INTERNATIONAL
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ODF/INT011-R1 v5.3 APP

Olympic Data Feed

ODF Freestyle Skiing Data Dictionary

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Technology Department

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Version history

Version	Date	Comments
1.0	7 July 2008	Submitted for review version
1.1	14 July 2008	Changes according to changes log Submitted for approval version
R1 V1.0	18 July 2008	Changes according to changes log Submitted for approval version
R1 v2.0	17 October 2008	Changes after the WNPA meeting held on October 1-2. Status changed to APP
R1 v2.1	15 December 2008	Some corrections
R1 v2.2	10 February 2009	Some clarifications
R1 v3.0	3 April 2009	Changes in the use of the message of Cumulative Result by Phase Result message.
R1 V3.1	23 June 2009	Some corrections
R1 V4.0	8 July 2009	Some minors changes according to the Vancouver integration team review. Added the copyright CR 721 Add messages of Updates for Athletes, officials, teams
R1 V5.0	18 September 2009	Apply the CR1006 that are some changes in ODF documents after Homologation Test.
R1 v5.1	6 October 2009	Some minors changes
R1 v5.2	13 November 2009	Some minors changes
R1 v5.3	19 November 2009	One minor improvement

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Change Log

Version	Status	Changes on version
1.0	SFR	• First version
1.1	SFA	• Removed any wrong reference to parallel giant slalom this event does not exist in Freestyle) • Chapter I.1.7.5. Corrected error. The name of the element being defined in the table is CumulativeResult, as it can be seen in the ODF Sport Messages Interface Document.
R1 v1.0	APP	• Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to part 1 of the document and v2 refers to the part 2 of the document
R1 v2.0	APP	• Please, review changes in the messages' generic structure in the ODF Central Messages and ODF Sport Messages Interface documents as well as ODF header redefinition. • Removed part II for other competitions, and renumbered all chapters according to this circumstance. • Added new messages DT_HISTORIC_RECORD, DT_GLOBAL_GM, DT_GLOBAL_GN, DT_GM and DT_GN in table of chapter 4 Applicable Messages. Extended DT_GM and DT_GN messages to redefine ODF header DocumentCode attribute. • The attribute RSC in the ODF header has been renamed as DocumentCode according to the new ODF header definition
R1 v2.1	APP	• Add officials in the Star List Chapter 5.3.1 • Update the precision of the Value on the FR_MOGULS_JUDGES, FR_MOGULS_JUDGE, FR_AERIALS_JUDGES and FR_AERIALS_JUDGE in Chapter 5.4.5 • For FR_JUMP_CODE and FR_DD it is not necessary the Pos attribute because only one time will appear it
R1 v2.2	APP	• In the Chapter 3 add the possible jump codes
R1 v3.0	APP	• Review and Change the message Cumulative Result by Phase Result message (section 5.5) because it is more easy to understand this data as a consolidate data after the phases and not as a cumulate data. • Change the format to one decimal in FR_MOGULS_JUDGES, FR_MOGULS_JUDGE, FR_AERIALS_JUDGES and FR_AERIALS_JUDGE in Chapter 5.4.5 • Add the Qualification rules for big final and small final in the chapter 5.3.5
R1 v3.1	APP	• Delete the references to the attributes Subtype and DocumentSubtype header in message DT_PHASE_RESULT. Also modify the reference to the Event Unit in the triggers and frequency. • Add a new Code (RFR= referee) for the Function attribute in the message of Start List • Add in the Codes section the value QUARTER_FINALS in the CC@Group.
R1 v4.0	APP	• Delete the list of sub-codes for the CC@JumpCode because this list is too subject to change, we add a reference to the sub-codes define in the sport rules. • Clarify the StartOrder attribute in the Start List message. • Put the QR_RANK_QUALIFY_FINAL_BIG, QR_RANK_QUALIFY_FINAL_SMALL codes consistent with the descriptions in the Expected table in the Start List message. • Correct the Value in some UnitInfo codes in the Start List message.

