OLYMPIC DATA FEED

ODF Para Snowboard Data Dictionary
Beijing 2022 - XXIV Paralympic Winter Games

ODF WPG-2022-SBD-0.1 SFR
13 March 2020

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1 Introduction

1.1 This document

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

1.2 Summary of Messages in this Discipline

1.2.1 Banked Slalom

This event is a straight final (no qualification) and can be conducted with multiple runs (2 or 3).

Each run in the competition is scheduled as a separate schedule item.

The messages containing results information are in a single message, DT_RESULT. These messages contain all the competitors participating with their results, regardless of the number of runs.

1.2.2 Snowboard Cross

The initial phase will be qualification. There are up to a maximum of three qualification runs with the best single running counting. There is a single DT_RESULT for qualification including the information of all runs.

Each run in qualification is individually scheduled.

The finals consist of multiple races with leaders progressing to the next round. There is one DT_RESULT per race in addition to a DT_BRACKET message.

1.3 Objective

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

1.4 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.

1.5 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

1.6 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show 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 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 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_PARTIC_NAME	Participant Names	
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Weather	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	

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 (start list, event unit results, 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 regardless of status.

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)	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	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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. 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.

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message before 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 Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Sample

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-SBD-1.10" Codes="SOG-2020-1.20" >
```

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. 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. 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.
Parent	M	S(20) with no leading zeroes	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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial 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".

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
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
TVFamilyName	M	S(25)	TV family 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)	Not expected
Weight	O	S(3)	Not expected
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).

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
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	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).
Element: Participant /Discipline /RegisteredEvent (0,N) All accredited athletes will be assigned to one or more events. There is an exception: 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
Class	O	CC @SportClass	Code to identify the class of the athlete in the event.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Type	**Code**	**Pos**	**Description**
ENTRY	RANK_WLD	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	S(4)	Rank of the athlete
ENTRY	RANK_PTS	N/A	Element Expected: When available in _UPDATE only
Attribute	**M/O**	**Value**	**Description**
Value	M	S(7)	IF rank points of the athlete

2.2.1.5 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.

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	The DocumentCode will be sent according to the header values.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
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, for example between runs) UNOFFICIAL OFFICIAL PROTESTED
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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.

Attribute	Value	Comment
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 for changes [inc. IRMs] (START_LIST)
- Send with all updates during the unit (LIVE)
- In messages with multiple runs then send after each run (INTERMEDIATE)
- After the unit is finished. In detail
  - UNOFFICIAL: As soon as an competition is finished
  - OFFICIAL: After results are validated.
- After any change (status as appropriate)

2.2.2.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date-time. Do not include until competition starts.

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**	**Description**
	Value	M	S(3)	Forerunners code F1 etc.
UI		LAST_QUAL	N/A	Element Expected: When available in cross qualification
	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 /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		STARTERS	N/A	Element Expected: Always 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)	
	Sub Element: Result /Competitor /Composition /Athlete /EventUnitEntry **Expected: Always**			
	Attribute	**Value**	**Description**	
	Code	ORG		
	Pos	N/A		
	Value	Numeric ##0	Send the number of organisations (NPCs) are participating.	
DISPLAY		LAST_COMP	N/A	Pos Description: N/A Element Expected: When available and only when the unit is LIVE or UNOFFICIAL in banked slalom or cross qualification.
	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.
DISPLAY		CURRENT	N/A	Pos Description: N/A Element Expected: When available and only when the unit is LIVE or UNOFFICIAL in banked slalom or cross qualification.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current competitor. Update when previous "CURRENT" become LAST_COMP
DISPLAY		NEXT	N/A	Pos Description: N/A Element Expected: When available and only when the unit is LIVE or UNOFFICIAL in banked slalom or cross qualification.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor. Should always have next until end of each run.

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	M	Numeric #0	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

```
<ExtendedInfos>
    <UnitDateTime StartDate="2014-02-10T11:00:00+04:00" />
    <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 /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.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Order of officials.

Element: Officials /Official /Description (1,1) Officials extended information.			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
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

Sample

```
<Officials>
    <Official Code="2004409" Function="TCH_DEL" Order="1">
        <Description GivenName="Jack" FamilyName="Blocker" Gender="M" Organisation="GER" />
    </Official>
    ....
```

Element: Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Rank of the competitor. The banked slalom and cross qualification this is the rank considering all runs (up to the time of the message). This attribute is not included in cross finals.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
Result	O	m:ss.ff	Result for the particular event unit. Send in the case @ResultType is TIME Do not send minutes if zero. Only included in banked slalom and cross qualification.
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualifying Mark. Send if applicable in cross qualification.
WLT	O	SC @WLT	The code whether a competitor won, lost or tied the race (cross finals)

Element: Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the 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 unit with the current order, which is those with rank followed by those with IRM followed by those who have not started.
StartOrder	O	S(3)	The start order of the unit.
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit. Same as SortOrder before the start of the competition.
ResultType	O	SC @ResultType	Result type. Result type, either TIME or IRM for the corresponding event unit.
Diff	O	s.ff	Time behind leader in the unit (only for those with a result). Do not include for the leader. Only send in the case @ResultType is TIME Only applicable in banked slalom and cross qualification.

Element: Result /ResultItems /ResultItem (1,N) **The ResultItems element is ALWAYS used in BA, HP and SS regardless of the number of runs and heats required.**			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit	RSC of the unit
Order	M	Numeric #0	Logical order of the units, usually schedule order.

