

Olympic Data Feed



ODF Freestyle and Snowboard Data Dictionary

Lillehammer 2016 – Winter Youth
Olympic Games

Technology and Information Department

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1 Introduction

1.1 This document

This document includes the ODF Freestyle and Snowboard Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Freestyle and Snowboard.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Freestyle and Snowboard Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Freestyle and Snowboard competitions are 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

- **FRS** – Freestyle Skiing
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **SBD** – Snowboard
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT401	ODF General Messages Interface Document	This document describes the ODF General messages
ODF/COD404	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	This document details the header values which shows which RSCs are used in which messages.

THESE CODES WILL BE MOVED TO THE CODE DATABASE AT A LATER TIME.

Sport Codes

Discipline	Code_Entity	Code	Order	Description
FRS	@BibColour	BLUE		Blue
FRS	@BibColour	GREEN		Green
FRS	@BibColour	RED		Red
FRS	@BibColour	YELLOW		Yellow
FRS	@Bracket	CFNL		Final (Small Final in SX)
FRS	@Bracket	FNL		Final
FRS	@BracketItems	8FNL		Eight Finals (Round of 16)
FRS	@BracketItems	FNL		Final
FRS	@BracketItems	QFNL		Quarterfinal
FRS	@BracketItems	SFNL		Semifinal
FRS	@IRM	DNF		Did not Finish
FRS	@IRM	DNS		Did not Start
FRS	@IRM	DQB		Disqualified (Behaviour)
FRS	@IRM	DQIC		Disqualified for Intentional Contact
FRS	@IRM	DQP		Potentially disqualified
FRS	@IRM	DSQ		Disqualified
FRS	@IRM	REL		Relegated
FRS	@JudgeType	TURN		Turns
FRS	@JudgeType	AIR		Air
FRS	@QualificationMark	Q		Qualified
FRS	@QualificationMark	FA		Qualified for Big Final
FRS	@QualificationMark	FB		Qualified for Small Final
FRS	@ResultType	IRM		Invalid Result Mark
FRS	@ResultType	POINTS		Points
FRS	@ResultType	RANK		Rank-only result used in all SBX Finals phases
FRS	@ResultType	TIME		Time
SBD	@BibColour	BLACK		Black
SBD	@BibColour	BLUE		Blue
SBD	@BibColour	GREEN		Green
SBD	@BibColour	RED		Red
SBD	@BibColour	WHITE		White
SBD	@BibColour	YELLOW		Yellow
SBD	@Bracket	BRN		Bronze (Small final in Parallel)
SBD	@Bracket	CFNL		Final (Small Final in SBX)
SBD	@Bracket	FNL		Final
SBD	@BracketItems	8FNL		Eight Finals (Round of 16)
SBD	@BracketItems	FNL		Final
SBD	@BracketItems	QFNL		Quarterfinal
SBD	@BracketItems	SFNL		Semifinal
SBD	@Foot	G		Goofy
SBD	@Foot	R		Regular
SBD	@IRM	DNF		Did not Finish
SBD	@IRM	DNS		Did not Start
SBD	@IRM	DQB		Disqualified (Behaviour)
SBD	@IRM	DSQ		Disqualified
SBD	@IRM	JNS		Jump not Scored ??? (used in cumulative only)
SBD	@IRM	REL		Relegated
SBD	@JudgeType	P1		Panel 1
SBD	@JudgeType	P2		Panel 2
SBD	@JudgeType	OVER		Overall

Discipline	Code_Entity	Code	Order	Description
SBD	@QualificationMark	Q		Qualified
SBD	@QualificationMark	FA		Qualified for Final
SBD	@QualificationMark	FB		Qualified for Semifinal
SBD	@ResultType	CODE		Code (used in event final ranking)
SBD	@ResultType	IRM		Invalid Result Mark
SBD	@ResultType	POINTS		Points
SBD	@ResultType	RANK		Rank-only result used in all SBX Finals phases
SBD	@ResultType	TIME		Time

Results Functions (proposed, to be confirmed)

Discipline	Function Code	Order	Description	Category
FRS	CHF_HP		Chief of Halfpipe	J
FRS	CHF_SLP		Chief of Slopestyle	J
FRS	COMP_CHF		Chief of Competition	J
FRS	CRS_CHF		Chief of Course	J
FRS	CRS_DSG		Course Designer	J
FRS	CRS_HP		Halfpipe Technical Advisor	J
FRS	CRS_SET		Course Setter	J
FRS	FSH_RE		Finish Referee	J
FRS	HED_JU		Head Judge	J
FRS	HED_JU_AST		Assistant Head Judge	J
FRS	JU		Judge	J
FRS	JUR_ME		Jury Advisor	J
FRS	RCE_DIR		FIS Race Director	J
FRS	RCE_DIR_AST		FIS Assistant Race Director	J
FRS	RE		Referee	J
FRS	STR_RE		Start Referee	J
FRS	TCH_DEL		FIS Technical Delegate	J
FRS	TCH_DEL_AST		Assistant TD	J
FRS	VER_JU		Judging Score Verifier	J
FRS	VER_SCR		Score Verifier	J
FRS	VID		Video Controller	S
SBD	CHF_CRS		Chief of Course	J
SBD	CHF_HP		Chief of Halfpipe	J
SBD	CHF_PGS		Chief of Parallel Giant Slalom	J
SBD	CHF_SLP		Chief of Slopestyle	J
SBD	COMP_CHF		Chief of Competition	J
SBD	CRS_BLD		Course Builder	S
SBD	CRS_DSG		Course Designer	J
SBD	CRS_HP		Halfpipe Technical Advisor	J
SBD	CRS_SET		Course Setter	J
SBD	FSH_RE		Finish Referee	J
SBD	HED_JU		Head Judge	J
SBD	HED_JU_AST		Assistant Head Judge	J
SBD	JU		Judge	J
SBD	RCE_DIR		FIS Race Director	J
SBD	RCE_DIR_AST		FIS Assistant Race Director	J
SBD	STR_RE		Start Referee	J
SBD	TCH_DEL		FIS Technical Delegate	J
SBD	VID		Video Controller	S

2 Messages

2.1 Message Summary - Freestyle

The general plan for messages in this discipline is:

Ski Cross (SX)

- Qualification (one run)
 - DT_RESULT
 - DT_CURRENT
- Finals
 - DT_RESULT for each heat
 - DT_BRACKETS

Ski Slopestyle (SS)

- All Phases
 - DT_RESULT for each run
 - DT_CURRENT during each unit
 - DT_CUMULATIVE_RESULT for overall (for consistency, regardless of how many runs)

Half Pipe (HP)

- All Phases
 - DT_RESULT for each run
 - DT_CURRENT during each unit
 - DT_CUMULATIVE_RESULT for overall (for consistency, regardless of how many runs)

Aerials (AE)

- All Phases
 - DT_RESULT for each run
 - DT_CURRENT during each unit

Moguls (MO)

- All Phases
 - DT_RESULT for each run
 - DT_CURRENT during each unit

2.2 Message Summary - Snowboard

The general plan for messages in this discipline is:

Snowboard Cross (SBX)

- Qualification
 - DT_RESULT for each run
 - DT_CURRENT during each unit
 - DT_CUMULATIVE_RESULT for overall (for consistency, regardless of how many runs)
- Finals
 - DT_RESULT for each heat
 - DT_BRACKETS

Snowboard Slopestyle (SBS) and Big Air (BA)

- Qualification (can be 1 or 2 heats, 1 or 2 runs)
 - DT_RESULT for each run
 - DT_CURRENT during each unit
 - DT_CUMULATIVE_RESULT for overall (for consistency, regardless of how many heats/runs)
- SF & Finals
 - DT_RESULT for each run
 - DT_CURRENT during each unit
 - DT_CUMULATIVE_RESULT for overall (for consistency, regardless of how many runs)

Half Pipe (HP)

- Qualification (can be 1 or 2 heats, 1 or 2 runs)
 - DT_RESULT for each heat/run
 - DT_CURRENT during each unit
 - DT_CUMULATIVE_RESULT for overall (for consistency, regardless of how many heats/runs)
- SF & Finals
 - DT_RESULT for each run
 - DT_CURRENT during each unit
 - DT_CUMULATIVE_RESULT for overall (for consistency, regardless of how many runs)

Parallel Events

- Qualification:
 - DT_RESULT for each run
 - DT_CURRENT for each pair
 - DT_CUMULATIVE_RESULT for the overall Qualification Result
- Finals
 - DT_RESULT for each run for each pair
 - DT_CUMULATIVE_RESULT for the result of each pair
 - DT_BRACKETS

Team Snowboard-Ski Cross (SXT)

- Finals
 - DT_RESULT for each heat
 - DT_BRACKETS

2.3 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Freestyle and Snowboard.

- 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 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
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAM_UPDATE	List of teams by discipline update	X	X
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_RESULT	Event Unit Start List and Results	X	X
DT_IMAGE	Image (for Photofinish)	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets	X	X
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration	X	X
DT_WEATHER	Event Unit Weather conditions	X	X
DT_KA	Keep Alive	X	

2.3.1 List of Participants by Discipline / Update

2.3.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes and historical athletes, as described in the ODF General Messages Interface Document.

2.3.1.2 Header Values

As defined in the header values document.

2.3.1.3 Trigger and Frequency

Follow the general definition.

2.3.1.4 Message Structure

Optional elements defined for this message in this sport.

- Participant /Discipline /RegisteredEvent
- Participant /Discipline /RegisteredEvent /EventEntry

2.3.1.5 Message Values

The following table lists the “List of participants by discipline/ update” optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant /Discipline	IFld	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).
Participant /Discipline /RegisteredEvent	Event	M	CC @Event	
	Bib	O	Numeric ###0	

The following table describes in more detail the Participant /Discipline /RegisteredEvent/ EventEntry element.

Element: Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	RANK_WLD		Numeric ###0	For @Type: Send proposed type For @Code: Send proposed code For @Pos Do not send anything For @Value: FIS Rank of the athlete	When available.
	RANK_PTS		S(6)	For @Type: Send proposed type For @Code: Send proposed code For @Pos Do not send anything For @Value: FIS points (for this event). Usually in format ##0.00.	When available.
	STANCE		SC @Foot	For @Type: Send proposed type For @Code: Send proposed code For @Pos Do not send anything For @Value: Send code for stance	When available in Snowboard

2.3.1.6 Message sort

Please, follow the general definition.

2.3.2 List of Teams / Update

2.3.2.1 Description

This message is the List of Teams (and the update) as described in the ODF General Messages Interface Document.

2.3.2.2 Header Values

As defined in the header values document.

2.3.2.3 Trigger and Frequency

Follow the general definition.

2.3.2.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included:

- Team /Composition /Athlete
- Team /Discipline /RegisteredEvent /EventEntry

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

2.3.2.5 Message Values

The following table lists the “List of Teams / Update” optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Team /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	O	Numeric 0	Team member order
Competition /Team /TeamOfficials /Official	Code	M	S(20) with no leading zeroes	Athlete ID
	Function	M	CC @ResultFunction	Official's function for the team
Team /Discipline	IFld	O	S(16)	Competitor's federation number for the corresponding discipline
Team /Discipline /RegisteredEvent	Event	M	CC @Event	
	Bib	O	Numeric ##0	Team bib number to be sent in all the team event units

2.3.2.6 Message sort

Please, follow the general definition.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

This message is the Event Unit Start List and Results message as described in the ODF General Messages Interface Document.

Note that the message always includes all athletes in the unit.

2.3.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) with one message per unit.

2.3.3.3 Trigger and Frequency

Please, follow the general definition, taking into account the following

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- Where athletes participate one by one:
 - Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) (LIVE) [no update during an athlete's run]
- Where athletes participate together (multiple athletes = one unit):
 - Send with all updates during the unit (LIVE)
- After the unit is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change (status as appropriate)

2.3.3.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /UnitDateTime (StartDate)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /ExtendedInfo /Competitor
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Result /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /EventUnitEntry

2.3.3.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /ExtendedInfo /Competitor	Organisation	O	CC @Organisation	Add in the extension FORERUNNER if the extension is applicable. Organisation ID of the forerunner
ExtendedInfos /ExtendedInfo /Competitor	FamilyName	M	S(25)	Family name of the forerunner
	GivenName	O	S(25)	Given name of the forerunner
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Code	M	S(20) with no leading zeroes	Officials code
	Function	M	CC @ResultsFunction	Officials Function
	Order	O	Numeric	Order of officials.
Result	Rank	O	String	Rank of the competitor in the event unit. Note that in the case of the Parallel Qualification Run, ranks are assigned independently for red course / blue course, and for this reason, two competitors could have the same rank despite of having different times, according to their participation in either the red course or the blue course.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send. (They are not considered equal for the special case above).
	ResultType	O	SC @ResultType	Result type. Result type, either TIME or POINTS or IRM for the corresponding event unit.
	IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
	Result	O	m:ss.ff or ##0.00	Result for the particular event unit (not cumulative). Send in the case @ResultType is TIME or POINTS
	Diff	O	m:ss.ff	Time behind leader in the unit (only for those with a result). 0.00 for the leader. Do not send leading zeros. Only send in the case @ResultType is TIME - in qualification: time difference compared to the best rider on the same course. - in finals: time difference compared to the competitor from the same pair, but on the other course.
	QualificationMark	O	SC @QualificationMark	Qualifying Mark. Only send if applicable and this is the only unit in the phase.
	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. Prior to the unit the order is the same as StartSortOrder. (even if some have IRM) Updated during the race with the current order, which is those with rank followed by those with IRM followed by those who have not started.
	StartOrder	O	Numeric ##0	The start order of the unit.
	StartSortOrder	M	Numeric ##0	
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	

Element	Attribute	M/O	Value	Comments
	Bib	O	Numeric ###0	Bib number.