Change Log

Version	Status	Changes on version
		• Add a new format in the value for the codes FR_MOGULS_JUDGES and FR_AERIALS_JUDGES in the Results message. • Add three new messages for update Athletes, Officials and Teams data • Add the copyright.
R1 v5.0	APP	• Add a comment in the Result attribute for the Event Final Ranking message. • Remove the sentence that speaks about Cumulative result in the Phase Result message. • Add the Cumulative Result message only for the case of Aerials events. • Add the attribute QualificationMark as an optional attribute for Ski-cross in Result message. • Add the element CompetitorPlace/Competitor /Composition as a mandatory element in the Brackets message. • Add a new Code E_JUMP_CODE in the Start List message for Aerials event
R1 v5.1	APP	• In the Event Unit Result message clarify the comments for the attribute Qualification Mark. • Add a note to clarifly when the Phase Result message must to be used in the section of Triggers and Frequency.
R1 v5.2	APP	• In the Event Unit Result message clarify the comments for the attribute Qualification Mark.
R1 v5.3	APP	• Add a new code DSQIC in the CC@IRM for the Disqualified for Intentional Contact.

TABLE OF CONTENT

1. Introduction

1.1. This document

This document includes the ODF Freestyle Skiing Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Freestyle Skiing, as well as defines the codes used in these messages.

1.2. Objective

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

1.3. Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4. Glossary

The following abbreviations are used in this document

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

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users

ODF/INT002	IDS-Global Interface Description Document	This document describes the outmost tag of all documents flowing through IDS. Any message being described in this document will have to follow the general definitions of the IDS-Global Interface Description Document. However, some restrictions to the outmost tag (message header) may be done in this specific interface document.
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport

2. Overall Perspective

2.1. Objective

The objective of this document is to focus on the formal definition of the ODF Freestyle Skiing Data Dictionary.

2.2. End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Freestyle Skiing Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, IDS header and ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Freestyle Skiing.

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

3. Codes

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

CC @CodeEntity

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

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

Code Entity	**Code Entity Set of Values**	
CC @BracketItemCode	**Code**	**Description**
	HEAT	Heat
	QUARTERFINAL	Quarterfinal
	SEMIFINAL	Semifinal
	CLASSIFICATION	Classification
	SMALL_FINAL	Small final
	BIG_FINAL	Big final
CC @BracketItemsCode	**Code**	**Description**
	EIGTH_FNL	Eight finals
	QFL	Quarterfinals
	SFL	Semifinals
	FNL	Finals
CC @Group	**Code**	**Description**
	FINAL	Final (moguls or aerials)
	BIG_FINAL	Big final (ski-cross)
	SMALL_FINAL	Small final (ski-cross)
	QUARTER_FINALS	Quarterfinals (ski-cross)
	EIGHTH_FINALS	1/8 Final (ski-cross)
	QUALIFICATION	Did not qualify for the finals (ski-cross, moguls or aerials)
CC @IRM (The codes order provided is according to the sport rules. In case of several RNS, DSQ, DNF or DNS, DSQIC sort by bib number).	**Code**	**Description**
	RNS	Received no score (moguls and aerials; considered a result: ranked)
	DNF	Did not finish (ski-cross)
	DNS	Did not start
	DSQ	Disqualified
	DSQIC	Disqualified for Intentional Contact
CC @JudgeAerials	**Code**	**Description**
	AF	Air & Form

	LDG	Landing
CC @JudgeMoguls	**Code**	**Description**
	T	Turns
	A	Aerials
CC @JumpCode	**Code**	**Description**
	This code is a composition of different sub-codes that describe a jump and are used to calculate the Degree of Difficulty. Example: bLFF for back Layout Full Full (please see sport rules for a complete list of sub-codes)	
CC @NextBracketPos	**Code**	**Description**
	W	Advance the competitor to the next bracket item according to the NextUnit element
	L	Advance the competitor to the next Bracket item according to the NextUnitLoser element
	O	The competitor is out and does not advance to any next bracket item
CC @QualificationMark	**Code**	**Description**
	Q	Qualified
	R	Qualified for Run-off for final
CC @ResultType	**Code**	**Description**
	RT_POINTS	Points
	RT_TIME	Time
	RT_INVALID_RESULT	Invalid Result Mark
	RT_CODE	Code for the group (used in event final ranking)
CC @SnowConditions	Defined in ODF Common Codes Document See entity Snow Conditions • The entity's attribute to be used is Code	
CC @WeatherConditions	Defined in ODF Common Codes Document See entity Weather Conditions • The entity's attribute to be used is Code	

4. Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Freestyle Skiing, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.

