



Olympic Data Feed



**ODF Freestyle Skiing and Snowboard
Data Dictionary**
PyeongChang – XXIII Olympic Winter Games
Technology and Information Department
© International Olympic Committee

ODF/INT421 R-WOG-2018-FRS SBD-v2.4 APP
2 October 2017



License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



Table of Contents

1 Introduction.....	<u>6</u>
1.1 This document.....	<u>6</u>
1.2 Objective.....	<u>6</u>
1.3 Main Audience.....	<u>6</u>
1.4 Glossary.....	<u>6</u>
1.5 Related Documents.....	<u>6</u>
2 Messages.....	<u>8</u>
2.1 Applicable Messages.....	<u>8</u>
2.2 Messages.....	<u>10</u>
2.2.1 List of participants by discipline / List of participants by discipline update.....	<u>10</u>
2.2.1.1 Description.....	<u>10</u>
2.2.1.2 Header Values.....	<u>10</u>
2.2.1.3 Trigger and Frequency.....	<u>11</u>
2.2.1.4 Message Structure.....	<u>12</u>
2.2.1.5 Message Values.....	<u>13</u>
2.2.1.6 Message Sort.....	<u>17</u>
2.2.2 Event Unit Start List and Results.....	<u>18</u>
2.2.2.1 Description.....	<u>18</u>
2.2.2.2 Header Values.....	<u>18</u>
2.2.2.3 Trigger and Frequency.....	<u>19</u>
2.2.2.4 Message Structure.....	<u>19</u>
2.2.2.5 Message Values.....	<u>22</u>
2.2.2.6 Message Sort.....	<u>40</u>
2.2.3 Current Information.....	<u>41</u>
2.2.3.1 Description.....	<u>41</u>
2.2.3.2 Header Values.....	<u>41</u>
2.2.3.3 Trigger and Frequency.....	<u>42</u>
2.2.3.4 Message Structure.....	<u>42</u>
2.2.3.5 Message Values.....	<u>43</u>
2.2.3.6 Message Sort.....	<u>49</u>
2.2.4 Image.....	<u>50</u>
2.2.4.1 Description.....	<u>50</u>
2.2.4.2 Header Values.....	<u>50</u>
2.2.4.3 Trigger and Frequency.....	<u>51</u>
2.2.4.4 Message Structure.....	<u>51</u>
2.2.4.5 Message Values.....	<u>52</u>
2.2.4.6 Message Sort.....	<u>53</u>



2.2.5Cumulative Results.....	<u>54</u>
2.2.5.1Description.....	<u>54</u>
2.2.5.2Header Values.....	<u>54</u>
2.2.5.3Trigger and Frequency.....	<u>55</u>
2.2.5.4Message Structure.....	<u>55</u>
2.2.5.5Message Values.....	<u>58</u>
2.2.5.6Message Sort.....	<u>65</u>
2.2.6Brackets.....	<u>66</u>
2.2.6.1Description.....	<u>66</u>
2.2.6.2Header Values.....	<u>66</u>
2.2.6.3Trigger and Frequency.....	<u>67</u>
2.2.6.4Message Structure.....	<u>67</u>
2.2.6.5Message Values.....	<u>69</u>
2.2.6.6Message Sort.....	<u>74</u>
2.2.7Event Final Ranking.....	<u>75</u>
2.2.7.1Description.....	<u>75</u>
2.2.7.2Header Values.....	<u>75</u>
2.2.7.3Trigger and Frequency.....	<u>76</u>
2.2.7.4Message Structure.....	<u>76</u>
2.2.7.5Message Values.....	<u>77</u>
2.2.7.6Message Sort.....	<u>80</u>
2.2.8Configuration.....	<u>81</u>
2.2.8.1Description.....	<u>81</u>
2.2.8.2Header Values.....	<u>81</u>
2.2.8.3Trigger and Frequency.....	<u>82</u>
2.2.8.4Message Structure.....	<u>82</u>
2.2.8.5Message Values.....	<u>82</u>
2.2.8.6Message Sort.....	<u>91</u>
2.2.9Event Unit Weather conditions.....	<u>92</u>
2.2.9.1Description.....	<u>92</u>
2.2.9.2Header Values.....	<u>92</u>
2.2.9.3Trigger and Frequency.....	<u>93</u>
2.2.9.4Message Structure.....	<u>93</u>
2.2.9.5Message Values.....	<u>93</u>
2.2.9.6Message Sort.....	<u>95</u>
3Message Timeline.....	<u>97</u>
3.1Preparation Phase.....	<u>97</u>
3.2After Team Captains Meeting.....	<u>97</u>
3.3During Each Unit.....	<u>98</u>
3.4After each Unit.....	<u>98</u>
3.5At the end of a Phase.....	<u>99</u>



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT421 R-WOG-2018-FRS SBD-v2.4 APP

3.6At the end of the event.....	<u>99</u>
4Document Control.....	<u>101</u>



1 Introduction

1.1 This document

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

1.2 Objective

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

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF Foundation Principles	The document explains the environment and general principles for ODF
ODF/INT401	ODF General Messages Interface Document	The document describes the ODF General Messages



Document Reference	Document Title	Document Description
ODF/COD404	Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Freestyle Skiing 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 extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X



DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	
DT_PRESENTER	Medal Presenters	



2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

2.2.1.2 Header Values

The following table describes the message header attributes.



Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.



2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		



	IFId RegisteredEvent (0,N) Event Bib EventEntry (0,N) Code Type Pos Value
--	-----------------------------------------------------------------------------------------------------------------------------------

2.2.1.5 Message Values

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the</p>



			<p>latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	<p>Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
Weight	O	S(3)	<p>Weight in kilograms. It will be included if this information is available.</p> <p>This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
PlaceofBirth	O	S(75)	Place of Birth



CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline



IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).
------	---	-------	-------------------------------------------------------------------------------------------------------------------------------------------------

Element: Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Bib number.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available.
	Attribute	M/O	Value
	Value	O	S(4)
	Description		For @Value: FIS Rank of the athlete
ENTRY	RANK_PTS	N/A	Element Expected: When available.
	Attribute	M/O	Value
	Value	O	S(6)
	Description		For @Value: FIS points (for this event). Usually in format ##0.00.
ENTRY	STANCE	N/A	Element Expected: When available in Snowboard
	Attribute	M/O	Value
	Value	O	SC @Foot
	Description		For @Value: Send code for stance
ENTRY	SEED	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	O	S(4)
	Description		For @Value: FIS Seed (for this event). Usually in format ###0.



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT421 R-WOG-2018-FRS SBD-v2.4 APP

2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 Event Unit Start List and Results

2.2.2.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports.

This is always a full message and all applicable elements and attributes are always sent.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in FRS / SBD
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in FRS / SBD
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). Expected statuses are: START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was



		produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 Trigger and Frequency

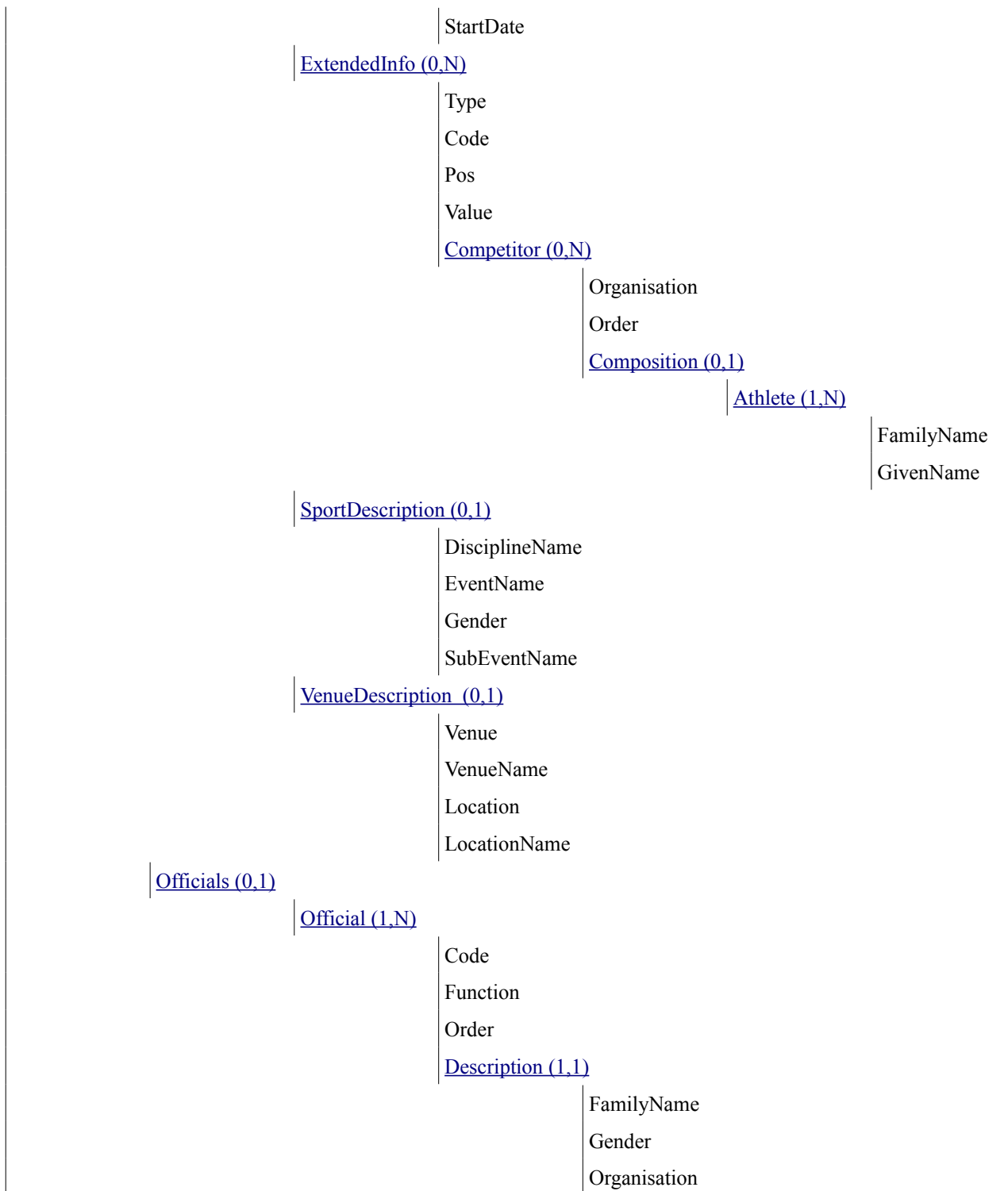
This message is sent:

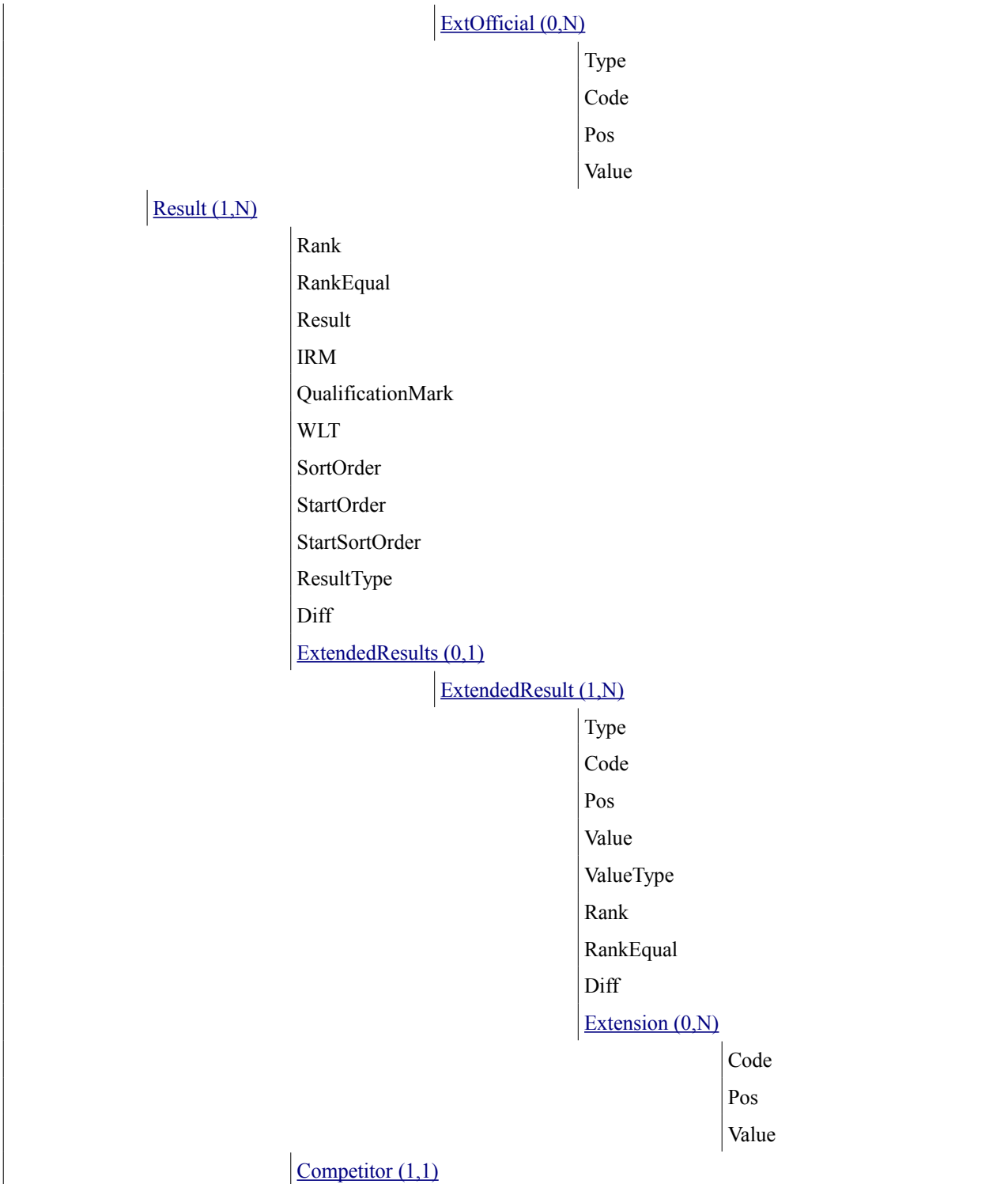
- * As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- * Send with all updates during the unit (LIVE)
- * In Slopestyle: Send after each athlete completes one section and judges have entered the scores
- * Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) (LIVE)
- * After the unit is finished. In detail
 - UNCONFIRMED: In cases of photofinish (Parallel and Cross Events)
 - UNOFFICIAL: As soon as an Event Unit is finished
 - OFFICIAL: After results are validated.
- * After any change (status as appropriate)

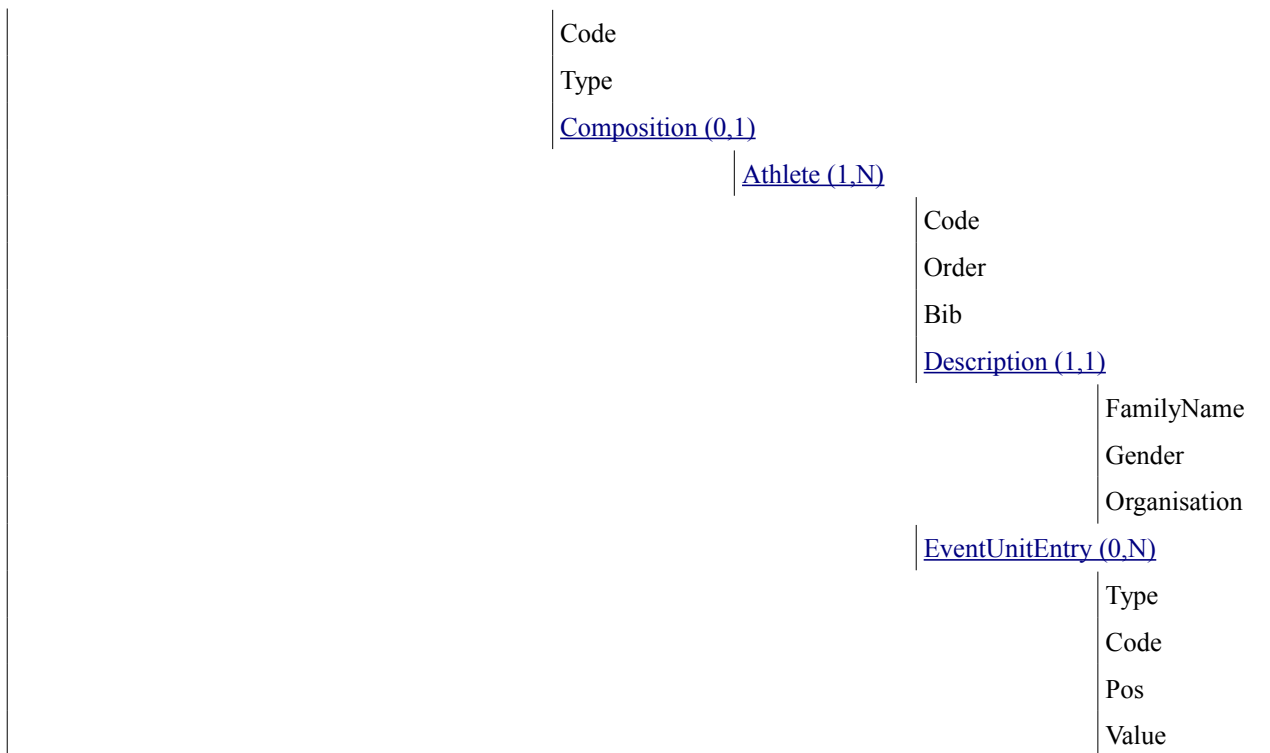
2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				







2.2.2.5 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Actual start date and time / end date and time. (do not include until unit starts)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. Do not include until unit has started.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	FORERUNNER	Numeric #0	Pos Description: Send the sequential number, 1.., to sort the forerunners. Element Expected: Always if forerunner.
	Attribute	M/O	Value
	Value	M	S(3)
	GATES_NUM	N/A	Element Expected:



UI				Parallel
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of gates.
UI		LAST_QUAL	N/A	Element Expected: When available in any phase where athletes progress and there is no DT_CUMULATIVE message
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	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
UI		OVERALL	N/A	Element Expected: When available in slopestyle
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the % that overall contributes to the total.
UI		PENALTY_TIME	N/A	Element Expected: For finals in Parallel
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Penalty time applied according to sport rules. Do not send leading zeros.
UI		SECTIONS	N/A	Element Expected: When available in Slopestyle SBD
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the % that sections contributes to the total.
UI		STARTERS	N/A	Element Expected: Always after status START_LIST in units where athletes compete one by one
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Sent the number of competitors on the start list
	Sub Element: Result /Competitor /Composition /Athlete /EventUnitEntry Expected: Always after status START_LIST in units where athletes compete one by one			
	Attribute	Value	Description	



	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY		LAST_COMP	S(1)	Pos Description: Send R and B in the case of Parallel. (concurrent competitors) for Red and Blue. For other events use 1Element Expected: When available and only when the unit is LIVE and UNOFFICIAL
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.

Sample (Extended Info)

```

....
<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>
....

```

Element: ExtendedInfos /ExtendedInfo /Competitor (0,N)

Used for forerunners and similar who do not participate in the competition. Not usually part of DT_PARTIC.

Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Organisations ID of the forerunner.
Order	O	Numeric	Order of the competitor associated to the ExtendedInfo, if more than one competitor associated. Send 1 if only one.



Element: ExtendedInfos /ExtendedInfo /Competitor /Composition /Athlete (1,N)
Used when the ExtendedInfo is related to a person or a team member.

The FamilyName and GivenName because, in many cases, the person related to the ExtendedInfo is not an athlete.

Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name of the forerunner
GivenName	O	S(25)	Given name of the forerunner

Element: ExtendedInfos /SportDescription (0,1)
Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1)
Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.).
Order	M	Numeric	Official's order.