The following table describes in more detail the ExtendedInfos /ExtendedInfo element.

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	GATES_NUM			Numeric #0	For @Type: Send proposed type	Parallel
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	
					For @Value: Send the number of gates.	
	PENALTY_TIME			m:ss.ff	For @Type: Send proposed type	For finals in Parallel
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	
					For @Value: Penalty time applied according to sport rules. Do not send leading zeros.	
	FORERUNNER		Numeric #0	S(3)	For @Type: Send proposed type	Always if forerunner.
					For @Code: Send proposed code	
					For @ Pos: Send the sequential number, 1..., to sort the forerunners	
					For @Value: Forerunners code F1, F2.	
	STARTERS			Numeric ##0	For @Type: Send proposed type	Always after status START_LIST in units where athletes compete one by one
					For @Code: Send proposed code	
		COMPLETE		Numeric ##0	For @Type: Send proposed type	Always after status START_LIST in units where athletes compete one by one
					For @Code: Send proposed code	
	LAST_QUAL			S(20) with no leading zeroes	For @Type: Send proposed type	When available in any phase where athletes progress and there is no DT_CUMULA TIVE message
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the current last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place	
DISPLAY	LAST_COMP		S(1)	S(20) without leading zeroes	For @Type: Send proposed type	When available and only when the unit is LIVE
					For @Code: Send proposed code	

Element: ExtendedInfos /ExtendedInfo					
					For @Pos: Send R and B in the case of Parallel. (concurrent competitors) for Red and Blue.
					For @Value: Send the competitor ID of the last competitor to compete and receive a result.

Sample

```

.....
<ExtendedInfos>
<UnitDateTime StartDate="2014-02-10T11:00:00+04:00" />
<ExtendedInfo Type="UI" Code="GATES_NUM" Value="19" />
<ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="F1">
  <Competitor Organisation="RUS">
    <Composition>
      <Athlete FamilyName="ZAYTSEV" GivenName="Steve" />
    </Composition>
  </Competitor>
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="F2">
  <Competitor Organisation="RUS">
    <Composition>
      <Athlete FamilyName="NIKITIN" GivenName="Pedro" />
    </Composition>
  </Competitor>
</ExtendedInfo>
.....
    
```

The following table describes in more detail the Official /ExtOfficial element.

Element: Officials /Official /ExtOfficial					
Type	Code	Pos	Value	Description	Expected
EO	POSITION	Numeric 0	S(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Judge Posiiton, 1, 2.. For @Value: Send the position for the judge (J1, J2...)	Always for Judges (not Head) else do not send.
	TYPE		SC @JudgeType	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the judge type	

Sample

```

.....
<Officials>
  <Official Code="2004409" Function="TCH_DEL" Order="1">
    <Description GivenName="Jack" FamilyName="Blocker" Gender="M" Organisation="GER" />
  </Official>
.....
  <Official Code="2004405" Function="JU" Order="7">
    <Description GivenName="Tom" FamilyName="Jones" Gender="M" Organisation="USA" />
    <ExtOfficial Type="EO" Code="POSITION" Pos="1" Value="J1" />
  </Official>
  <Official Code="4110000" Function="JU" Order="8">
    <Description GivenName="Barry" FamilyName="Norman" Gender="M" Organisation="BEL" />
    <ExtOfficial Type="EO" Code="POSITION" Pos="2" Value="J2" />
  </Official>
.....
  <Official Code="2004414" Function="JU" Order="11">
    <Description GivenName="Mary" FamilyName="Smith" Gender="W" Organisation="IRE" />
    <ExtOfficial Type="EO" Code="JUDGE" Pos="5" Value="J6" />
  </Official>
</Officials>
.....

```

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

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	POT_DSQ			S(1)	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send "Y" if the competitor is a potential disqualification in this unit else do not send.	
	DSQ_DESC			Text	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Text description of the reason for disqualification.	
	RE_RUN			S(1)	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send "Y" if the competitor is granted a Re-Run else do not send. Do not send after Re-Run complete	
	PHOTO			S(1)	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	

Element: Result /ExtendedResults /ExtendedResult					
					For @Value: To know if the competitor's final result was decided by photo. Send Y for Photo evaluated Send P for Pending Status Otherwise do not send
ADVANCED			S(1)		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: "Y" to indicate the competitor is advanced to the next phase as a result of a tie-break or judge decision else do not send.
TIEBREAK_PTS			Numeric ##0.00#		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Should be the tie-break points of the run which breaks the tie, or the total score of worst run depending on the criteria which breaks the tie.
TIEBREAK_DD			Numeric #0.000		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Sum of Degree of Difficulty (DD) from all jumps in the phase.
TIEBREAK_FOR			m:ss.ff or Numeric #0 or Numeric ###0.00		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Tied time (Parallel) or tied rank (HP, Slopestyle, Cross) to break or tied score (MO, AE)
TIME			ss.ff		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time for the run in moguls
TIME_PTS			Numeric #0.00		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time points for the run in moguls
PERCENT			Numeric ##0.00		For @Type: Send proposed type

Element: Result /ExtendedResults /ExtendedResult						
					For @Code: Send proposed code For @Pos: Do not send anything For @Value: Percentage score in moguls	
	JUMP		Numeric 0	S(15)	For @Type: Send proposed type For @Code: Send proposed code For @Pos Send the jump/trick number in the run. 1.. Not required in aerials. For @Value: Code of the jump or trick (in slopestyle)	Slopestyle, aerials, moguls. Send as soon as available. (In aerials that is before the start)
		DESC		S(50)	For @Code: Send proposed code For @Pos Do not send anything For @Value: Text description of the jump	Aerials
		DD		Numeric 0.000	For @Code: Send proposed code For @Pos Do not send anything For @Value: Degree of difficulty of the jump	Aerials and moguls
		KICKER		Numeric 0	For @Code: Send proposed code For @Pos Do not send anything For @Value: Send the athlete kicker position	Aerials only
JUDGE	[Judge Positon (J1, J2,)]		S(1)	Numeric ##0 or 0.0	For @Type: Send proposed type For @Code: Send Judge Position (J1..J2) For @Pos: Judge order 1, 2, ... For @Value: Judge score (total by the judge in case of aerials).	When data is available in HP, AE, BA, MO, Slopestyle
		DISCARDED		S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if this score is discarded else do not send	If applicable in Slopestyle, BA, HP, MO and AE
		AIR	Numeric 0	Numeric 0.0	For @Code: Send proposed code For @Pos: Send jump number in MO. Do not send anything in AE For @Value: Judge score for air.	AE and MO only
		LAND		Numeric 0.0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Judge score for landing	Aerials only
	SECT		S(1)	Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code	Slopestyle