Element: Result /ResultItems /ResultItem /Result (1,1) **Only applicable in banked slalom and cross qualification.**			
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 unit identified by /ResultItems /ResultItem
Result	O	m:ss.ff	Time for the unit Do not send minutes if zero. Send in the case @ResultType is TIME
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the unit. Send in the case @ResultType is IRM
Diff	O	s.ff	Time behind leader in this run. Only send in the case @ResultType is TIME Do not send for leader in the run.
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		BEST	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if this run is the current best(s) for the competitor else do not send.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2..F). Element Expected: When data is available and there is an intermediate (not including the finish)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Time at the intermediate point Do not send minutes if zero.
	Rank	M	S(3)	Send the rank in the run 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. Do not send for leader.

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	Competitor's ID
Type	M	S(1)	A for athlete
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.
Order	M	Numeric 0	Send 1 for 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**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
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
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the class of the athlete.

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		BIB_COLOUR	N/A	Element Expected: Only for cross finals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BibColour	Send colour

2.2.2.5 Message Sort

Sort by Result @SortOrder

2.2.3 Brackets

2.2.3.1 Description

The brackets message contains the brackets information for one 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event.
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) 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. 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 should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a match unit is completed. The message should be updated including information on each competitor in the different bracket items. Only trigger once after each unit unless there are changes in the contents.

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

- Send with ResultStatus = "START_LIST" when bracket available and no units are complete
- Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal unit) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- 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.

2.2.3.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

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,...
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

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 competitors are disqualified or Withdraw (NCT)
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when applicable and known
IRM	O	SC @IRM	The invalid rank mark, if applicable
StrikeOut	O	S(1)	Send if the competitor should be struck out in the bracket item.
StartOrder	O	SC @BibColour	Send colour in cross

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 progresses/progressed from
WLT	O	S(1)	W or L for winner or loser of previous unit

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's ID
Type	M	S(1)	A for athlete
Seed	O	S(2)	Rank of the competitor in the qualification
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor ID
Order	M	Numeric 0	1 in individual events.
Bib	O	S(5)	Bib number of the athlete

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
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
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the class of the athlete.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)				
Type		**Code**	**Pos**	**Description**
QUAL		TIME	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Send the time of the athlete in qualification. Do not send minutes if zero.
QUAL		RANK	N/A	Element Expected: Only for individual event athletes and only the first mention (furthest from final) this athlete appears in the bracket.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	Send the rank of the athlete in qualification.

2.2.3.5 Message Values

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.

2.2.4 Event Final Ranking

2.2.4.1 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.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

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	Full RSC of the Event	One message is sent for each event.
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. PARTIAL 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. 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.

2.2.4.3 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 or some ranking in that unit are not subject to change.
Trigger also after any change.

2.2.4.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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: 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)	Rank of the competitor in the corresponding event. This attribute is optional because the competitor could get no rank in the case of a disqualification.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
Result	O	m:ss:ff	Banked Slalom: Send the competitors time if ResultType is TIME Cross: Send the competitors qualification time if ResultType is TIME
ResultType	O	SC @ResultType	Send TIME 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 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**	**Description**
	Value	M	Numeric ###0.00	Race points
ER		LAST_UNIT	N/A	Element Expected: Cross only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Full RSC	Send the full RSC of the final phase in which the competitor participated.

Element: Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitors' 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 an individual athlete or a team member.
Order	M	Numeric #0	Send 1 for competitor @Type="A".
Bib	O	S(5)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
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
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the class of the athlete.

Sample

```
……
<Result Rank="2" ResultType="TIME" Result="1:24.34" SortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="800.00" />
    <ExtendedResult Type="ER" Code="LAST_PHASE" Value="SBDMSBX-----111-------FNL---------" />
  </ExtendedResults>
  <Competitor Code="2000996" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2000996" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Class="ABC"
Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
……
```

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Weather

2.2.5.1 Description

The Weather Conditions is a message containing the current weather conditions in the venue.

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	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in venue
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	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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. 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.

2.2.5.3 Trigger and Frequency

The message is sent

- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.2.5.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Weather (1,1)			
Attribute	**M/O**	**Value**	**Description**
Date	M	DateTime	Date/time of the conditions

Element: Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather points, send START and FINISH
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Element: Weather /Conditions /Condition (0,3)			
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)			
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 included if applicable
Element: Weather /Conditions /Wind (0,N) If data available			
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 Date="2006-02-06T13:00:00+01:00" >
    <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>
</Weather>
```

2.2.5.5 Message Sort

There is no special sort order requirement for this message.

2.2.6 Configuration

2.2.6.1 Description

The Configuration is a message containing general configuration.

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	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	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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. 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.

2.2.6.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each phase.

Trigger also after any change, but considering that, if possible, the configuration 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.

2.2.6.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Phase	Full RSC (34) at phase 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	M	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		GATES	N/A	Element Expected: Banked Slalom
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of gates
COURSE		TURNS	N/A	Element Expected: Banked Slalom
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Number of turns
COURSE		FEATURES_NUM	N/A	Element Expected: Cross
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of features

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
COURSE		ALTITUDE	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O		Not sent
	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		INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 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 in addition to the finish line. Do not include if there are no intermediates between the start and finish.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Name of the intermediate point in ENG. Not applicable for F.
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always if there are intermediate points.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		RUNS_NUM	N/A	Element Expected: Always in banked slalom and cross qualification
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the number of runs for that phase.
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualRule	Send the code for the qualification rule.
QUALIFICATION		FROM_RANK	N/A	Pos Description: N/A Element Expected: Cross Qualification
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	N/A	Pos Description: N/A Element Expected: Cross Qualification
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify

Sample

```
        <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="QUALIFICATION" Code="FROM_RANK" Value="1" />
        <ExtendedConfig Type="QUALIFICATION" Code="TO RANK" Value="8" />
        <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="xyz12" />
</Config>
```

2.2.6.5 Message Sort

There is no message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	13 Mar 2020	First version

File Reference: ODF WPG-2022-SBD-0.1 SFR

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version