Element: Officials /Official /Description (1,1)



Officials extended information.			
Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

Element: Officials /Official /ExtOfficial (0,N)				
Type	Code	Pos	Description	
EO	POSITION	Numeric 0	Pos Description: Judge Position, 1, 2.. Element Expected: Always for Judges (not Head) else do not send.	
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the position for the judge (J1, J2...)
EO	SECTOR	N/A	Element Expected: Slopestyle SBD	
	Attribute	M/O	Value	Description
	Value	M	S(5)	Send sectors related with Judge
EO	TYPE	N/A	Element Expected: Moguls and Slopestyle	
	Attribute	M/O	Value	Description
	Value	M	SC @JudgeType	Send the judge type

Sample (Officials)



```

....
<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" />
  <ExtOfficial Type="EO" Code="TYPE" Value="P1" />
  <ExtOfficial Type="EO" Code="SECTOR" Value="1-3" />
</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" />
  <ExtOfficial Type="EO" Code="TYPE" Value="P1" />
  <ExtOfficial Type="EO" Code="SECTOR" Value="1-3" />
</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" />
  <ExtOfficial Type="EO" Code="TYPE" Value="P2" />
  <ExtOfficial Type="EO" Code="SECTOR" Value="4-6" />
</Official>
</Officials>
....

```

Element: Result (1,N)
 For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
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).
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
IRM	O	SC @IRM	IRM for the event unit



			Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualifying Mark. Only send if applicable and this is the only unit in the phase.
WLT	O	SC @WLT	The code whether a competitor won, lost or tied the match / game
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. For PGS finals, this field is the pair number. For SX (FRS) and SBX (SBD) Finals this field is the Lane Choice
StartSortOrder	M	Numeric ##0	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Result type. Result type, either TIME or POINTS or IRM for the corresponding event unit.
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 PGS: - In qualification: time difference compared to the best rider on the same course. Do not send for the leader - In finals: time difference compared to the competitor from the same pair, but on the other course. Do not send for the pair leader. Send 0.00 for both in case of tie. SX(FRS): - In seeding: time difference compared to the leader. Do not send 0.00 for the leader. - In Finals: time difference compared to the Heat leader. Do not send 0.00 for the Heat leader. SBX(SBD): - In qualification: time difference compared to the leader of the Run. Do not send 0.00 for the Run leader. - In Finals: time difference compared to the Heat leader. Do not send 0.00 for the Heat leader



Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		ADVANCED	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	'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.
ER		DSQ_DESC	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Text	Text description of the reason for disqualification.
ER		RE_RUN	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send 'Y' if the competitor is granted a Re-Run else do not send. Do not send after Re-Run complete
ER		JUMP	Numeric 0	Pos Description: Send the jump/trick number in the run. 1.. Not required in aerials. Element Expected: Slopestyle, aerials, moguls. Send as soon as available. (In aerials that is before the start) Do not send for Aerials in case of IRM
	Attribute	M/O	Value	Description
	Value	M	S(15)	Code of the jump or trick (in slopestyle)
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Aerials and moguls.				
Do not send for Aerials in case of IRM				
	Attribute	Value	Description	



	Code	DD		
	Pos	N/A		
	Value	Numeric 0.000 Or 0.00	Degree of difficulty of the jump. Use 0.00 (MO) or 0.000 (AE)	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Aerials. Do not send for Aerials in case of IRM				
	Attribute	Value	Description	
	Code	DESC		
	Pos	N/A		
	Value	S(50)	Text description of the jump	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Aerials only. Do not send for Aerials in case of IRM				
	Attribute	Value	Description	
	Code	KICKER		
	Pos	N/A		
	Value	Numeric 0	Send the athlete kicker position	
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	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 If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,4... and SortOrder = 1,2,3,4...
ER		POT_DSQ	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor is a potential disqualification in this unit else do not send.
ER		TIEBREAK_DD	N/A	Element Expected: If applicable in AE



	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Sum of Degree of Difficulty (DD) from all jumps in the phase.
ER		TIEBREAK_FOR	N/A	Element Expected: If applicable for athlete in a tie
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff or Numeric #0 or Numeric ###0.00	Tied time (Parallel) or tied rank (HP, Slopestyle, Cross) to break or tied score (MO, AE)
ER		TIEBREAK_PTS	N/A	Element Expected: If applicable in AE, MO, BA, HP and SS all phases for athletes in a tie
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00#	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.
ER		TIME	N/A	Element Expected: MO only
	Attribute	M/O	Value	Description
	Value	M	ss.ff	Time for the run in moguls
ER		TIME_PTS	N/A	Element Expected: MO only
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.00	Time points for the run in moguls
ER		YC	N/A	Element Expected: If applicable for FRS SX finals
	Attribute	M/O	Value	Description
	Value	M	Y	Yellow card indicator



JUDGE	[Judge Positon (J1, J2, ...)]	S(1)	Code Description: Send Judge Position (J1..J2) Pos Description: Judge order 1, 2, ... (For Slopestyle SBD send section number related with scoring) Element Expected: When data is available in HP, AE, BA, MO, Slopestyle
Attribute	M/O	Value	Description
Value	M	S(1)	Send 'Y' if this score is discarded else do not send
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: AE and MO only			
Attribute	Value	Description	
Code	AIR		
Pos	Numeric 0	Send jump number in MO. Send 0 for discarded result otherwise 1 in AE	
Value	Numeric 0.0	Judge score for air.	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: MO only			
Attribute	Value	Description	
Code	DED		
Pos	Numeric 0	Send 0 for discarded deductions otherwise 1.	
Value	Numeric -0.0	Deduction value for turns.	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable in BA, HP and MO			
Attribute	Value	Description	



	Code	DISCARDED		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this score is discarded else do not send	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Aerials only				
	Attribute	Value	Description	
	Code	FORM		
	Pos	Numeric 0	Send 0 for discarded result otherwise 1.	
	Value	Numeric 0.0	Judge score for Form	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Aerials only				
	Attribute	Value	Description	
	Code	LAND		
	Pos	Numeric 0	Send 0 for discarded result otherwise 1.	
	Value	Numeric 0.0	Judge score for landing	
JUDGE		AIR	N/A Element Expected: AE and MO only	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.00	Total air score
JUDGE		BASE	N/A Element Expected: MO Only	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Total base value scores from judges.
JUDGE		DED	N/A Element Expected: MO Only	
	Attribute	M/O	Value	Description



	Value	M	Numeric -#0.0	Total deduction value for turns.
JUDGE		FORM	N/A	Element Expected: AE only
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.00	Total form score in AE
JUDGE		LAND	N/A	Element Expected: AE only
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.00	Total landing score in AE
JUDGE		OVERALL	N/A	Element Expected: Slopestyle SBD & AE
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score from the overall judges in slopestyle or the total judges score in AE without considering DD.
	Rank	M	S(2)	Send the overall judges rank
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
JUDGE		SECT	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle SBD
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score for the section (sum of all scores of the section)
	ValueType	M	SC @ResultType	Send SC @ResultType (POINTS)
	Rank	M	S(2)	Send the rank in the section.
	RankEqual	O	S(1)	Send 'Y' where Rank at this Section is equalled else not sent.
JUDGE		SECT_PROG	S(1)	Pos Description: The Section of the course scored.Element Expected:



				Slopestyle SBD
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Cumulative score of the section.
	ValueType	M	SC @ResultType	Send SC @ResultType (POINTS)
	Rank	M	S(2)	Send the rank to the end of the section.
	RankEqual	O	S(1)	Send 'Y' if Rank is equalled, otherwise do not send.
JUDGE		URNS	N/A	Element Expected: MO only
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Total turns score in MO (base & deductions)
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2..F). For Ski Cross, intermediate S will manage the reaction time. Element Expected: When data is available
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time at the intermediate point
	ValueType	M	SC @ResultType	Send SC @ResultType (TIME)
	Rank	M	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	O	s(1)	Send 'Y' if rank is equalled, otherwise do not send.
	Diff	M	+s.ff or -s.ff	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.
PROGRESS		SECTION	S(2)	Pos Description: 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. Element Expected: When data is available
	Attribute	M/O	Value	Description



	Value	M	s.ff	Time for the section ending at the intermediate point @Pos.
	ValueType	M	SC @ResultType	Send SC @ResultType (TIME)
	Rank	M	S(2)	Send the rank of the competitor in the section not considering IRMs
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
PROGRESS		SPEED	N/A	Element Expected: When available in cross
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Average speed in km/h

Sample (HP & SlopeStyle FRS)

```

....
<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" />
  <ExtendedResult Type="JUDGE" Code="J4" Pos="4" Value="91" />
  <ExtendedResult Type="JUDGE" Code="J5" Pos="5" Value="93" />
</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="JUDGE" Code="J1" Pos="1" >
      <Extension Code="AIR" Pos="1" Value="1.7" />
      <Extension Code="AIR" Pos="2" Value="2.1" />
    </ExtendedResult> <ExtendedResult Type="JUDGE" Code="J2" Pos="2" >
      <Extension Code="AIR" Pos="1" Value="1.7" />
      <Extension Code="AIR" Pos="2" Value="1.9" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J3" Pos="3" Value="4.0" >
      <Extension Code="DED" Pos="0" Value="-1.9" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J4" Pos="4" Value="4.0" >
      <Extension Code="DED" Pos="0" Value="-2.0" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J5" Pos="5" Value="3.9" >
      <Extension Code="DED" Pos="0" Value="-2.2" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J6" Pos="6" Value="4.0" >
      <Extension Code="DISCARDED" Value="Y" />
      <Extension Code="DED" Pos="0" Value="-1.2" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="J7" Pos="7" Value="3.8" >
      <Extension Code="DISCARDED" Value="Y" />
      <Extension Code="DED" Pos="0" Value="-2.4" />
    </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 >
....
```

Sample (Slopestyle SBD)



```
....
<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="J1" Pos="2" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J1" Pos="3" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J2" Pos="1" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J2" Pos="2" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J2" Pos="2" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J3" Pos="4" Value="90" />
    <ExtendedResult Type="JUDGE" Code="J3" Pos="5" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J3" Pos="6" Value="89" />
    <ExtendedResult Type="JUDGE" Code="J4" Pos="4" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J4" Pos="5" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J4" Pos="6" Value="91" />
    <ExtendedResult Type="JUDGE" Code="J5" Value="93" />
    <ExtendedResult Type="JUDGE" Code="J6" Value="94" />
    <ExtendedResult Type="JUDGE" Code="SECT" Pos="1" Value="91.50" />
    <ExtendedResult Type="JUDGE" Code="SECT" Pos="2" Value="91.00" />
  ....
  <ExtendedResult Type="JUDGE" Code="SECT_PROG" Value="55.40" />
  <ExtendedResult Type="JUDGE" Code="OVERALL" Value="37.80" />
</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 (HP SBD)