Element: Result /ExtendedResults /ExtendedResult						
					For @Pos: The section of the course scored.	
					For @Value: Score for the section	
				SC @ResultType	For @ValueType: Send SC @ResultType (POINTS)	
				S(2)	For @Rank: Send the rank in the section	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	SECT_PROG		S(1)	Numeric #0.0	For @Type: Send proposed type	Slopestyle
					For @Code: Send proposed code	
					For @Pos: The section of the course scored.	
					For @Value: Cumulative score to the end of the section.	
				SC @ResultType	For @ValueType: Send SC @ResultType (POINTS)	
				S(2)	For @Rank: Send the rank to the end of the section	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	OVERALL			Numeric #0.0	For @Type: Send proposed type	Slopestyle & AE
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Score from the overall judges in slopestyle or the total judges score in AE without considering DD.	
	TURNS			Numeric #0.0	For @Type: Send proposed type	MO only
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total turns score in MO	
	AIR			Numeric #0.00	For @Type: Send proposed type	MO only
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total air score in MO	
PROGRESS	INTERMEDIATE		S(2)	m:ss.ff	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Intermediate point where the intermediate time is recorded (1, 2...F).	
					For @Value: Time at the intermediate point	

Element: Result /ExtendedResults /ExtendedResult						
				SC @ResultType	For @ValueType: Send SC @ResultType (TIME)	
				s.ff or -s.ff	For @Diff: The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.	
				S(2)	For @Rank: Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	SECTION			s.ff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point at the end of the section where section time is taken (2... F). For example 2 is the section from intermediate 1 to intermediate 2 etc. For @Value: Time for the section ending at the intermediate point @Pos.	When data is available
				SC @ResultType	For @ValueType: Send SC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor in the section not considering IRMs	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	SPEED			Numeric ##0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average speed in km/h	When available in cross

Sample (HP)

```

.....
<Result Rank="1" ResultType="POINTS" Result="91.75" SortOrder="1" StartOrder="7"
StartSortOrder="7" >
  <ExtendedResults>
    <ExtendedResult Type="JUDGE" Code="J1" Pos="1" Value="92" />
    <ExtendedResult Type="JUDGE" Code="J2" Pos="2" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J3" Pos="3" Value="89" >
      <Extension Code="DISCARDED" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J4" Pos="4" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J5" Pos="5" Value="93" />
    <ExtendedResult Type="JUDGE" Code="J6" Pos="6" Value="94" >
      <Extension Code="DISCARDED" Value="Y" />
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="2030447" Type="A" Bib="21" Organisation="GER" >
    <Composition>
      <Athlete Code="2030447" Order="1" Bib="21">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

Sample (MO)

```

.....
<Result Rank="2" ResultType="POINTS" Result="21.70" QualificationMark="Q"
SortOrder="2" StartOrder="5" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="JUMP" Pos="1" Value="3" >
      <Extension Code="DD" Value="1.200" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="JUMP" Pos="2" Value="bPp" >
      <Extension Code="DD" Value="1.200" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="TIME_PTS" Value="5.26" />
    <ExtendedResult Type="ER" Code="TIME" Value="31.97" />
    <ExtendedResult Type="ER" Code="PERCENT" Value="72.33" />
    <ExtendedResult Type="JUDGE" Code="J1" Pos="1" Value="4.0" >
      <Extension Code="DISCARDED" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J2" Pos="2" Value="3.8" >
      <Extension Code="DISCARDED" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J3" Pos="3" Value="4.0" />
    <ExtendedResult Type="JUDGE" Code="J4" Pos="4" Value="4.0" />
    <ExtendedResult Type="JUDGE" Code="J5" Pos="5" Value="4.0" />
    <ExtendedResult Type="JUDGE" Code="J6" Pos="6" >
      <Extension Code="AIR" Pos="1" Value="1.7" />
      <Extension Code="AIR" Pos="2" Value="2.1" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J7" Pos="7" >
      <Extension Code="AIR" Pos="1" Value="1.7" />
      <Extension Code="AIR" Pos="2" Value="1.9" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="TURNS" Value="12.0" />
    <ExtendedResult Type="JUDGE" Code="AIR" Value="4.44" />
  </ExtendedResults>
  <Competitor Code="2015022" Type="A" Bib="3" Organisation="GER" >
    <Composition>
      <Athlete Code="2015022" Order="1" Bib="3">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

The following table describes in more detail the Result /Competitor /Composition /Athlete /EventUnitEntry /EventUnitEntry element.

Element: Result /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	SNOWSEED		S(1)	For @Type: Send proposed type	If applicable
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Send "Y" if the athlete is assigned a Snowseed else do not send.	
	DISCIPLINE		S(3)	For @Type: Send proposed type	Only for team competitions
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Send "SBD" if the athlete is a Snowboard athlete and "FRS" for an Freestyle Skiing athlete	
	BIB_COLOUR		SC @BibColour	For @Type: Send proposed type	If applicable in the unit. Always in Parallel. Final phases in Cross.
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Send colour	
	STANCE		SC @Foot	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: Send code for stance	
	COURSE		S(1)	For @Type: Send proposed type	In parallel events
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: RED or BLUE depending on the course	

2.3.3.6 Message sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 Description

This message is the current message as described in the ODF General Messages Interface Document.

This message should only be used to build a standalone current table and not used to merge data with the DT_RESULT message.

2.3.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

2.3.4.3 Trigger and Frequency

Please, follow the general definition, taking into account the following

- At any time a competitor starts. (This athlete/pair will be considered current) and there will be a new "next" (unless last athlete). Not applicable in SBX finals.
- Immediately after every addition/change in data during the run.
- Immediately after each competitor completes the course and the data is available.

Each message will only include the athletes currently on the course and the one/pair to follow ("Next"); this is usually not more than four athletes.

2.3.4.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- Result /ExtendedResults /ExtendedResult

2.3.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the event unit. Note that in the case of the Parallel Qualification Run, ranks are assigned independently for red course / blue course, and for this reason, two competitors could have the same rank despite of having different times, according to their participation in either the red course or the blue course. Do not send in judged events.
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send. (They are not considered equal for the special case above).
	ResultType	O	SC @ResultType	Result type. Result type, either TIME or IRM for the corresponding event unit. Do not send in judged events
	IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
	Result	O	m:ss.ff	Result for the particular event unit (not cumulative). Send in the case @ResultType is TIME
	Diff	O	m:ss.ff	Time behind leader in the unit (only for those with a result). 0.00 for the leader. Do not send leading zeros. Only send in the case @ResultType is TIME - in qualification: time difference compared to the best rider on the same course. - in finals: time difference compared to the competitor from the same pair, but on the other course.
	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. Prior to the unit the order is the same as StartSortOrder. (even if some have IRM) Updated during the race with the current order, which is those with rank followed by those with IRM followed by those who have not started.
	StartOrder	O	Numeric ##0	The start order of the unit.
	StartSortOrder	M	Numeric ##0	
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	
	Bib	O	Numeric ###0	Bib number.

The following table describes in more detail the ExtendedInfos /ExtendedInfo element.