The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_ORGANISATIONS	Organisations	Central	Global	
DT_PARTIC_ATHLETES	List of athletes by discipline	Central	X	X
DT_PARTIC_ATH_UPDATE	List of athletes by discipline update	Central	X	X
DT_PARTIC_OFFICIALS	List of officials	Central	X	
DT_PARTIC_OFF_UPDATE	List of officials update	Central	X	
DT_PARTIC_TEAMS	List of teams	Central		
DT_PARTIC_TEA_UPDATE	List of teams update	Central		
DT_PARTIC_HISTORIC	List of historical athletes	Central		
DT_TEAM_HISTORIC	List of historical teams	Central		
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	

DT_GLOBAL_GN	Global good night	Central	Global	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	Sports	X	X
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_UNITCONFIG	Event Unit Configuration	Sports		

5. Freestyle Skiing Data Extension

5.1. General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

5.1.1. IDS and ODF header

Regarding to the IDS and ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- IDS Header: RSC

  The RSC attribute usually has the DDGEEEPUU format, where DD is the Discipline attribute, G is the Gender attribute, EEE is the Event attribute, P is the Phase attribute and UU is the Unit attribute in the IDS header. The concatenation of these attributes –Discipline, Gender, Event, Phase and Unit- will be implicitly defined when defining the RSC attribute in each case. However, just the RSC attribute will be defined in order to avoid redundant definition.

- ODF Header: DocumentCode.

5.1.2. Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information.

5.2. List of accredited athletes by discipline/ List of accredited athletes by discipline update

5.2.1. Description

This message is the List of accredited athletes by discipline/update as described in the ODF Central Messages Interface Document.

5.2.2. Header Values

The definition in the ODF Central Messages Interface Document is valid

5.2.3. Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.2.4. Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Freestyle Skiing are:

- EventEntry

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

5.2.5. Message Values

The following table lists the "List of accredited athletes by discipline" optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Freestyle Skiing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
RegisteredEvent	Bib	O	N(4) 9990	Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 …

The following table describes in more detail the EventEntry element in the case of Freestyle Skiing.

Element: EventEntry			
Type	**Code**	**Value**	**Description**
E_ENTRY	E_RANK	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: FIS Rank
	E_RANK_POINTS	N(4).N(2) 9990.00	For @Type: Send proposed type

			For @Code: Send proposed code
			For @Value: FIS points

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	FIS rank	Always, as soon as this information is known and this athlete has FIS rank
E_ENTRY /E_RANK_POINTS	FIS points	Always, as soon as this information is known and this athlete has FIS points

5.2.6. Message sort

Please, follow the general definition.

5.3. Start List

5.3.1. Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

5.3.2. Header Values

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

5.3.3. Trigger and Frequency

Please, follow the general definition.

5.3.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Freestyle Skiing are:

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

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

5.3.5. Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Freestyle Skiing, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Official	Code	M	S(20) with no leading zeroes	Official ID

Element	Attribute	M/O	Value	Comments
	Function	M	CC @Function (see the codes in the comments column)	Send according to the codes: FIS_ATD, AST_HJDG, CHF_CMP, CHF_CRS, FIS_RCED, FIS_TDL, HED_JDG, JDG1_TURN = Judge 1 (Turns), JDG1_AIRF = Judge 1 (Air&Form), JDG2_TURN = Judge 2 (Turns), JDG2_AIRF = Judge 2 (Air&Form), JDG3_TURN = Judge 3 (Turns), JDG3_AIRF = Judge 3 (Air&Form), JDG4_TURN = Judge 4 (Turns), JDG4_AIRF = Judge 4 (Air&Form), JDG5_TURN = Judge 5 (Turns), JDG5_AIRF = Judge 5 (Air&Form), JDG6_AIR = Judge 6 (Air), JDG6_LAN = Judge 6 (Landing), JDG7_AIR = Judge 7 (Air), JDG7_LAN = Judge 7 (Landing), JUR_ADV, SCR_VFR, RFR Note: Use the following codes, as applicable for the event.
	Order	M	Numeric	Send sequential number starting by 1 according to the official's function.
Start	StartOrder	O	Numeric	Start order of the competitor in the start list. It should not be sent in the case of the units of the Ski-cross finals because all competitors start at the same time; StartOrder is the order in which the competitors choose their start lanes.
	SortOrder	M	Numeric	In most cases, same as @StartOrder. However, in the case of the units of the Ski-cross finals, it should be the sort order according to the brackets rules.
Start /Competitor /Composition /Athlete	Bib	M	Numeric	Athlete's bib number

The following table describes in more detail the PhaseInfo element.