```

....
<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>
....

```

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	A	A for athlete

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number



Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	BIB_COLOUR	N/A	Element Expected: If applicable in the unit. Always in Parallel (related with lane colour). Final phases in Cross.	
	Attribute	M/O	Value	Description
	Value	M	SC @BibColour	Send colour
EUE	COURSE	N/A	Element Expected: In parallel events	
	Attribute	M/O	Value	Description
	Value	M	S(4)	RED or BLUE depending on the course.
EUE	SNOWSEED	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the athlete is assigned a Snowseed else do not send.
EUE	STANCE	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	SC @Foot	Send code for stance

2.2.2.6 Message Sort

Sort by Result @SortOrder



2.2.3 Current Information

2.2.3.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in FRS / SBD
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	Not used in FRS / SBD
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p>



		Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

This message is sent in Individual Events

- * 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.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	ExtendedInfos (0,1)				
		ExtendedInfo (1,N)			
			Type		
			Code		
			Pos		
			Value		
	Result (0,N)				
		SortOrder			
		StartSortOrder			
		ExtendedResults (0,1)			
				ExtendedResult (1,N)	
					Type
					Code
					Pos
					Value
					ValueType



			Rank
			RankEqual
			Diff
			Extension (0,N)
			Code
			Pos
			Value
		Competitor (1,N)	
			Code
			Type
			Organisation

2.2.3.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	S(1)	Pos Description: Send R and B in the case of parallel events. (concurrent competitors) for Red and Blue. For other events use 1, 2... depending number of athletes on track at the same time. Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current competitor(s).
DISPLAY	NEXT	S(1)	Pos Description: Send R and B in the case of parallel events. (concurrent competitors) for Red and Blue. For other events use 1. Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor(s).



Sample (Current - Next)

```

....
<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>
....

```

Element: Result (0,N)			
Attribute	M/O	Value	Description
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.
StartSortOrder	M	Numeric ##0	Used to sort all start list competitors in an event unit.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	JUMP	Numeric 0	Pos Description: Send the jump/trick number in the run. 1...n Element Expected: Slopestyle, aerials and moguls. Send as soon as available. Do not send for Aerials in case of IRM
	Attribute	M/O	Value
	Value	M	S(15)
Sub Element: Result /ExtendedResults /ExtendedResult /Extension			
Expected: Aerials and Moguls. Do not send for			
Aerials in case of IRM			
	Attribute	Value	Description



	Code	DD		
	Pos	N/A		
	Value	Numeric 0.000		Degree of difficulty of the jump
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Aerials. Do not send for				
Aerials in case of IRM				
	Attribute	Value	Description	
	Code	DESC		
	Pos	N/A		
	Value	S(50)		Text description of the jump
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Aerials only. Do not send for				
Aerials in case of IRM				
	Attribute	Value	Description	
	Code	KICKER		
	Pos	N/A		
	Value	Numeric 0		Send the athlete kicker position
ER		PREV	S(1)	Pos Description: Send R and B in the case of parallel events. (concurrent competitors) for Red and Blue. Element Expected: For second run in parallel events
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Send the time for the previous run (on the other course)
	ValueType	M	SC @ResultType	Send SC @ResultType (TIME)
	Rank	M	S(2)	Send the rank for the previous run (on the other course)
	RankEqual	M	S(1)	Send "Y" if rank is equalled, otherwise do not send.
JUDGE		[Judge Position (J1, J2, ...)]	S(1)	Code Description: Send Judge Position (J1..J2) Pos Description: Judge order 1, 2,...



Element Expected: When data is available in MO, Slopestyle			
Attribute	M/O	Value	Description
Value	M	Numeric ##0 or 0.0	Judge score (total score in case of aerials, Base Score for MO).
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: AE and MO only			
Attribute	Value	Description	
Code	AIR		
Pos	Numeric 0	Send jump number in MO. Send 0 for discarded result otherwise 1 in AE	
Value	Numeric 0.0	Judge score for air.	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: MO only			
Attribute	Value	Description	
Code	DED		
Pos	Numeric 0	Send 0 for discarded deductions otherwise 1.	
Value	Numeric -0.0	Deduction value for turns.	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable in BA, HP, MO and AE			
Attribute	Value	Description	
Code	DISCARDED		
Pos	N/A	Do not send anything	
Value	S(1)	Send 'Y' if this score is discarded else do not send	
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Aerials only			
Attribute	Value	Description	
Code	LAND		
Pos	Numeric 0	Send 0 for discarded result otherwise 1.	



	Value	Numeric 0.0	Judge score for landing	
JUDGE		OVERALL	N/A	Element Expected: Slopestyle SBD
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score from the overall judges in slopestyle without considering DD.
JUDGE		SECT	N/A	Pos Description: The section of the course scored. Element Expected: Slopestyle SBD
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score for the section
	ValueType	M	SC @ResultType	Send SC @ResultType (POINTS)
	Rank	M	S(2)	Send the rank in the section
	RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
JUDGE		SECT_PROG	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle SBD
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Cumulative score to the end of the section.
	ValueType	M	SC @ResultType	Send SC @ResultType (POINTS)
	Rank	M	S(2)	Send the rank to the end of the section
	RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). For Ski Cross, intermediate S will manage the reaction time. Element Expected: Only in events with split times
	Attribute	M/O	Value	Description



	Value	M	m:ss.ff	Time at the intermediate point
	ValueType	M	SC @ResultType	Send SC @ResultType (TIME)
	Rank	M	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	Diff	M	s.ff or -s.ff	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.
PROGRESS		SECTION	S(2)	Pos Description: 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. Element Expected: When data is available
	Attribute	M/O	Value	Description
	Value	M	s.ff	Time for the section ending at the intermediate point @Pos.
	ValueType	M	SC @ResultType	Send SC @ResultType (TIME)
	Rank	M	S(2)	Send the rank of the competitor in the section not considering IRMs
	RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
PROGRESS		SPEED	N/A	Element Expected: When available in cross
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Average speed in km/h

Sample (Result)



