM for the corresponding cumulative results
	IRM	O	CC @IRM	IRM after the finalisation of the current event unit. It will depend on the results of all the event units up to the moment of the message sending.  Send just in the case @ResultType is IRM (see codes section)



Element	Attribute	M/O	Value	Comments
	Result	O	N(4).N(1) 9990.0	Result points after the finalisation of the current event unit. Points with one decimal digit.  Send just in the case @ResultType is points (see codes section)
	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 could be used to sort out rank ties as well as results without rank.  SortOrder should also take care of IRM rules (please, refer to CC @IRM)

#### 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 RSC attribute in the IDS header and the DocumentCode attribute in the ODF Light 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

There are not optional elements defined for this message in the ODF Light Messages Interface Document that should be included in the case of Ski Jumping.

### 5.5.5. Message Values

The following table lists the Event Final Ranking optional 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	Final rank of the competitor in the corresponding event. This attribute is optional because the skier may have got an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either points 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	N(4).N(1) 9990.0	Final result points for the particular event. Points should have one decimal digit.  Send just in the case @ResultType is points (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 could be used to sort out rank ties as well as results without rank.  SortOrder should also take care of IRM rules (please, refer to CC @IRM)



Element	Attribute	M/O	Value	Comments
Result/ Competitor	Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of team event units
Result/ Competitor/ Composition/ Athlete	Bib	M	Numeric	Athlete's bib number

### 5.5.6. Message sort

Please, follow the general definition.



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