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
DISPLAY	CURRENT		S(1)	S(20) without leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send R and B in the case of parallel events. (concurrent competitors) for Red and Blue.	When available

Element: ExtendedInfos /ExtendedInfo						
					For @Value: Send the competitor ID of the current competitor(s).	
	NEXT		S(1)	S(20) without leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send R and B in the case of parallel events. (concurrent competitors) for Red and Blue. For @Value: Send the competitor ID of the next competitor(s).	When available

Sample

```

.....
<ExtendedInfos>
<ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="R" Value="123456" />
<ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="B" Value="123444" />
<ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="R" Value="123555" />
<ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="B" Value="123666" />
</ExtendedInfos>
.....
    
```

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

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	PREV		S(1)	m:ss.ff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send R and B in the case of parallel events. (concurrent competitors) for Red and Blue. For @Value: Send the time for the previous run (on the other course)	For second run in parallel events
				SC @ResultType	For @ValueType: Send SC @ResultType (TIME)	
				S(2)	For @Rank: Send the rank for the previous run (on the other course)	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	JUMP		Numeric 0	S(15)	For @Type: Send proposed type For @Code: Send proposed code For @Pos Send the jump/trick number in the run. 1..n For @Value: Code of the jump or trick (in slopestyle)	Slopestyle, moguls. Send as soon as available.
					DD	

Element: Result /ExtendedResults /ExtendedResult						
					For @Value: Degree of difficulty of the jump	
PROGRESS	INTERMEDIATE		S(2)	m:ss.ff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (1, 2...F). For @Value: Time at the intermediate point	Only in events with split times
				SC @ResultType	For @ValueType: Send SC @ResultType (TIME)	
				s.ff or -s.ff	For @Diff: The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.	
				S(2)	For @Rank: Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
JUDGE	[Judge Positon (J1, J2,)]		S(1)	Numeric ##0 or 0.0	For @Type: Send proposed type For @Code: Send Judge Position (J1..J2) For @Pos: Judge order 1, 2, ... For @Value: Judge score (total by the judge in case of aerials).	When data is available in MO, Slopestyle
		DISCARDED		S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if this score is discarded else do not send	If applicable in Slopestyle, MO
		AIR	Numeric 0	Numeric 0.0	For @Code: Send proposed code For @Pos: Send jump number in MO. For @Value: Judge score for air.	MO only
	SECT		S(1)	Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: The section of the course scored. For @Value: Score for the section	Slopestyle
				SC @ResultType	For @ValueType: Send SC @ResultType (POINTS)	
				S(2)	For @Rank: Send the rank in the section	

Element: Result /ExtendedResults /ExtendedResult						
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	SECT_PROG		S(1)	Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: The section of the course scored. For @Value: Cumulative score to the end of the section.	Slopestyle
				SC @ResultType	For @ValueType: Send SC @ResultType (POINTS)	
				S(2)	For @Rank: Send the rank to the end of the section	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	OVERALL			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Score from the overall judges in slopestyle without considering DD.	Slopestyle

Sample

```

.....
<Result Rank="2" ResultType="TIME" Result="1:42.68" Diff="0.04" SortOrder="2"
StartOrder="12" StartSortOrder="12" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.34"
ValueType="TIME" Diff="0.05" Rank="2" SortOrder="2" />
  </ExtendedResults>
  <Competitor Code="2024039" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2024039" Order="1" Bib="22" />
    </Composition>
  </Competitor>
</Result>
.....
    
```

2.3.4.6 Message sort

Sort by Result @StartSortOrder

2.3.5 Image

2.3.5.1 Description

The 'Image message' is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

The message allows for multiple images but it is assumed the images are related (could be different resolutions, different states of a competition or different places in photofinish photos). Unrelated images should be sent separately.

2.3.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

DocumentCode: Unit level RSC.

DocumentSubtype is PHOTOFINISH.

2.3.5.3 Trigger and Frequency

Triggered as soon as image available.

2.3.5.4 Message Structure

No applicable optional elements.

2.3.5.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Image	Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
	Version	M	Numeric #0	Document Version
	Revision	M	Numeric #0	Document Revision
	ImageType	M	S(3)	Image type extension, jpg or png
Image /ImageData	-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

2.3.5.6 Message sort

Please, follow the general definition.

2.3.6 Cumulative Results

2.3.6.1 Description

This message is the Cumulative Results message as described in the ODF General Messages Interface Document.

The Cumulative Results message is used to send the cumulative results of the competition.

It is anticipated that the cumulative message is usually needed as competitors have multiple attempts (runs) depending on the event. However in this sport the number of units in a competition can vary quite dynamically depending on the weather and snow conditions. To avoid changing the types of messages sent depending on the conditions the cumulative will always be sent if it is planned, even if the format changes and there is only one unit. This provides consistency for the end users.

2.3.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

The DocumentSubtype attribute in the ODF header can contain the following information:

- Unit level RSC would represent the cumulative results up to the referenced unit (either during or after).

2.3.6.3 Trigger and Frequency

- Send after the first unit is official. (INTERMEDIATE)
- Send after each athlete completes the course (and has all data) during the second and subsequent units. (LIVE)
- Send after the last unit is complete (UNCONFIRMED / UNOFFICIAL / OFFICIAL as appropriate)

2.3.6.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos /ExtendedInfo
- Result /ResultItems /ResultItem

2.3.6.5 Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	S(3)	Rank of the competitor in the cumulative result. In Parallel: Do not include the rank during the second and subsequent units until the competitor has completed the unit as rank after one run has no meaning. Other events use "best of" so the rank can be filled as soon as a competitor has completed one run. This attribute is optional because the competitor could get an invalid rank mark.

Element	Attribute	M/O	Value	Comments
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	SC @ResultType	Result type
	IRM	O	SC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM
	Result	O	m:ss.ff or ##0.00	Best score/cumulative result. Send in the case @ResultType is TIME or POINTS
	Diff	O	s.ff	Time behind leader. Only in parallel events and SBX qualification.
	QualificationMark	O	SC @QualificationMark	Qualifying Mark
Result /ResultItems /ResultItem	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, 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. During second and subsequent units those without rank will be ordered following their start order in the current unit.
	Unit	M	CC @Unit	Full RSC of the unit
	Rank	O	S(3)	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
	Result	O	m:ss.ff or ##0.00	Best score/cumulative result. Send in the case @ResultType is TIME or POINTS
	Diff	O	s.ff	Time behind leader. Only in parallel events in the finals.
Result /ResultItems /ResultItem /Result	IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
	SortOrder	M	Numeric #0	Used to sort all results in an event unit identified by /ResultItems /ResultItem
	Code	M	S(20) with no leading zeroes	Athlete's ID
	Order	M	Numeric	
Result /Competitor /Composition /Athlete	Bib	O	S(4)	Athlete's bib number.

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	LAST_QUAL			S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the current last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place	When available in any phase where athletes progress.