```

....
<Result Rank="2" ResultType="TIME" Result="1:42.68" Diff="0.05" 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>
....

```

Element: Result /Competitor (1,N)**Competitor related to the result of one event unit.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

2.2.3.6 Message Sort

Sort by Result @SortOrder.



2.2.4 Image

2.2.4.1 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 type of image may vary from discipline to discipline and could be a photofinish image or some other type of image to support the results of the discipline.

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) hence only one description. Unrelated images should be sent separately.

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Unit level RSC.	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).
DocumentSubcode	S(10)	Picture number.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Only one value is possible: PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

Triggered as soon as image available.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Type			



	Organisation Description (0,1) Composition (0,1)
	Athlete (1,N)
	Code Order Bib Description (1,1)
	GivenName FamilyName
ImageData (1,1)	-

2.2.4.5 Message Values

Element: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message. In the case of different holes in golf the numbers 1..18 could be used.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image. Formatted as appropriate in the event. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.



Element: Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Competitor's ID If it is possible to send the ID it should be included.
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Send 1.
Bib	O	S(4)	Bib number

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

2.2.4.6 Message Sort

Sort by Competition /Image /Pos



2.2.5 Cumulative Results

2.2.5.1 Description

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.

For some events (AE, MO) where some competitors are qualified to next phase after one run, but the other competitors have an extra run to try to improve his time and qualify to next round also, this message will be received, during this new race, only with the riders involved in this extra run. Message will contain the information of both runs and which one is the best. Rank will be calculated taking into account only those participants that are in the message.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in FRS / SBD
DocumentType	DT_CUMULATIVE_RES ULT	Cumulative Results message
DocumentSubtype	N/A	Not used in FRS / SBD
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
FeedFlag	"P"-Production	Test message or production message.



	"T"-Test	
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

The cumulative results accumulate scores/results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (usually using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

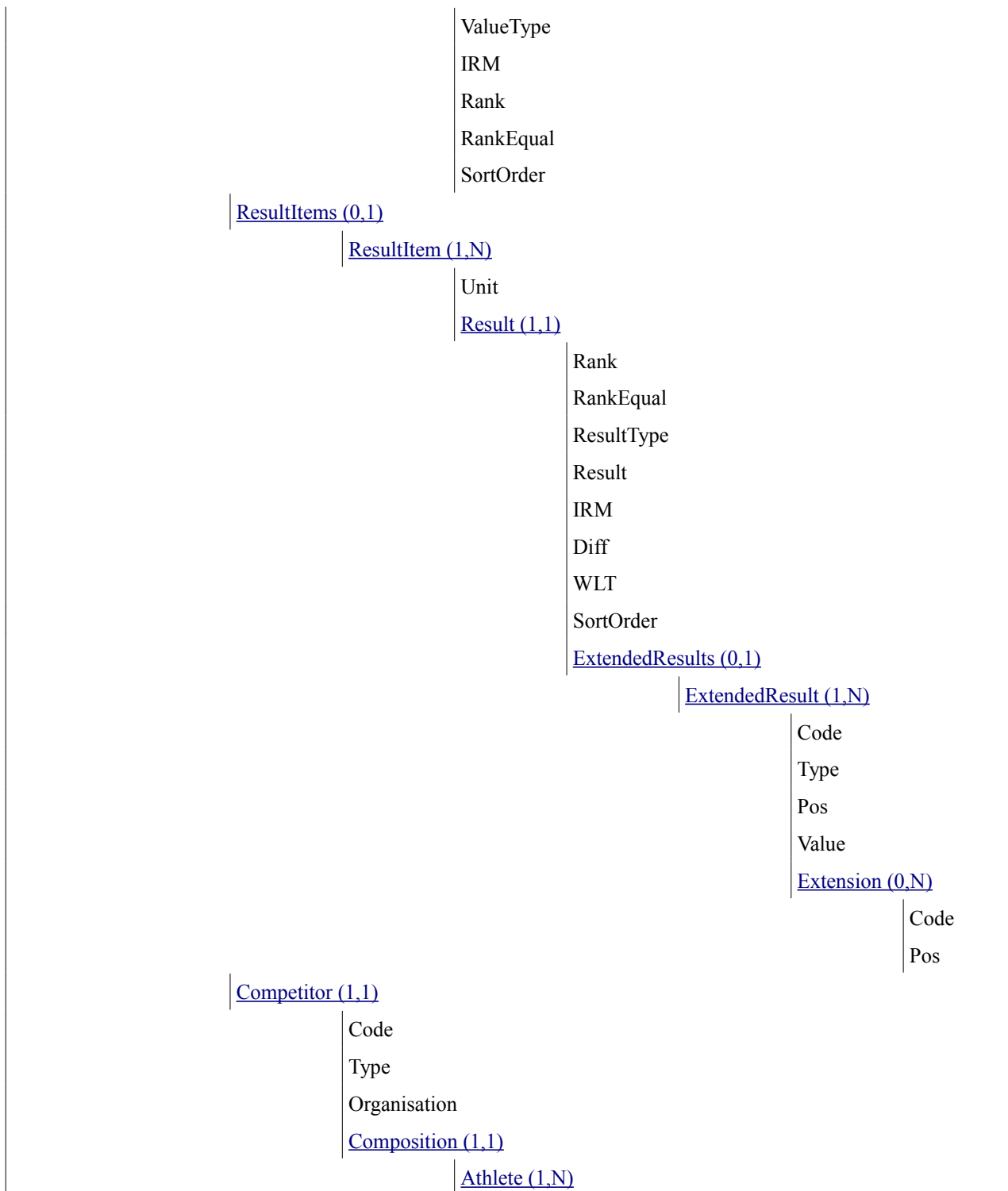
- * The first version is triggered at the same time as the start list of the first unit is is triggered. (INTERMEDIATE)
- * Send after each athlete completes the course (and has all data) during each units. (LIVE)
- * Send after non-last units is unofficial or official. (INTERMEDIATE)
- * Send after the last unit is complete. In detail
 - UNCONFIRMED: In cases of photofinish (Parallel and Cross events)
 - UNOFFICIAL: As soon as an Event Unit is finished
 - OFFICIAL: After results are validated.

2.2.5.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<u>Competition (0,1)</u>								
<u>ExtendedInfos (0,1)</u>								
<u>ExtendedInfo (0,N)</u>								
Type								
Code								
Pos								
Value								
<u>SportDescription (0,1)</u>								
DisciplineName								
EventName								
Gender								
<u>VenueDescription (0,1)</u>								
Venue								
VenueName								
Location								
LocationName								
<u>Result (1,N)</u>								
Rank								
RankEqual								
ResultType								
Result								
IRM								
QualificationMark								
Diff								
SortOrder								
<u>ExtendedResults (0,1)</u>								
<u>ExtendedResult (1,N)</u>								
Type								
Code								
Pos								
Value								





	Code Order Description (1,1) FamilyName Gender Organisation
--	--------------------------------------------------------------------------------------------

2.2.5.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
EI		LAST_UNIT	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(34)	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message
EI		LAST_QUAL	N/A	Element Expected: When available in any phase where athletes progress.
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	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

Element: ExtendedInfos /SportDescription (0,1)				
Sport Descriptions in Text.				
Attribute	M/O	Value	Description	
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes	
EventName	M	S(40)	Event name (not code) from Common Codes	
Gender	M	CC @DisciplineGender	Gender code for the event unit	

Element: ExtendedInfos /VenueDescription (0,1)				
------------------------------------------------	--	--	--	--



Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
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. For "best of" events, "Summary" or "Phase" Rank may apply in case or ResultType=IRM and IRM=DNF or DNS as per sport rules. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Result Type
Result	O	m:ss.ff or ##0.00	Best score/cumulative result. Send in the case @ResultType is TIME or POINTS
IRM	O	SC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualifying Mark
Diff	O	+s.ff Or -m:ss:ff (in SBX qualification only)	Time behind leader. Only in parallel events and SBX qualification. In SBX (SBD) qualification comparison is with the leader of Run 1. During or after Run 2 it can be negative for times in Run 2 faster than the leader of Run1
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.
--	--	--	---------------------------------------------------------------------------------------------------------------------------------

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Competitor's heat extended results.				
Type		Code	Pos	Description
ER		HEAT	N/A	Element Expected: Element Expected: Only for qualification phase and only for Events where qualification format run in more than one Heat
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Heat from which the rider qualified to Finals. If the rider qualified from Heat 1 then send 1, if qualified from Heat 2 then send 2.
ER		RED	N/A	Element Expected: Only for qualification in parallel events
	Attribute	M/O	Value	Description
	Value	O	m:ss.ff	Time on the course
	ValueType	O	SC @ResultType	Result Type
	IRM	O	SC @IRM	IRM on the course if applicable
	Rank	O	S(3)	Rank of the competitor on the course
	RankEqual	O	S(1)	Send Y if course rank is equalled else not sent.
	SortOrder	M	Numeric ##0	Order of the competitors on the course considering all competitors
ER		BLUE	N/A	Element Expected: Only for qualification in parallel events
	Attribute	M/O	Value	Description
	Value	O	m:ss.ff	Time on the course
	ValueType	O	SC @ResultType	Result Type
	IRM	O	SC @IRM	IRM on the course if applicable
	Rank	O	S(3)	Rank of the competitor on the course
	RankEqual	O	S(1)	Send Y if course rank is equalled else not sent



SortOrder	O	Numeric ##0	Order of the competitors on the course considering all competitors
-----------	---	-------------	--------------------------------------------------------------------

Sample (Slopestyle, BA, HP, AE)

```

.....
<Result Rank="1" ResultType="POINTS" Result="94.50" QualificationMark="QF" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="SBDMSS-----QUAL000101">
      <Result Rank="9" ResultType="POINTS" Result="45.25" SortOrder="9" />
    </ResultItem>
    <ResultItem Unit="SBDMSS-----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 (BA Finals)

```

.....
<Result SortOrder="1" ResultType="POINTS" Result="129.00" Rank="1">
  <ResultItems>
    <ResultItem Unit="SBDWBA-----FNL-000100--">
      <Result SortOrder="2" ResultType="POINTS" Result="63.25" Rank="2">
        <ExtendedResults>
          <ExtendedResult Value="Y" Code="BEST" Type="ER"/>
        </ExtendedResults>
      </ResultItem>
    <ResultItem Unit="SBDWBA-----FNL-000200--">
      <Result SortOrder="1" ResultType="POINTS" Result="65.75" Rank="1">
        <ExtendedResults>
          <ExtendedResult Value="Y" Code="BEST" Type="ER"/>
        </ExtendedResults>
      </Result>
    </ResultItem>
  </ResultItems>
.....

```

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>
.....
```



Element: Result /ResultItems /ResultItem (1,N)			
Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of the unit

Element: Result /ResultItems /ResultItem /Result (1,1)			
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.			
Attribute	M/O	Value	Description
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
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
Diff	O	+s.ff	Time behind leader. Only in parallel events in the finals.
WLT	O	SC @WLT	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems /ResultItem. It just applied to event units
SortOrder	M	Numeric #0	Used to sort all results in an event unit identified by /ResultItems /ResultItem

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	COURSE	N/A	Element Expected: Only in parallel events
	Attribute	M/O	Value
	Value	O	S(4)
			Description
	Value	O	S(4)
			Description
ER	TIEBREAK_PTS	N/A	Element Expected: If applicable



	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00 or ##0.000	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.
ER		BEST	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send 'Y' if this run is the current best(s) for the competitor else do not send. Consider two in Big Air Finals

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult / Extension (0,N)
Extensions of ResultItem if required.

Type	Code	Pos	Description
------	------	-----	-------------

Element: Result /Competitor (1,1)

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or NPC	Competitor's ID
Type	M	T,A, N	T for team A for athlete N for NOC or NPC
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	1

Element: Result /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information.

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation

2.2.5.6 Message Sort

For AE and MO, qualification 2, this message will be sorted from the beginning according the result obtained in the qualification 1. And will be updated after each competitor finish the qualification 2 according best result after both qualification runs



2.2.6 Brackets

2.2.6.1 Description

The Brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Sent according to the ODF Common Codes document (header values).
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a match/event unit is completed, including Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

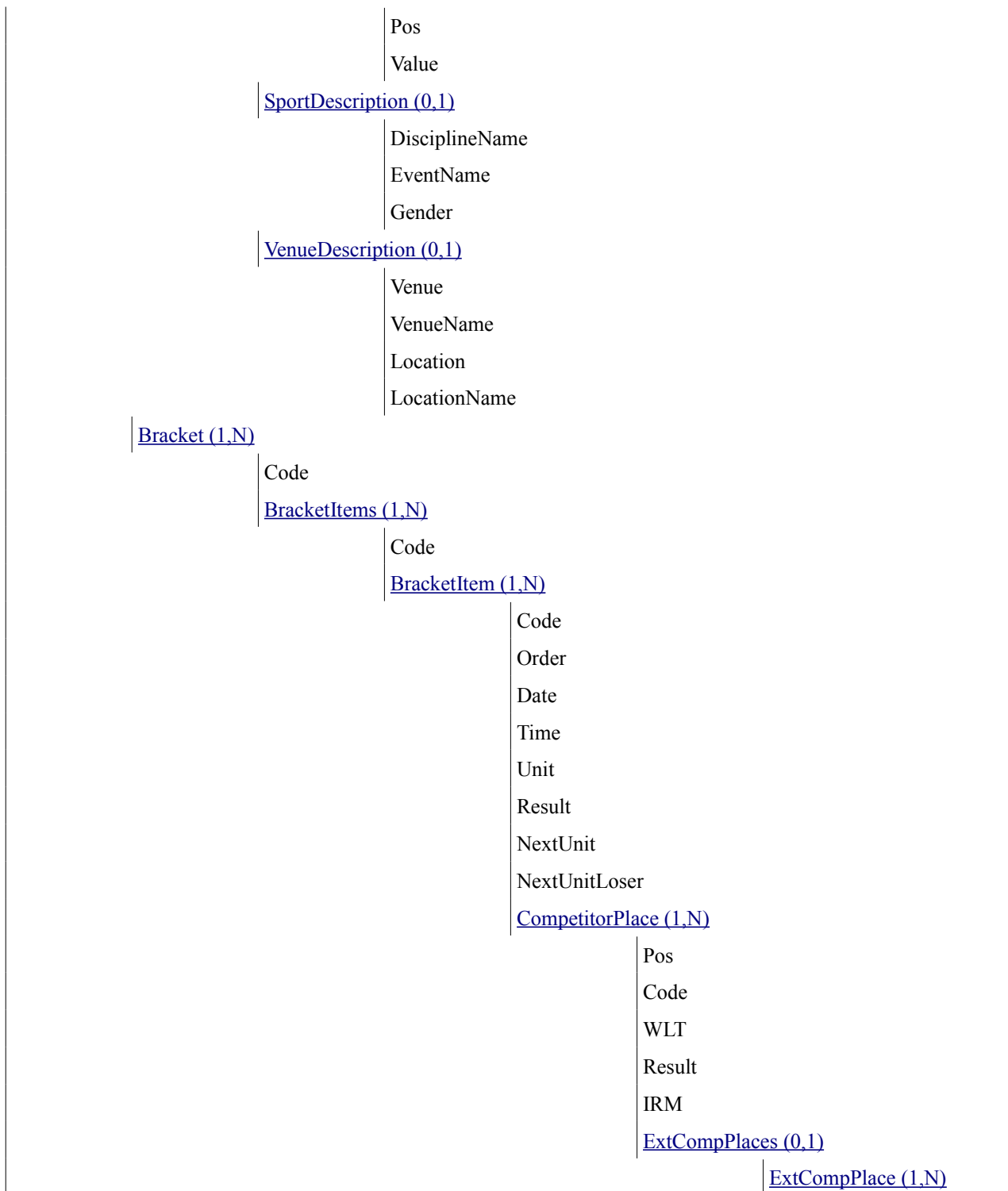
- * Send with ResultStatus = "START_LIST" if no units are complete
- * Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- * Send with ResultStatus = "UNCONFIRMED" when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- * Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has Unofficial status.
- * Send with ResultStatus = "OFFICIAL" when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				





	Type
	Code
	Pos
	Value
	PreviousUnit (0,1)
	Unit
	Competitor (0,1)
	Code
	Type
	Seed
	Organisation

2.2.6.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	PENALTY_TIME	N/A	Element Expected: When applicable
Attribute	M/O	Value	Description
Value	M	m:ss.ff	Penalty time applied according to sport rules. Do not send leading zeros.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes



Location	M	CC @Location	Location Code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. Small Final / Bronze is a different bracket.

Element: Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.

Element: Bracket /BracketItems /BracketItem (1,N)

Attribute	M/O	Value	Description
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 match (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 for the BracketItem
Result	O	S(50)	Not used in this discipline
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)

- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
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
Result	O	S(3)	The rank in Cross or IRM if applicable
IRM	O	SC @IRM	IRM code if applicable

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type		Code	Pos	Description
ECP		DIFF	Numeric 0	Pos Description: Send the run number Element Expected: When available in Parallel
	Attribute	M/O	Value	Description
	Value	M	+s.ff or 0.00	Send the time behind or 0.00 if equal. Do not send if won the unit.
ECP		BIB_COLOUR	N/A	Pos Description: Send colour. Element Expected: If applicable in the unit (Cross)
	Attribute	M/O	Value	Description
	Value	M	SC @BibColour	Send colour
ECP		LANE	N/A	Element Expected: If applicable in the unit (Cross)
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Lane number
ECP		YC	N/A	Element Expected: FRS: SX finals only
	Attribute	M/O	Value	Description
	Value	M	Y	Yellow card indicator

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"
```



Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.			
Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC of the unit where the competitor progress from

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)			
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	A for athlete
Seed	O	S(2)	Rank or the competitor in the qualification
Organisation	O	CC @Organisation	Competitors' organisation if known.

2.2.6.6 Message Sort

The following order applies:

- * Bracket: by @Code FNL and BRN.
- * BracketItems: It will be referred to BracketItems /BracketItem /Unit (all BracketItem should be grouped by the BracketItem /Unit attribute).
- * Then, the BracketItem /Unit are sorted according to their scheduled start time.



2.2.7 Event Final Ranking

2.2.7.1 Description

The Event Final Ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent according to the ODF Common Codes document (header values).
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Trigger also after any major change.

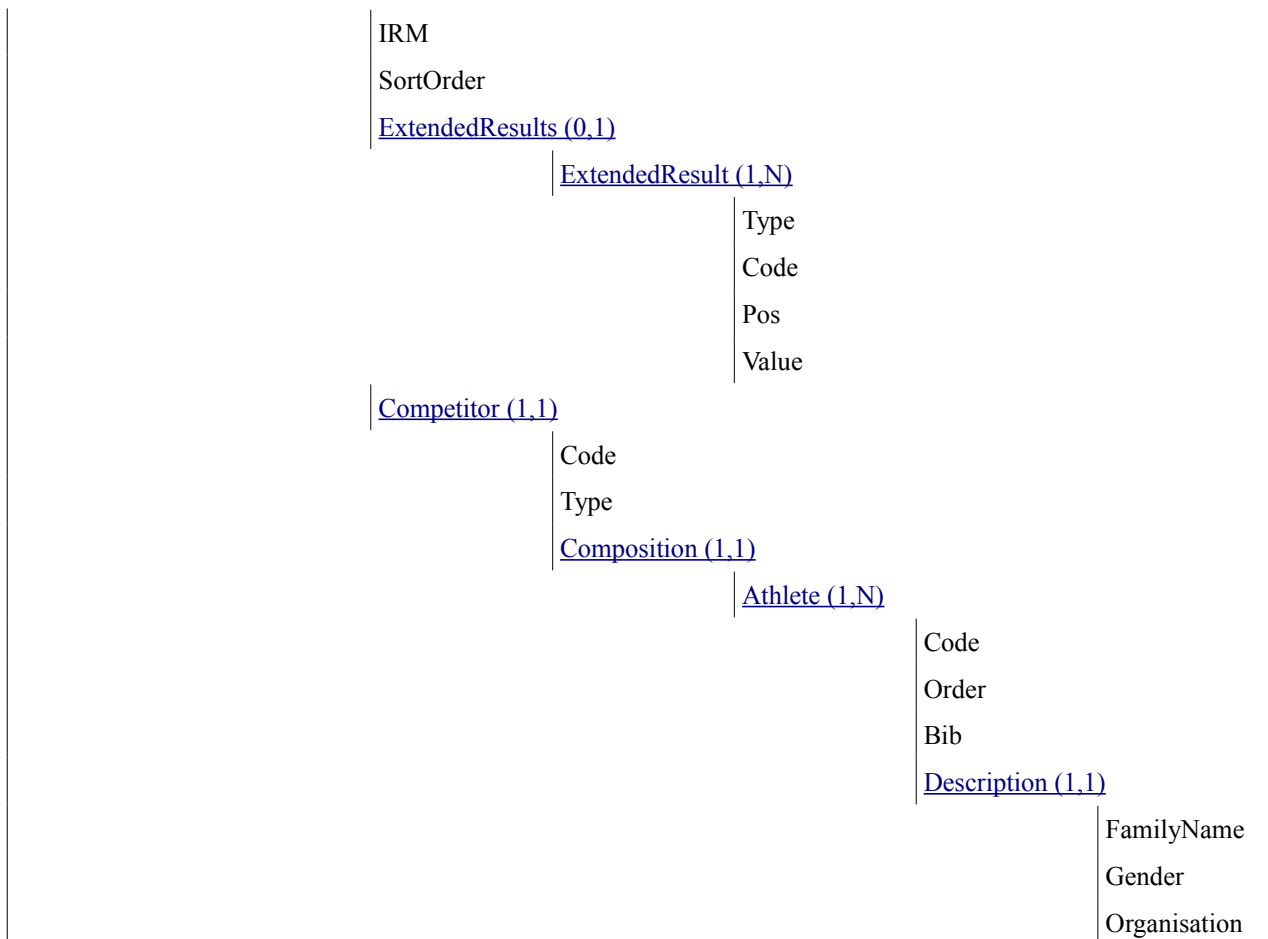
Taking into account:

- * After a unit (not Final) which affects the final ranking is official and that particular ranking is not subject to change. (PARTIAL)
- * After last unit of competition is official. (OFFICIAL)

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				



2.2.7.5 Message Values

Element: ExtendedInfos /SportDescription (0,1)
Sport Description in text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Text short description, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit.

Element: ExtendedInfos /VenueDescription (0,1)
Venue Names in text

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
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	Send CODE unless IRM applies
IRM	O	SC @IRM	Send if the competitor has an IRM
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.

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	RACE_PTS	N/A	Element Expected: If data exists
	Attribute	M/O	Value
	Value	M	Numeric ###0
ER	LAST_UNIT	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	Full RSC
ER	UNIT_RANK	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	Numeric 0



			Finals.
--	--	--	---------

Sample (Final Rank)

```

....
<Result Rank="2" ResultType="CODE" SortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="800" />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="2" />
    <ExtendedResult Type="ER" Code="LAST_UNIT" Value= SBDMSBX-----FNL-0001----" />
  </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="CODE" SortOrder="3">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="600" />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="3" />
    <ExtendedResult Type="ER" Code="LAST_UNIT" Value= SBDMSBX-----FNL-0001----" />
  </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>
....

```

Element: Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T,A	T for team A for athlete



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	1
Bib	O	S(5)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation

2.2.7.6 Message Sort

Sort by Result @SortOrder



2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Send one message per phase with the phase level RSC.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>



Source	SC @Source	Code indicating the system which generated the message.
--------	----------------------------	---------------------------------------------------------

2.2.8.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one particular discipline (ODF Sport Data Dictionary).

Depending on the data required in this message (sport by sport) the sport data dictionary may add or modify the triggering requirements.