Element: PhaseInfo				
Type	**Code**	**Pos**	**Value**	**Description**
PI_QUALIFICATION_RULE	QR_RANK_QUALIFY_NEXT_ROUND QR_RANK_QUALIFY_FINAL _BIG QR_RANK_QUALIFY_FINAL_SMALL	Numeric	N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code for the qualification rule. QR_RANK_QUALIFY_NEXT_ROUND is the code that indicates the qualification for next round based on rank. QR_RANK_QUALIFY_FINAL_BIG and QR_RANK_QUALIFY_FINAL_SMALL only in the case of Semifinals for (FRX)
				For @Pos: Send 1 to indicate first rank included in the

				@Code rule Send 2 to indicate last rank included in the @Code rule
				For @Value: Send the rank according to @Code rule and @Pos
PI_QUALIFICATION_RULE	QR_RANK_QUALIFY_RUN_OFF_FINALS			For @Type: Send proposed type
				For @Code: Send proposed code for the qualification rule. QR_RANK_QUALIFY_RUN_OFF_FINALS is the code that indicates the qualification for run-off for finals based on rank
				For @Pos: Do not send anything
				For @Value: Do not send anything

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

Type /Code	Description	Expected
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_NEXT_ROUND	Qualification for next round based on rank	Always if the rule applies to the competition
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_FINAL_BIG	Qualification for the big final	Always if the rule applies to the competition, in the case of Semifinals (for FRX)
PI_QUALIFICATION_RULE / QR_RANK_QUALIFY_FINAL_SMALL	Qualification for the small final	Always if the rule applies to the competition, in the case of Semifinals (for FRX)
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_RUN_OFF_FINALS	Qualification for run-off for finals based on rank	Always if the rule applies to the competition

The following table describes in more detail the UnitInfo element.

Element: UnitInfo				
Type	**Code**	**Pos**	**Value**	**Description**
UI_FR	FR_ALTITUDE_START		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Start altitude in meters
	FR_ALTITUDE_FINISH		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Finish altitude in meters

	FR_ALTITUDE_DROP		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Vertical drop in meters
	FR_LENGTH		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Length of the course in meters
	FR_WIDTH		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Width of the course in meters
	FR_GATE_WIDTH		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Gate width in meters
	FR_GRADIENT_AVG		N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Average gradient
	FR_PACE_TIME		SS.hh 90.00 SS=seconds hh=hundredth of second	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Pace time
	FR_IN_RUN_DIST		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:

				Do not send anything
				For @Value: In-run distance in meters
	FR_IN_RUN_GRAD		N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: In-run gradient in degrees
	FR_TABLE_DIST		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Table distance in meters
	FR_TABLE_GRAD		N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Table gradient in degrees
	FR_LANDING_DIST		N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Landing distance in meters
	FR_LANDING_GRAD		N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Landing gradient in degrees
	FR_KICKER_DIST	N(1) 9	N(4).N(2) 9990.99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the kicker # to identify a particular kicker
				For @Value: Distance in meters for the kicker identified by @Pos
	FR_KICKER_HEIGHT	N(1) 9	N(4).N(2) 9990.99	For @Type: Send proposed type

				For @Code: Send proposed code
				For @Pos: Send the kicker # to identify a particular kicker
				For @Value: Height in meters for the kicker identified by @Pos
	FR_KICKER_GRAD	N(1) 9	N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the kicker # to identify a particular kicker
				For @Value: Kicker gradient in degrees for the kicker identified by @Pos