The following table describes in more detail the Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult						
ER	COURSE			S(4)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Course colour, RED or BLUE	Only in parallel events.
	TIEBREAK_PTS			Numeric ##0.00 or ##0.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Should be the tie-break points of the run which breaks the tie, or the total score of worst run depending on the criteria which breaks the tie.	If applicable
	BEST			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if this run is the current best for the competitor else do not send	If applicable

Sample (Slopestyle, BA, HP, AE)

```

.....
<Result Rank="1" ResultType="POINTS" Result="94.50" QualificationMark="QF"
SortOrder="1">
  <ResultItems>
    <ResultItem Unit="SBDMSBS-----QUAL000101">
      <Result Rank="9" ResultType="POINTS" Result="45.25" SortOrder="9" />
    </ResultItem>
    <ResultItem Unit="SBDMSBS-----QUAL000102">
      <Result Rank="1" ResultType="POINTS" Result="94.50" SortOrder="1" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="2019180" Type="A" Bib="8">
    <Composition>
      <Athlete Code="2019180" Order="1" Bib="8" Organisation="GER" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```


Sample (SBX)

```
.....
<Result Rank="13" ResultType="TIME" Result="1:23.43" Diff="2.82" QualificationMark="Q"
SortOrder="13">
  <ResultItems>
    <ResultItem Unit="SBDMSBX-----QUAL000101--">
      <Result Rank="13" ResultType="TIME" Result="1:24.47" SortOrder="13" />
    </ResultItem>
    <ResultItem Unit="SBDMSBX-----QUAL000102--">
      <Result Rank="1" ResultType="TIME" Result="1:23.43" SortOrder="1" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="2019180" Type="A" Bib="8">
    <Composition>
      <Athlete Code="2019180" Order="1" Bib="8" Organisation="GER" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Parallel Qualification)

```
.....
<Result Rank="4" ResultType="TIME" Result="58.92" Diff="0.82" QualificationMark="Q"
SortOrder="4">
  <ResultItems>
    <ResultItem Unit="SBDMPGS-----QUAL000101">
      <Result Rank="22" ResultType="TIME" Result="30.00" SortOrder="22" />
      <ExtendedResults>
        <ExtendedResult Type="ER" Code="COURSE" Value="RED" />
      </ExtendedResults>
    </ResultItem>
    <ResultItem Unit="SBDMPGS-----QUAL000102">
      <Result Rank="2" ResultType="TIME" Result="28.92" SortOrder="2" />
      <ExtendedResults>
        <ExtendedResult Type="ER" Code="COURSE" Value="BLUE" />
      </ExtendedResults>
    </ResultItem>
  </ResultItems>
  <Competitor Code="2019180" Type="A" Bib="8">
    <Composition>
      <Athlete Code="2019180" Order="1" Bib="8" Organisation="GER" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>.....
```

2.3.6.6 Message sort

Please, follow the general definition.

2.3.7 Brackets

2.3.7.1 Description

This message is the Brackets message as described in the ODF General Messages Interface Document.

2.3.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values).

2.3.7.3 Trigger and Frequency

Please, follow the general definition

2.3.7.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos / ExtendedInfo
- Bracket /BracketItems /BracketItem

2.3.7.5 Message Values

The following table lists the Brackets optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Bracket	Code	M	SC @Bracket	Bracket code to identify a bracket item. Small Final / Bronze is a different bracket.
Bracket / BracketItems	Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.
Bracket /BracketItems /BracketItem	Code	O	Numeric #0	Unique number for all BracketItems in the message 1,...as used in ORIS
	Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
	Date	O	Date	Date of BracketItem (example: YYYY-MM-DD). Must include if the data is available.
	Time	O	S(5)	Time of the BracketItem (example HH:MM) Must include if the data is available.
	Unit	O	CC @Unit	Full RSC of the unit.
	Result	O	S(50)	Not used in this discipline
	NextUnit	O	CC @Unit	Full RSC of the unit where successful competitors will progress
	NextUnitLoser	O	CC @Unit	Full RSC of the unit where unsuccessful competitors will progress
Bracket /BracketItems /BracketItem /CompetitorPlace	Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
	Code	O	SC @CompetitorPlace	If there is no competitor (BYE) or when it is not known yet (TBD) or when both athletes are disqualified or Withdraw (NCT)
	WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known.
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Unit	O	CC @Unit	Full RSC of the unit where the competitor progress from

Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor	Code	M	S(20) with no leading zeroes	Competitor ID
	Type	M	S(1)	A for Athlete, T for Team
	Seed	O	S(2)	Rank or the competitor in the qualification
	Organisation	O	CC @Organisation	Competitors' organisation if known
Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Competitor ID. (Only include athletes after the unit is complete)
	Order	M	Numeric 0	Order attribute used to sort team members in a team (in their order of start in the heat) (if Competitor @Type="T") or 1 if Competitor @Type="A".

The following table describes in more detail the ExtendedInfos /ExtendedInfo element.

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	PENALTY_TIME			m:ss.ff	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Penalty time applied according to sport rules. Do not send leading zeros.	When applicable

The following table describes in more detail the CompetitorPlace /ExtCompPlaces /ExtCompPlace element

Element: CompetitorPlace /ExtCompPlaces /ExtCompPlace						
Type	Code	Pos	Value	Description	Expected	
ECP	DIFF	Numeric 0	+s.ff or 0.00	For @Type: Send proposed type	When available in Parallel	
				For @Code: Send proposed code		
				For @Pos: Send the run number		
				For @Value: Send the time behind or 0.00 if equal. Do not send if won the unit.		
RESULT			S(3)	For @Type: Send proposed type	When applicable in Cross	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Send: The rank in Cross or; IRM if applicable		
IRM			SC @IRM	For @Type: Send proposed type	If RESULT = IRM	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Send applicable code.		
BIB_COLOUR			SC @BibColour	For @Type: Send proposed type	If applicable in the unit (Cross)	
				For @Code: Send proposed code		
				For @ Pos: Do not send anything		
				For @Value: Send colour		

Element: CompetitorPlace /ExtCompPlaces /ExtCompPlace					
	LANE		Numeric 0	For @Type: Send proposed type	If applicable in the unit (Cross)
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Lane number	

Sample (Parallel)

```

.....
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="13" Order="1" Date="2014-02-22" Time="15:22" Unit="SBDMPGS-----
-----SFNL0001----" NextUnit="SBDMPGS-----FNL-0001----"
NextUnitLoser="SBDMPGS-----FNL-0002----" >
      <CompetitorPlace Pos="1" WLT="W" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="DIFF" Pos="1" />
        </ExtCompPlaces>
        <PreviousUnit Unit="SBDMPGS-----QFNL0001----" />
        <Competitor Code="2000885" Type="A" Seed="2" Organisation="GER">
          <Composition>
            <Athlete Code="2000885" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="GER" BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="DIFF" Pos="2" Value="+0.14" />
        </ExtCompPlaces>
        <PreviousUnit Unit="SBDMPGS-----QFNL0002----" />
        <Competitor Code="2023789" Type="A" Seed="9" Organisation="SUI">
          <Composition>
            <Athlete Code="2023789" Order="1" >
              <Description GivenName="John" FamilyName="Black" Gender="M"
Organisation="SUI" BirthDate="1992-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
.....