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list. If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos
					Value

2.2.8.5 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC of the Unit. Can be at gender, phase or unit



			level (do not send if at discipline level).
--	--	--	---------------------------------------------

Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
FIS		HOMOLOGATION	N/A	Element Expected: When Available
	Attribute	M/O	Value	Description
	Value	O	String	FIS Homologation number
COURSE		NAME	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	String	Name of the course in ENG
COURSE		LENGTH	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the total length of the course in m.
COURSE		HALF_PIPE	N/A	Element Expected: In halfpipe only
	Attribute	M/O	Value	Description
	Value	O		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	HEIGHT		
	Pos	N/A		
	Value	Numeric ##0.0	HP inner height of walls in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	INCLIN		
	Pos	N/A		
	Value	Numeric #0	HP degrees of inclination	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem				



Expected:			
Attribute	Value	Description	
Code	INCLIN_VERT		
Pos	N/A		
Value	Numeric #0	HP degrees of vertical inclination	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	LENGTH		
Pos	N/A		
Value	Numeric ###0	HP length in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	WIDTH		
Pos	N/A		
Value	Numeric ###0	HP width wall to wall in metres	
COURSE	MOGULS	N/A	Element Expected: Always in the case of moguls
Attribute	M/O	Value	Description
Value	O		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	GATE_WIDTH		
Pos	N/A		
Value	Numeric #0.0	Width of gate.	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	



	Code	GRAD_AVG	
	Pos	N/A	
	Value	Numeric #0.0	Average gradient
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
	Attribute	Value	Description
	Code	PACE	
	Pos	N/A	
	Value	ss.ff	Pace time
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
	Attribute	Value	Description
	Code	WIDTH	
	Pos	N/A	
	Value	Numeric #0.0	Width of course in m.
COURSE	AERIALS	N/A	Element Expected: Always in the case of aerials
	Attribute	M/O	Value
	Value	O	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
	Attribute	Value	Description
	Code	IN_RUN_DIST	
	Pos	N/A	
	Value	Numeric #0.0	In run distance in metres
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
	Attribute	Value	Description
	Code	IN_RUN_GRAD	
	Pos	N/A	
	Value	Numeric #0.0	In run gradient in degrees
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem			



Expected:		
Attribute	Value	Description
Code	KICKER_DIST	
Pos	Numeric #0	Kicker number
Value	Numeric #0.00	Kicker distance in metres
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:		
Attribute	Value	Description
Code	KICKER_GRAD	
Pos	Numeric #0	Kicker number
Value	Numeric #0.0	Kicker gradient in degrees
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:		
Attribute	Value	Description
Code	KICKER_HT	
Pos	Numeric #0	Kicker number
Value	Numeric #0.00	Kicker height in metres
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:		
Attribute	Value	Description
Code	LAND_DIST	
Pos	N/A	
Value	Numeric #0.0	Landing distance in metres
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:		
Attribute	Value	Description
Code	LAND_GRAD	
Pos	N/A	
Value	Numeric #0.0	Landing gradient in degrees



Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	TABLE_DIST		
Pos	N/A		
Value	Numeric #0.0	Table gradient in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	TABLE_GRAD		
Pos	N/A		
Value	Numeric #0.0	Table gradient in degrees	
COURSE	BIGAIR	N/A	Element Expected: Always in the case of big air
Attribute	M/O	Value	Description
Value	O		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	HEIGHT		
Pos	N/A	Kicker number	
Value	Numeric #0.0	Jump height in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	IN_RUN_DIST		
Pos	N/A		
Value	Numeric #0.0	In run distance in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	IN_RUN_GRAD		
Pos	N/A		



	Value	Numeric #0.0	In run gradient in degrees	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	KNOLL		
	Pos	N/A		
	Value	Numeric #0.0	Take off to knoll distance in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	LAND_GRAD		
	Pos	N/A		
	Value	Numeric #0.0	Landing gradient in degrees	
COURSE		SLOPESTYLE	N/A	Element Expected: Always in the case of slopestyle
	Attribute	M/O	Value	Description
	Value	O		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	JIBBING_NUM		
	Pos	N/A		
	Value	Numeric #0	Number of jibbing features	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	JUMPS_NUM		
	Pos	N/A		
	Value	Numeric #0	Number of jump features	
COURSE		FEATURES_NUM	N/A	Element Expected: Cross
	Attribute	M/O	Value	Description



	Value	M	Numeric #0	Number of features
COURSE		ALTITUDE	N/A	Element Expected: When applicable (not AE, BA, MO and HP)
	Attribute	M/O	Value	Description
	Value	O		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	DROP		
	Pos	N/A		
	Value	Numeric ###0	Send the total vertical drop in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	FINISH		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the finish in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:				
	Attribute	Value	Description	
	Code	START		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the start point in metres	
EC		INTERMEDIATES_ NUM	N/A	Element Expected: Always if there are intermediate points. May apply to Parallel Qualification and Elimination Runs and to Cross.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.
		INTERMEDIATE	S(2)	Pos Description:



EC				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. Element Expected: If there are intermediate points where time is recorded.
	Attribute	M/O	Value	Description
	Value	M	String	Name of the intermediate point in ENG. Not applicable for S or F (blank).
EC		HEATS_NUM	N/A	Element Expected: Send by phase if not 1. (Snowboard events)
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the number of heats for that phase.
EC		RUNS_NUM	N/A	Element Expected: Send by phase if not 1. (Snowboard events) For FRS send when competition format is changed by a force majeure.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the number of runs for that phase.
QUALIFICATION		FROM_RANK	S(2)	Pos Description: 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 Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description



	Value	M	String	Send the text version of the qualifying rule
QUALIFICATION		TO_RANK	S(2)	Pos Description: 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 Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify

Sample (Configuration)

```

....
<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>
....

```

2.2.8.6 Message Sort

There is no general message sorting rule.



2.2.9 Event Unit Weather conditions

2.2.9.1 Description

The Event Unit Weather Conditions is a message containing the weather conditions in the Event Unit.

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.



2.2.9.3 Trigger and Frequency

The message is sent if weather data conditions change during an event unit.

2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Weather (1,1)			
		Conditions (1,N)		
			Code	
			Humidity	
			Wind_Direction	
			Condition (0,3)	
				Code
				Value
			Temperature (0,N)	
				Code
				Unit
				Value
			Wind (0,N)	
				Code
				Unit
				Value

2.2.9.5 Message Values

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @WeatherPoint	Weather points, send START and FINISH or GEN as applicable
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction



Element: Weather /Conditions /Condition (0,3)
Send three times in the case of Winter conditions.

Attribute	M/O	Value	Description
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @SnowConditions Or CC @WeatherCondition	Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW

Element: Weather /Conditions /Temperature (0,N)
Send with three different @Code in the case of Winter conditions.

Attribute	M/O	Value	Description
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

Element: Weather /Conditions /Wind (0,N)

Attribute	M/O	Value	Description
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)



```
....
<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>
....
```

2.2.9.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT421 R-WOG-2018-FRS SBD-v2.4 APP



3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	U
OVR gets Initial data	DT_CODES		o			o
	DT_SCHEDULE		X			o
	DT_PARTIC		X	o		
OVR sends	DT_CONFIG				X	
	DT_PDF C08 Schedule		X			
After changes of athlete data	DT_PARTIC_UPDATE		X			
After changes of team data	DT_PARTIC_TEAM_UPDATE		X			
When athlete/team data is confirmed	DT_PDF C32A Entry List by NOC		X			
	DT_PDF C32C Entry List by Event			X		

3.2 After Team Captains Meeting

Trigger	Message	Status	D	E	P	U
Event format defined	DT_CONFIG				X	
Cross: brackets with start list of the first phase Team Cross: brackets containing start list	DT_BRACKETS			X		
Start List is known	DT_RESULT for each unit (if start list known for next unit)	START_LIST				X
	DT_CUMULATIVE_RESULT	INTERMEDIATE				X
	DT_PDF C51x Start List					X
After changes of athlete data	DT_PARTIC_UPDATE		X			
After changes of team data	DT_PARTIC_TEAM_UPDATE		X			
When athlete/team data is confirmed	DT_PDF C32A Entry List		X			
	DT_PDF C32C Entry List by Event			X		



3.3 During Each Unit

Trigger	Message	Status	D	E	P	U
	DT_WEATHER			X	o	
First athlete in position, approx. 30 seconds before start	DT_SCHEDULE_UPDATE	GETTING_READY	X			o
First athlete leaves the gate	DT_SCHEDULE_UPDATE	RUNNING	X			o
	DT_RESULT	LIVE				X
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 CROSS finals. *	DT_CURRENT					X
Immediately after every addition/change in data during the run. *	DT_CURRENT					X
Immediately after each competitor completes the course and the data is available. *	DT_CURRENT					X
Send with all updates during the unit * Send after each athlete (with all intermediate data and judge data) completes the course (and has all data)	DT_RESULT	LIVE				X
Send after each athlete completes the course (and has all data)	DT_CUMULATIVE_RESULT	LIVE				X
* repeated for each athlete						

3.4 After each Unit

Trigger	Message	Status	D	E	P	U
Last score/result	DT_RESULT	LIVE				X
	DT_SCHEDULE_UPDATE	FINISHED	X			o
Each run except last one	DT_RESULT	START_LIST				X
Each run except last one	DT_PDF C51x Start List					X
Scores/Results are entered	DT_RESULT	UNOFFICIAL				X
Send after every non-last unit in a phase is unofficial and then official, only if there are other units left in the phase	DT_CUMULATIVE_RESULT	INTERMEDIATE			X	



Trigger	Message	Status	D	E	P	U
Unit Scores/Results confirmed (except for cross finals)	DT_RESULT	OFFICIAL				X
	DT_PDF C73x Results				X	

3.5 At the end of a Phase

Trigger	Message	Status	D	E	P	U
Scores/Results are entered	DT_RESULT	UNOFFICIAL				X
At the end of last unit if more than one (except for cross finals)	DT_CUMULATIVE_RESULT	UNOFFICIAL			X	
Unit Scores/Results confirmed	DT_RESULT	OFFICIAL				X
At the end of last unit if more than one (except for cross finals)	DT_CUMULATIVE_RESULT	OFFICIAL			X	
	DT_PDF C73x Results				X	
For next phase (not if last phase)	DT_CONFIG				X	
For next unit (not if last unit)	DT_RESULT	START_LIST				X
	DT_PDF C51x Start List					X
Cross Qualification: At the end of last unit	DT_PDF C77x Race Analysis				X	
Cross Qualification & Group heats	DT_RESULT for each unit	START_LIST				X
Cross finals	DT_BRACKETS	INTERMEDIATE		X		
Cross finals	DT_PDF C75x Brackets	INTERMEDIATE		X		
Cross finals	DT_RANKING	PARTIAL		X		

3.6 At the end of the event

Trigger	Message	Status	D	E	P	U
Unit Scores/Results confirmed for cross finals (all heats of finals)	DT_RESULT	OFFICIAL				X
After last event unit is official	DT_RANKING	OFFICIAL		X		
Cross	DT_BRACKETS	OFFICIAL		X		
	DT_MEDALLIST	OFFICIAL		X		