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

Type /Code	Description	Expected
UI_FR /FR_ALTITUDE_START	Start altitude in meters	Always in the case of ski-cross
UI_FR /FR_ALTITUDE_FINISH	Finish altitude in meters	Always in the case of ski-cross
UI_FR /FR_ALTITUDE_DROP	Vertical drop in meters	Always in the case of ski-cross
UI_FR /FR_LENGTH	Length of the course in meters	Always in the case of ski-cross and moguls
UI_FR /FR_WIDTH	Width of the course in meters	Always in the case of moguls
UI_FR /FR_GATE_WIDTH	Gate width	Always in the case of moguls
UI_FR /FR_GRADIENT_AVG	Average gradient	Always in the case of moguls
UI_FR /FR_PACE_TIME	Pace time	Always in the case of moguls
UI_FR /FR_IN_RUN_DIST	In-run distance in meters	Always in the case of aerials
UI_FR /FR_IN_RUN_GRAD	In-run gradient in degrees	Always in the case of aerials
UI_FR /FR_TABLE_DIST	Table distance in meters	Always in the case of aerials
UI_FR /FR_TABLE_GRAD	Table gradient in degrees	Always in the case of aerials
UI_FR /FR_LANDING_DIST	Landing distance in meters	Always in the case of aerials
UI_FR /FR_LANDING_GRAD	Landing gradient in degrees	Always in the case of aerials
UI_FR /FR_KICKER_DIST	Distance in meters for the kicker identified by @Pos	Always in the case of aerials
UI_FR /FR_KICKER_HEIGHT	Height in meters for the kicker identified by @Pos	Always in the case of aerials
UI_FR /FR_KICKER_GRAD	Kicker gradient in degrees for the kicker identified by @Pos	Always in the case of aerials

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

Element: Competitor /Composition /Athlete /EventUnitEntry				
Type	**Code**	**Pos**	**Value**	**Description**
EU_ENTRY	E_JUMP_CODE		CC@JumpCode	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos:

				Do not send anything
				For @Value: Send one of CC @ JumpCode

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

Type /Code	Description	Expected
EU_ENTRY / E_JUMP_CODE	Jump code for the planned jump	Always in the case of aerials

5.3.6. Message sort

Please, follow the general definition.

5.4. Event Unit Results

5.4.1. Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

5.4.2. Header Values

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

5.4.3. Trigger and Frequency

Please, follow the general definition.

5.4.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Freestyle Skiing are:

- PhaseInfo
- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfo
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

5.4.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the athlete could get an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either time (ski-cross), points (moguls or aerials) or IRM for the corresponding event unit
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM (see codes section)

Element	Attribute	M/O	Value	Comments
	Result	O	MM:SS.hh 99:90.00 Or N(3).N(2) 990.00	Result for the particular event unit. Send just in the case @ResultType is Time in the case of Ski-cross or Points for the jump in aerials or score in moguls (see codes section) MM is minutes, SS is seconds, hh is hundredth of second
	Qualification Mark	O	CC @QualificationMark	Send just in the case the competitor qualified according to the codes in moguls and in ski-cross. In the case of ski-cross, it should also consider the situation of the run-off.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Send UnitDateTime including also the @EndDate attribute

The following table describes in more detail the UnitInfo element in the case of Freestyle Skiing.

Element: UnitInfo			
Type	**Code**	**Value**	**Description**
UI_RACE_CONDITIONS	RC_AIR_TEMPERATURE_START	(-)N(2).N(1) (-)90.0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Start line: Temperature in centigrade degrees (in case of positive temperature, do not send '+').
	RC_AIR_TEMPERATURE_FINISH	(-)N(2).N(1) (-)90.0	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Finish line: Temperature in centigrade degrees (in case of positive temperature, do not send '+').
UI_WEATHER_CONDITIONS	CC @WeatherConditions		For @Type: Send proposed type
			For @Code: Send one of the codes regarding to the weather conditions
			For @Value: Do not send anything
UI_SNOW_CONDITIONS	CC @SnowConditions	(-) N(2).N(1) (-)90.0	For @Type: Send proposed type
			For @Code: Send one of the codes regarding to the weather conditions
			For @Value: Snow temperature in centigrade degrees. It is optional and will be informed just if

			known. In this case, the snow condition will arrive in the @Code attribute, while the Snow temperature in the @Value attribute