```

Sample (SBX)

```

.....
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="13" Order="1" Date="2014-02-22" Time="15:22">
      <Unit Unit="SMM490201" />
      <NextUnit Unit="SMM490101" />
      <NextUnitLoser Unit="SMM490102" />
      <CompetitorPlace Pos="1" WLT="W" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="RESULT" Value="1" />
          <ExtCompPlace Type="ECP" Code="BIB_COLOUR" Value="BLACK" />
          <ExtCompPlace Type="ECP" Code="LANE" Value="3" />
        </ExtCompPlaces>
        <PreviousUnit Unit="SMM490301" />
        <Competitor Code="2000996" Type="A" Organisation="GER">
          <Composition>
            <Athlete Code="2000996" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="GER" BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="W" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="RESULT" Value="2" />
          <ExtCompPlace Type="ECP" Code="BIB_COLOUR" Value="BLUE" />
          <ExtCompPlace Type="ECP" Code="LANE" Value="6" />
        </ExtCompPlaces>
        <PreviousUnit Unit="SMM490301" />
        <Competitor Code="2019181" Type="A" Organisation="SUI">
          <Composition>
            <Athlete Code="2019181" Order="1" >
              <Description GivenName="John" FamilyName="Malone" Gender="M"
Organisation="SUI" BirthDate="1992-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
.....
      <CompetitorPlace Pos="6" WLT="L" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="RESULT" Value="6" />
          <ExtCompPlace Type="ECP" Code="BIB_COLOUR" Value="YELLOW" />
          <ExtCompPlace Type="ECP" Code="LANE" Value="4" />
        </ExtCompPlaces>
        <PreviousUnit Unit="SMM490302" />
        <Competitor Code="2013787" Type="A" Organisation="GER">
          <Composition>
            <Athlete Code="2013787" Order="1" >
              <Description GivenName="John" FamilyName="Brown" Gender="M"
Organisation="GER" BirthDate="1994-12-13" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
.....

```

2.3.7.6 Message sort

Please, follow the general definition.

2.3.8 Event Final Ranking

2.3.8.1 Description

This message is the Event Final Ranking message as described in the ODF General Messages Interface Document.

2.3.8.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).

2.3.8.3 Trigger and Frequency

Please, follow the general definition.

2.3.8.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /ExtendedResults /ExtendedResult

2.3.8.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	S(3)	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of a red card, for example.
	RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
	ResultType	O	SC @ResultType	Result type. Result type, either TIME or POINTS or RANK(cross events only) or IRM for the corresponding event unit.
	IRM	O	SC @IRM	Send if the competitor has an IRM
	Result	O	m:ss.ff or ##0.00 Or #0	Result for the particular event. Send in the case @ResultType is TIME or POINTS or RANK. Send Best points or time from the last phase a competitor was competing in or overall rank (Cross events).
	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.

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

Element: Result /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	Expected
ER	RACE_PTS		Numeric ###0	For @Type: Send proposed type For @Code: Send proposed code	If data exists

Element: Result /ExtendedResults /ExtendedResult					
				For @Pos Do not send anything	
				For @Value: Race points earned for each competitor	
	LAST_UNIT		Full RSC	For @Type: Send proposed type	If applicable
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For Value: Send the full RSC of the final unit in which the competitor participated.	
	UNIT_RANK		Numeric 0	For @Type: Send proposed type	If applicable
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: Rank in the heat where athlete finished the competition. Applies for SBX Finals.	

Sample

```

.....
<Result Rank="2" ResultType="POINTS" SortOrder="2" RESULT="92.30">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="800" />
    <ExtendedResult Type="ER" Code="LAST_UNIT" Value=" SBDMSBX-----FNL-0001---
- " />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="2" />
  </ExtendedResults>
  <Competitor Code="2000996" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2000996" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="3" ResultType="POINTS" SortOrder="3" RESULT="87.85">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="600" />
    <ExtendedResult Type="ER" Code="LAST_UNIT" Value=" SBDMSBX-----FNL-0001---
- " />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="3" />
  </ExtendedResults>
  <Competitor Code="2030033" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="2030033" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="SUI"
        BirthDate="1992-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

2.3.8.6 Message sort

Please, follow the general definition

2.3.9 Weather Conditions

2.3.9.1 Description

This message is the Event Unit Weather Conditions message as described in the ODF General Messages Interface Document.

2.3.9.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

2.3.9.3 Trigger and Frequency

Please, follow the general definition.

2.3.9.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- Competition /Weather /Conditions /Condition (following the general rules for this element)

2.3.9.5 Message Values

The following table lists the Event Unit Weather Conditions optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Conditions	Code	M	SC @WeatherPoint	Weather points, send START and FINISH
	Humidity	O	Numeric ##0	Humidity in %
	Wind_Direction	O	CC @WindDirection	Wind direction
Weather /Conditions /Condition	Code	M	S(4)	Weather condition type, send SKY and SNOW
	Value	M	CC @WeatherCondition CC @SnowConditions	Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW
Weather /Conditions /Temperature	Code	M	S(4)	Temperature type, send AIR, SNOW
	Unit	M	SC @TemperatureUnit	Unit for temperature, send both
	Value	M	Numeric #0.0	Temperature of the @Code. Negative is applicable
Weather /Conditions /Wind	Code	M	S(5)	Wind Speed, send SPEED
	Unit	M	SC @WindUnit	Unit for Wind. Use MS and KMH
	Value	M	Numeric ##0.0	Wind speed in @Unit degrees.

Sample