Trigger	Message	Status	D	E	P	U
	DT_PDF C92x Medallist			X		
	DT_MEDALLIST_DISCIPLINE		X			
After the last event only	DT_PDF C93 Medallist by Event		X			

Legend						
D Discipline	E Event	P Phase	S Session	U Unit	x Sent on that level	o Includes info from that level



4 Document Control

Version history		
Version	Date	Comments
v1.0	27 Apr 2015	First Version
v1.1	15 Jun 2015	Updated after comments and FR added
v1.2	08 Jul 2015	Minor updates
v1.3	10 Nov 2015	Minor updates
v1.4	04 Jan 2016	Status Change
v1.5	24 Mar 2016	Updated
v1.6	19 May 2016	Updated with feedback
v1.7	24 Jun 2016	Updated after review with Omega
v1.8	22 Sep 2016	Updated
v1.9	10 Nov 2016	Updated
v1.10	22 Dec 2016	Updated
v2.0	23 Feb 2017	First version as a full document
v2.1	20 Apr 2017	Updated
v2.2	25 May 2017	Updated
V2.3	20 Jul 2017	Updated
v2.4	02 Oct 2017	Updated after UVT

File Reference: ODF/INT421 R-WOG-2018-FRS SBD-v2.4 APP

Change Log		
Version	Status	Changes on version
v1.0	Draft	First Version
v1.1	Draft	Error correction, BA and FR added.
v1.2	SFR	Added new RSC codes. Removed PHASE extension in Event Final Ranking as redundant Other minor updates.
v1.3	SFR	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)
v1.4	SFA	Status Change
v1.5	SFA	CR8930 - Change header in Cumulative messages



		CR8933, triggering of cumulative results. CR8934, DT_BRACKETS adding IRM attribute and START_LIST CR9941 - Add Result attribute at CompetitorPlace in DT_BRACKETS
v1.6	SFA	Add qualification rule in text in DT_CONFIG.
v1.7	SFA	2.1 Messages sent. 2.3.2 Update triggering in DT_RESULTS Order mandatory for officials Remove PERCENT extension Updated and clarified judge scores 2.3.3 Updated ExtendedInfos Additional data in ExtendedResults 2.3.7 Update triggering in DT_RANKING 2.3.9 Clarifications in DT_CONFIG Updated timelines
v1.8	SFA	DT_RESULT: Add SECTOR for Judges. Add % score contribution in ExtendedInfos, add rank for overall judges score. DT_RESULT: More information on judges for Slopestyle DT_RESULT: Added totals for base score and deductions in MO and for AIR in AE. DT_WEATHER: Add GEN as a possible weather point.
v1.9	SFA	SBS references replaced by SS, as defined in ORIS DT_RESULT: Result/Rank definition clarified after Qualification 2 for AE and MO. DT_RESULT: JUDGE/judge position/DISCARDED is not used in AE and MO DT_RESULT: JUDGE/TURNS is not used in AE DT_RANKING: Sample fixed DT_CONFIG: specific length added for Halfpipe.
v1.10	SFA	DT_RESULT: Result/Rank definition updated DT_RESULT: JUDGE/judge position/DISCARDED is used in MO DT_RESULT: Explained how reaction time is managed with Intermediate information. DT_CUMULATIVE: Explanation added to definition to explain content of message for AE & MO during qualification round. DT_CUMULATIVE: sorting definition clarified for AE & MO qualification 2 DT_CURRENT: Explained how reaction time is managed with Intermediate information. DT_CONFIG: RUNS_NUM definition updated. Added management of FRS competition format changes.
v2.0	APP	DT_IMAGE: CR14627 - Add Result Element to include competitors in the message
v2.1	APP	CR14727: DT_RESULT, DT_BRACKET added YC indicator for Skicross finals, new samples for HP and SS for FRS. CR14727: DT_CURRENT, DT_RESULT: DISCARDED not used in FRS. CR14740: DT_RANKING: Bib@Result/Competitor/Composition/Athlete added DT_RESULT StartOrder modified for PGS finals. Timeline. 3.2 DT_CUMULATIVE status changed to INTERMEDIATE. Other minor updates.
v2.2	APP	CR 15037: DT_CUMULATIVE: Plus sign added in Diff@Result Plus sign added in Diff@Result /ResultItems /ResultItem /Result



		<p>Triggering: Use of UNCONFIRMED / UNOFFICIAL / OFFICIAL detailed CR 15037: DT_RESULT: Plus sign added in Diff@Result Triggering: Use of UNCONFIRMED / UNOFFICIAL / OFFICIAL detailed Triggering: Trigger added for Slopestyle Events to send scores after each section as per FIS request Changed trigger definition for DT_CUMULATIVE and changed timeline After Each Unit to adjust.</p>
V2.3	APP	<p>DT_RESULT: WLT@Result Added DT_CUMULATIVE WLT@Result /ResultItems /ResultItem /Result Added DT_CONFIG: Unit@Configs/ Config Added</p> <p>No HT related issue DT_CUMULATIVE_RESULT: add qualification Heat number in Result/ExtendedResults/ExtendedResult (Type=ER, Code=HEAT)</p> <p>No HT related issue DT_BRACKET: Value hyperlink typo corrected from SC@BracketItem to SC@Bracket in Code@Bracket</p> <p>FRS</p> <p>HT issue ref: 150457 - HT: FRS: MO: ODF Doc: Number of digits for degree of difficulty is wrong</p> <p>DT_RESULT: ODF definition to be updated to reflect to the correct format Numeric 0.00 (n.nn) for Moguls and Numeric 0.000 (n.nnn) for AE in Result /ExtendedResults /ExtendedResult (Type=ER, Code=JUMP) /Extension (Code=DD) HT issue ref: 150767 - HT: SBD:FRS: ORIS : Change Request to add FIS Seeding List</p> <p>DT_PARTIC: Add SEED in Participant /Discipline /RegisteredEvent /EventEntry HT issue ref: 150832 - HT: FRS: OVR: ODF: When the start order is changed, the Start Sort Order and Start Order is not being correctly updated.</p> <p>DT_RESULT: ODF definition updated to mention that for SX (FRS) and SBX (SBD) Finals StartOrder is the Lane Choice HT issue ref: No ref - Add + sign on Diff for consistency across sports.</p> <p>DT_RESULT: + sign added on Diff value in Result /ExtendedResults /ExtendedResult (Type=PROGRESS, Code=INTERMEDIATE)</p> <p>SBD</p> <p>HT issue ref: 150561 - HT: SBD: ODF doc: PGS and SBX don't send 0.00 for Diff Diff definition updated. Cases detailed for PGS, SX (FRS) and SBX (SBD) phases.</p>



		<p>HT issue ref: 150818 - HT: SBD: ORIS: C72X1/C73X1: Diff in SBX Seeding should follow the first Best Time</p> <p>DT_CUMULATIVE_RESULT: Negative Diff added in the data format for Diff@Result</p> <p>HT issue ref: 150821 - HT: SBD: ORIS: SBX DQIC remark missing from ORIS Sport_Codes: add IRM: DQIC = Disqualification for Intentional Contact. HT issue ref: 150865 - HT: SBD: FRS: Sport Codes: Qualification mark update - BF and SF</p> <p>Sport_Codes: Qualification Mark: update as follows</p> <p>Sport Codes should be updated to change FA and FB codes to BF and SF.</p> <p>FRS @QualificationMark FA Qualified for Big Final FRS @QualificationMark FB Qualified for Small Final SBD @QualificationMark FA Qualified for Big Final SBD @QualificationMark FB Qualified for Small Final</p> <p>DT_CUMULATIVE: Added clarification for attribute BEST@Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult to be used in Big Air Finals. Sample added.</p>
v2.4	APP	<p>No issue ref. Found at integration testing: Add Pos in SECT_PROG extension</p> <p>DT_RESULT: Added DT_CURRENT: Added</p> <p>Ref UVT issue # 151834: Course Ranks missing in PGS Elimination at DT_CUMULATIVE message. DT_CUMULATIVE: Added RED extension in Result /ExtendedResults /ExtendedResult (Type=ER, Code=RED) DT_CUMULATIVE: Added BLUE extension in Result /ExtendedResults /ExtendedResult (Type=ER, Code=BLUE)</p> <p>Ref HT issue #150461: FRS:Aerials only: Availability of jump code, difficulty degree and jump description. DT_RESULT: Clarification added at Result/ExtendedResults/ExtendedResult table header: Applicable for Aerials only. For the following Extensions: - Result /ExtendedResults/ExtendedResult (Type=ER, Code=JUMP) - Result /ExtendedResults/ExtendedResult (Type=ER, Code=JUMP)/Extension(Code=DD) - Result /ExtendedResults/ExtendedResult (Type=ER, Code=JUMP)/Extension(Code=DESC) Value should not be sent in the case of IRM</p> <p>DT_CURRENT: Clarification added at Result/ExtendedResults/ExtendedResult table header: Applicable for Aerials only. For the following Extensions: - Result /ExtendedResults/ExtendedResult (Type=ER, Code=JUMP)</p>



	<ul style="list-style-type: none">- Result /ExtendedResults/ExtendedResult (Type=ER, Code=JUMP)/Extension(Code=DD)- Result /ExtendedResults/ExtendedResult (Type=ER, Code=JUMP)/Extension(Code=DESC)- Result /ExtendedResults/ExtendedResult (Type=ER, Code=JUMP)/Extension(Code=KICKER) <p>Value should not be sent in the case of IRM</p> <p>No issue ref. Found at integration testing: Situations where Cumulative Rank applies in case of IRMs.</p> <p><u>DT_CUMULATIVE_RESULT</u>:</p> <p>Rank@Result: Clarification added to indicate that Cumulative Rank may apply in case of ResultType=IRM and IRM=DNF or DNS in "best of" events.</p> <p>Ref UVT issue #151928: Last Competitor ID when Result is Unofficial.</p> <p><u>DT_RESULT</u>:</p> <p>Added in ExtendedInfos/ExtendedInfo (Type=DISPLAY, Code=LAST_COMP).</p> <p>Element Expected: When LIVE and when UNOFFICIAL.</p> <p><u>DT_RESULTS</u>:</p> <p>ExtendedInfos /UnitDateTime@StartDate added</p>
--	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------