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

Type /Code	Description	Expected
UI_RACE_CONDITIONS /RC_AIR_TEMPERATURE_START	Start line: temperature in centigrade degrees	Always
UI_RACE_CONDITIONS /RC_AIR_TEMPERATURE_FINISH	Finish line: temperature in centigrade degrees	Always
UI_WEATHER_CONDITIONS /CC @WeatherConditions	Weather conditions in the @Code attribute	Always
UI_SNOW_CONDITIONS /CC @SnowConditions	Snow conditions in the @Code attribute, while snow temperature in centigrade degrees in the @Value attribute	Always, if available

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult				
Type	**Code**	**Pos**	**Value**	**Description**
ER_FR	FR_MOGULS_JUDGE	Numeric	N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send judge number, from 1 to 5 for turns. Send 16, 17, 26 and 27 for air (first jump, judge 6 and 7, second jump, judge 6 and 7).
				For @Value: Send points for turns / air from the judge identified by @Pos, with one decimal digit (moguls)
	FR_MOGULS_JUDGES	CC @JudgeMoguls	N(2).N(1) 90.0 or N(2).N(2) 90.00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send type of judges total, according to the code
				For @Value: Total of all turns points with one decimal accuracy and total of all air points with two decimals accuracy according to the code in @Pos (moguls)
	FR_MOGULS_TIME		SS.hh 90.00	For @Type: Send proposed type
				For @Code: Send proposed code

				For @Pos: Do not send anything
				For @Value: Moguls time SS=seconds hh=hundredth of second
	FR_MOGULS_TIME_POINTS		N(2).N(2) 90.00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Moguls time points
	FR_AERIALS_JUDGE	Numeric	N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send judge number, from 1 to 5 for air & form. Send 6 and 7 for landing.
				For @Value: Send points for “air & form” or landing from the judge identified by @Pos, with one decimal digit (aerials)
	FR_AERIALS_JUDGES	CC @JudgeAerials	N(2).N(1) 90.0 or N(2).N(2) 90.00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send type of judges total, according to the code
				For @Value: Total of all form/landing points with one decimal accuracy and total of all air points with two decimals accuracy according to the code in @Pos (aerials)
	FR_JUMP_CODE	Numeric	CC @JumpCode	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send jump number only for moguls
				For @Value: Standard FIS jump code
	FR_DD	Numeric	N(2).N(3)	For @Type:

			90.000	Send proposed type only for moguls
				For @Code: Send proposed code
				For @Pos: Send proposed type only for moguls
				For @Value: Degree of difficulty
	FR_TIEBRK_PTS		N(2).N(1) 90.0 (moguls) Or Or N(3).N(2) 990.00 (aerials)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Tie break points
	FR_DIFF		MM:SS.hh	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Ski-cross: Time difference (do not send for athletes with the lowest time) MM=minutes SS=seconds hh=hundredth of second

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

Type /Code	Description	Expected
ER_FR /FR_MOGULS_JUDGE	Moguls: Points from a particular judge, for both turns or air (moguls)	Always just in the case of moguls
ER_FR /FR_MOGULS_JUDGES	Moguls: Total points from judges, for both turns or air	Always just in the case of moguls
ER_FR /FR_MOGULS_TIME	Moguls time	Always just in the case of moguls
ER_FR /FR_MOGULS_TIME_POINTS	Moguls time points	Always just in the case of moguls
ER_FR /FR_AERIALS_JUDGE	Aerials: points from a particular judge for “air & form” or landing.	Always just in the case of aerials
ER_FR /FR_AERIALS_JUDGES	Aerials: Total points from judges, for both “air & form” or landing	Always just in the case of aerials
ER_FR /FR_JUMP_CODE	Standard FIS jump code	Always in the case of moguls or aerials
ER_FR /FR_DD	Degree of difficulty	Always in the case of moguls or aerials
ER_FR /FR_TIEBRK_PTS	Tie break points	Always in the case of moguls or

		aerials
ER_FR /FR_DIFF	Time difference	Always in the case of ski-cross, except for the athletes with the lowest time

5.4.6. Message sort

Please, follow the general definition.

5.5. Phase Results

5.5.1. Description

This message is the Phase Results message as described in the ODF Sport Messages Interface Document.

5.5.2. Header Values

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

Not used for Aerials events (In this case use Cumulative message).

Only use this message if the Format of the Competition (in Ski Cross Qualification) has more than one run, else all the information will be sent in the Result message.