```

.....
<Weather>
  <Conditions Code="START" Humidity="49" Wind_Direction="SE">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="2.8" />
    <Temperature Code="AIR" Unit="F" Value="37.0" />
    <Temperature Code="SNOW" Unit="C" Value="-2.4" />
    <Temperature Code="SNOW" Unit="F" Value="27.7" />
    <Wind Code="SPEED" Unit="KMH" Value="7.2" />
    <Wind Code="SPEED" Unit="MS" Value="2.0" />
  </Conditions>
  <Conditions Code="FINISH" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.8" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.3" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Value="0.0" />
    <Wind Code="SPEED" Unit="MS" Value="0.0" />
  </Conditions>
</Weather>
.....

```


2.3.9.6 Message sort

Please, follow the general definition.

2.3.10 Configuration

2.3.10.1 Description

This message is the Event unit configuration message as described in the ODF General Messages Interface Document.

2.3.10.2 Header Values

Send one message per phase with the phase level RSC.

2.3.10.3 Trigger and Frequency

Please, follow the general definition.

2.3.10.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedConfigItem

2.3.10.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Discipline configuration optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

The following table describes in more detail the Competition ExtendedConfig element.

Element: ExtendedConfig							
Type	Code	ExtendedConfig Item Code	Pos	Value	Description	Expected	
FIS	HOMOLOGATION			String	For @Type: Send proposed type	When available	
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
COURSE	NAME			String	For @Type: Send proposed type	When available	
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: FIS Homologation number		
	LENGTH				Numeric ###0	For @Type: Send proposed type	When applicable
						For @Code: Send proposed code	
						For @Pos: Do not send anything	
						For @Value: Send the total length of the course in m.	
	HALF_PIPE					For @Type: Send proposed type	In halfpipe only
						For @Code: Send proposed code	
						For @Pos: Do not send anything	
						For @Value: Do not send anything	
WIDTH					Numeric ##0.0	For @Code: Send proposed code	
						For @Pos: Do not send anything	
						For @Value: HP width wall to wall in metres	
HEIGHT				Numeric ##0.0	For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: HP inner height of walls in metres		
INCLIN				Numeric #0	For @Code: Send proposed code		
					For @Pos: Do not send anything		

Element: ExtendedConfig					
					For @Value: HP degrees of inclination
		INCLIN_VERT		Numeric #0	For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: HP degrees of vertical inclination
	MOGULS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		WIDTH		Numeric #0.0	For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Width of course in m.
		GATE_WIDTH		Numeric #0.0	For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Width of gate.
		GRAD_AVG		Numeric #0.0	For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Average gradient
		PACE		ss.ff	For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Pace time
	AERIALS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		IN_RUN_DIST		Numeric #0.0	For @Code: Send proposed code
					For @Pos: Do not send anything

Element: ExtendedConfig						
						In run distance in metres
		IN_RUN_GRAD		Numeric #0.0		For @Code: Send proposed code
						For @Pos: Do not send anything
						In run gradient in degrees
		TABLE_DIST		Numeric #0.0		For @Code: Send proposed code
						For @Pos: Do not send anything
						Table distance in metres
		TABLE_GRAD		Numeric #0.0		For @Code: Send proposed code
						For @Pos: Do not send anything
						Table gradient in degrees
		LAND_DIST		Numeric #0.0		For @Code: Send proposed code
						For @Pos: Do not send anything
						Landing distance in metres
		LAND_GRAD		Numeric #0.0		For @Code: Send proposed code
						For @Pos: Do not send anything
						Landing gradient in degrees
		KICKER_DIST	Numeric #0	Numeric #0.00		For @Code: Send proposed code
						For @Pos: Kicker number
						Kicker distance in metres
		KICKER_HT	Numeric #0	Numeric #0.00		For @Code: Send proposed code
						For @Pos: Kicker number
						Kicker height in metres
		KICKER_GRAD	Numeric #0	Numeric #0.0		For @Code: Send proposed code
						For @Pos: Do not send anything
						Kicker gradient in degrees
	BIGAIR					For @Type: Send proposed type
						For @Code: Send proposed code
						For @Pos: Do not send anything
						Always in the case of big air

Element: ExtendedConfig						
					For @Value: Do not send anything	
	IN_RUN_DIST			Numeric #0.0	For @Code: Send proposed code For @Pos: Do not send anything In run distance in metres	
	IN_RUN_GRAD			Numeric #0.0	For @Code: Send proposed code For @Pos: Do not send anything In run gradient in degrees	
	KNOLL			Numeric #0.0	For @Code: Send proposed code For @Pos: Do not send anything Take off to knoll distance in metres	
	HEIGHT			Numeric #0.0	For @Code: Send proposed code For @Pos: Kicker number Jump height in metres	
	LAND_GRAD			Numeric #0.0	For @Code: Send proposed code For @Pos: Do not send anything Landing gradient in degrees	
	SLOPESTYLE				For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything	
	JUMPS_NUM			Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of jump features	Always in the case of slopestyle
	JIBBING_NUM			Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of jibbing features	
	FEATURES_NUM			Numeric #0	For @Type: Send proposed type	Cross

Element: ExtendedConfig						
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Number of features	
	ALTITUDE				For @Type: Send proposed type	When applicable (not HP)
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Do not send anything	
		START		Numeric ###0	For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the altitude at the start point in metres	
		FINISH		Numeric ###0	For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the altitude at the finish in metres	
		DROP		Numeric ###0	For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the total vertical drop in metres	
EC	INTERMEDIATES_NUM			Numeric #0	For @Type: Send proposed type	Always if there are intermediate points. May apply to Parallel Qualification and Elimination Runs and to Cross.
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the total number of intermediate points where the time is recorded including F.	
	INTERMEDIATE		S(2)	String	For @Type: Send proposed type	If there are intermediate points where time is recorded.
					For @Code: Send proposed code	

Element: ExtendedConfig						
					For @Pos: Send the value that identifies the intermediate point, S for start then 1 to n for intermediates along the course and F for the finish point. For @Value: Name of the intermediate point in ENG. Not applicable for S or F (blank).	
	HEATS_NUM			Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of heats for that phase.	Send by phase if not 1.
	RUNS_NUM			Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of runs for that phase.	Send by phase if not 1.
QUALIFICATION	FROM_RANK		S(2)	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send according to the round to progress: Send A (Big Final) Send B (Small Final) Send SF for Semifinal Send QF for Quarterfinal Send 8 for 1/8 Final For @Value: Send the qualifying rank to indicate first rank to qualify	When applicable
	TO_RANK		S(2)	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code	When applicable

Element: ExtendedConfig					
					For @Pos: Send according to the round to progress: Send A (Big Final) Send B (Small Final) Send SF for Semifinal Send QF for Quarterfinal Send 8 for 1/8 Final For @Value: Send the qualifying rank to indicate last rank to qualify

2.3.10.6 Sample

```

.....
<Configs>
<Config Unit="SBDWSBX-----FNL-----" >
  <ExtendedConfig Type="FIS" Code="HOMOLOGATION" Value="10722/11/12" />
  <ExtendedConfig Type="COURSE" Code="NAME" Value="Rosa Style" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Value="635" />
  <ExtendedConfig Type="COURSE" Code="FEATURES_NUM" Value="8" />
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" >
    <ExtendedConfigItem Code="START" Value="1162" />
    <ExtendedConfigItem Code="FINISH" Value="1015" />
    <ExtendedConfigItem Code="DROP" Value="147" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="2" />
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="A" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="A" Value="6" />
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="B" Value="7" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="B" Value="12" />
</Config>
.....
    
```

2.3.10.7 Message sort

Please, follow the general definition.

3 Document Control

Version history		
Version	Date	Comments
WYOG-2016-FRS-SBD V1.0	8 Jul 2015	First Version
WYOG-2016-FRS-SBD V1.1	2 Dec 2015	Approved with minor changes
WYOG-2016-FRS-SBD V1.2	5 Feb 2016	Approved version with updates

File reference: ODF/INT015 WYOG-2016-FRS-SBD v1.2 APP

Change Log		
Version	Status	Changes on version
WYOG-2016-FRS-SBD V1.0	Draft	First version
WYOG-2016-FRS-SBD V1.1	APP	DT_RANKING Move the last unit concept to an extension. DT_PARTIC: Change the extension PTS to RANK_PTS (consistency) Added qualification codes for Final A and Final B (FA/FB)
WYOG-2016-FRS-SBD V1.2	APP	DT_RANKING added explanation for Result attribute of result tag, sample corrected, Result_type CODE was removed. Result type RANK added for cross events. Corrected qualification codes for Final B (FB)

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