5.5.3. Trigger and Frequency

Please, follow the general definition.

5.5.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Freestyle Skiing are:

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

5.5.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor after the finalisation of the current event unit, so it takes into account the previous event units. This rank indicates a progress of the competition. This attribute is optional because the athlete may have got an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either time (ski-cross) or IRM for the corresponding cumulative results

Element	Attribute	M/O	Value	Comments
	IRM	O	CC @IRM	IRM after the finalisation of the current event unit. It will depend on the results of all the event units up to the moment of the message sending. Send just in the case @ResultType is IRM (see codes section)
	Result	O	MM:SS.hh 99:90.00 Or N(3).N(2) 990.00	Cumulative result after the finalisation of the current event unit. It is best time for Ski-cross. Send just in the case @ResultType is Time in the case of Ski-cross (see codes section) MM is minutes, SS is seconds, hh is hundredth of second
	QualificationMark	O	CC @QualificationMark	Send just in the case the competitor qualified according to the codes. It will be basically used after second runs in Ski-cross. In the case of Ski-cross, it should also consider the situation of the run-off
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results after the finalisation of the current event unit, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Type	Code	Pos	Value	Description
ER_FR	FR_TIEBRK_PTS		N(3).N(2) 990.00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Tie break points
	FR_DIFF		MM:SS.hh 99:90.00 MM=minutes	For @Type: Send proposed type
				For @Code: Send proposed code

			SS=seconds hh=hundredth of second	For @Pos: Do not send anything
				For @Value: Cumulative time (best time in ski-cross) difference (do not send for best time).

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

Type /Code	Description	Expected
ER_FR /FR_DIFF	Cumulative time (best time) difference	Always in ski-cross except for athletes with the best time
ER_FR /FR_TIEBRK_PTS	Tie break points	In the case of in ski-cross.

5.5.6. Message sort

Please, follow the general definition.

5.6 Cumulative Results

5.6.1. Description

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

5.6.2. Header Values

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

This cumulative results message is after event unit (Subtype and DocumentSubtype header attributes should be at event unit level) in the case of Aerials (Qualification and Final, if two-jump format).

5.6.3. Trigger and Frequency

Please, follow the general definition for event unit situation.

5.6.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Freestyle Skiing are:

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

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

5.6.5. Message Values

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

Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	Numeric	Cumulative rank of the competitor after the finalisation of the current event unit, so it takes into account the previous event units. This rank indicates a progress of the competition. This attribute is optional because the athlete may have got an invalid rank mark.

Element	Attribute	M/O	Value	Comments
	ResultType	M	CC @ResultType	Result type, either points (aerials) or IRM for the corresponding cumulative results
	IRM	O	CC @IRM	IRM after the finalisation of the current event unit. It will depend on the results of all the event units up to the moment of the message sending. Send just in the case @ResultType is IRM (see codes section)
	Result	O	MM:SS.hh 99:90.00 Or N(3).N(2) 990.00	Cumulative result after the finalisation of the current event unit. It is the total score for aerials. Send just in the case @ResultType is Points in the case of aerials (see codes section) MM is minutes, SS is seconds, hh is hundredth of second
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results after the finalisation of the current event unit, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Type	Code	Pos	Value	Description
ER_FR	FR_TIEBRK_PTS		N(3).N(2) 990.00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Tie break points

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

Type /Code	Description	Expected
ER_FR /FR_TIEBRK_PTS	Tie break points	In the case of aerials

5.6.6. Message sort

Please, follow the general definition.

5.7. Event Final Ranking

5.7.1. Description

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

5.7.2. Header Values

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

5.7.3. Trigger and Frequency

Please, follow the general definition.

5.7.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Freestyle Skiing are:

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

5.7.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the skier may have got an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either code or IRM for the corresponding event.
	IRM	O	CC @IRM	IRM for the particular event. Send just in the case @ResultType is IRM (see codes section)
	Result	O	CC @Group	Phase to which the competitor arrived Send just in the case @ResultType is RT_CODE (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Type	Code	Value	Description
ER_FR	FR_RCE_PTS	N(4) 9990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Race points

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

Type /Code	Description	Expected
ER_FR /FR_RCE_PTS	Race points	Always

5.7.6. Message sort

Please, follow the general definition.

5.8. Event's Medallists

5.8.1. Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

5.8.2. Header Values

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

5.8.3. Trigger and Frequency

Please, follow the general definition.

5.8.4. Message Structure

Please, follow the general definition.

5.8.5. Message Values

Please, follow the general definition.

5.8.6. Message sort

Please, follow the general definition.

5.9. Brackets

5.9.1. Description

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

In the case of Freestyle Skiing, the message has to be sent for just for Freestyle Ski-cross events, as listed in the header values section.

5.9.2. Header Values

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

5.9.3. Trigger and Frequency

Please, follow the general definition.

5.9.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Freestyle Skiing (ski-cross) are:

- BracketItem /ExtBracketItems /ExtBracketItem
- CompetitorPlace/Competitor /Composition

Moreover, the following should be considered:

- BracketItem /NextUnit should be informed from the 1/8 finals event units, quarterfinals and semifinals event units.

- BracketItem /NextUnitLoser should be informed in the case of the semifinals.

- CompetitorPlace /PreviousUnit should be informed from the quarterfinals event units (if 32 competitors bracket), semifinals and final event units

5.9.5. Message Values

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

Element	Attribute	M/O	Value	Comments
BracketItems	Code	M	CC @BracketItemsCode	Each BracketItems should include all BracketItem grouped by their CC @BracketItemsCode.
BracketItem	Code	M	CC @BracketItemCode	Code that categorizes each bracket item

The following table describes in more detail the BracketItem /ExtBracketItems /ExtBracketItem element in the case of Freestyle

Element: BracketItem /ExtBracketItems /ExtBracketItem				
Type	**Code**	**Pos**	**Value**	**Description**
EB_FR	FR_BI_ID		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: BracketItem sequential number (to sort BracketItem @Code) whenever it is heat, quarterfinal or semifinal
	FR_PLACEMENT	Numeric	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: 1 for “from” placement being assigned (e.g.: 5) 2 for “to” placement being assigned (e.g.: 8)
				For @Value: Placement (rank) being assigned in the bracket item. From-to
	FR_BI_CODE	Numeric	CC @NextBracketPos	For @Type: Send proposed type
				For @Code: Send proposed
				For @Pos: The number that identifies the position inside the bracket item, to determine from the @Value attribute: • if the competitor with this position in the bracket item will advance to the BracketItem /NextUnit bracket item, • the BracketItem /NextUnitLoser element, • or will be out.
				For @Value: Extended bracket item code to indicate whether the competitor with a position inside a bracket item will advance to the next winner bracket item, the next loser bracket item, or will not advance. For the competitors that will advance as winners, they will be placed in the next bracket item as it is identified by the BracketItem /NextUnit element. For the competitors that will advance as losers, they will be placed in the next bracket item as it is identified by the BracketItem /NextUnitLoser element. For the competitors that will be indicated as “Out”, they will not advance to any next bracket item

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

Type /Code	Description	Expected
ER_FR /FR_BI_ID	BracketItem sequential number to sort BracketItem @Code (1, 2, 3, …)	When BracketItem @Code=heat, quarterfinal or semifinal
ER_FR /FR_PLACEMENT	Placement being awarded in the bracket item (eg.: 5-8)	When BracketItem @Code=SMALL_FINAL
EB_FR /FR_BI_CODE	Extended bracket item code to indicate whether the competitor with a position inside a bracket item will advance to the next winner bracket item, the next loser bracket item or will not advance.	Send always

5.9.6. Message sort

BracketItems @Code should be sorted by 1/8 Finals (ordered by heat), Quarterfinals (ordered by heat), semifinals (1, 2) and finals (small and big).

5.10. Discipline/venue good morning

5.10.1. Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

5.10.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.10.3. Trigger and Frequency

Please, follow the general definition.

5.10.4. Message Structure

Please, follow the general definition.

5.10.5. Message Values

Please, follow the general definition.

5.10.6. Message sort

Please, follow the general definition.

5.11. Discipline/venue good night

5.11.1. Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

5.11.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.11.3. Trigger and Frequency

Please, follow the general definition.

5.11.4. Message Structure

Please, follow the general definition.

5.11.5. Message Values

Please, follow the general definition.

5.11.6. Message sort

Please, follow the general definition.

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