



Olympic Data Feed

ODF Freestyle Skiing Data Dictionary

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Technology Department
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DOCUMENT CONTROL

Version history

Version	Date	Comments
1.0	1 July 2011	Submitted for review version
1.1	15 July 2011	SFA Version
1.2	29 July 2011	Reviewer comments and APP version
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Change Log

Version	Status	Changes on version
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1.1	SFA	<ul style="list-style-type: none">• SFA Version
1.2	APP	<ul style="list-style-type: none">• Section 3: CC @BracketItemsCode reviewed• Section 5.4.5: Value for Result@Result redefined• Section 5.4.5: Judges codes changed to be consistent with SB• Section 5.4.5: Value for ER_FR/FR_JUDGE redefined• Section 5.6.5: Value for ER_FR/FR_RCE_PTS redefined
1.3	APP	<ul style="list-style-type: none">• Section 3: CC @BracketItemsCode/ CC @BracketItemCode reviewed• Section 3: CC @Group reviewed• Section 5.3.5: CC@Functions reviewed• Section 5.4.5 Result Value changed to N(3).N(1) 990.0• Section 5.4.5 ER_FR – FR_JUDGE Value changed to N(3) 990• Section 5.4.5 ER_FR-FR_JUDGES Value changed to N(3).N(1) 990.0• Section 5.5.5 Result value changed to N(3).N(1) 990.0
1.4	APP	<ul style="list-style-type: none">• References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed



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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 Light 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
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **FR** – Freestyle Skiing
- **WNPA** – World News Press Agencies

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/TBD	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents



ODF/INT100	ODF Light Messages Interface Document	This document describes the ODF Light messages
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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 Light Messages Interface Document, since this ODF Freestyle Skiing Data Dictionary is a particularization of those documents.

In the following sections, for each ODF Light message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of 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
	EIGHTFINAL	Eight Final
	QUARTERFINAL	Quarterfinal
	SEMIFINAL	Semifinal
	SMALL_FINAL	Small final
	BIG_FINAL	Big final
CC @BracketItemsCode	Code	Description
	EFL	Eight Final
	QFL	Quarterfinals
	SFL	Semifinals
	FNL	Finals
CC @Group	Code	Description
	FINAL	Final (Halfpipe)
	BIG_FINAL	Big final (ski-cross)
	SMALL_FINAL	Small final (ski-cross)
	QUARTER_FINALS	Quarterfinals (ski-cross)
	EIGHT_FINAL	Eight Final (ski-cross)
	QUALIFICATION	Did not qualify for the finals (Halfpipe and ski-cross)
CC @IRM (The codes order provided is according to the sport rules. In case of several DSQ, DNF or DNS, DSQIC sort by bib number).	Code	Description
	DNF	Did not finish (ski-cross)
	DNS	Did not start
	DSQ	Disqualified
	DSQIC	Disqualified for Intentional Contact (ski-cross)
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 @WindDirection	Defined in ODF Common Codes Document See entity Wind Direction <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @WeatherConditions	Defined in ODF Common Codes Document See entity Weather Conditions <ul style="list-style-type: none"> 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

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

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

Message Type	Message name	Message used in this sport	Message extended in this document
DTX_START_LIST	Start List	X	X
DTX_RESULT	Event Unit Results	X	X
DTX_CUMULATIVE_RESULT	Cumulative Results	X	X
DTX_BRACKETS	Brackets	X	X
DTX_RANKING	Event Final ranking	X	X
DTX_MEDALLISTS	Medallists of one event	X	



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 in the ODF Light Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

5.1.1. ODF header

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

- ODF Header: DocumentCode.

5.1.2. Attributes Definition

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



5.2. Start List

5.2.1. Description

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

5.2.2. Header Values

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

5.2.3. Trigger and Frequency

Please, follow the general definition.

5.2.4. Message Structure

The optional elements defined for this message in the ODF Light Messages Interface Document that should be included in the case of 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.

5.2.5. Message Values

The following table lists the Start List optional attributes (defined in the ODF Light Messages Interface Document) that are used in the case of 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	Send according to the codes: CHF_CMP=Chief of Competition, CHF_CRS=Chief of Course, CHF_HP=Chief of Half Pipe HP_BUI=Half Pipe Builder FIS_RCED=FIS Race Director, HED_JDG=Head Judge, AST_HJDG=Assistant Head Judge, JDG1 = Judge 1, JDG2 = Judge 2, JDG3 = Judge 3, JDG4 = Judge 4, JDG5 = Judge 5, JDG6 = Judge 6, JUR_ADV=Jury Adviser, SCR_VFR=Score Verifier, RFR=Referee FIS_EVE_DLG=FIS Event Delegate ASS_EVE_DLG=Assistant Event Delegate 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



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)

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_INCLINATION		N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Inclination in degrees
	FR_HEIGHT_WALL		N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Inner Height Wall
	FR_ROD_WIDTH		N(2).N(1) 90.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Roll Out Deck Width

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 and halfpipe
UI_FR /FR_LENGTH	Length of the course in meters	Always in the case of ski-cross and half pipe
UI_FR /FR_WIDTH	Width of the course in meters	Always in the case of halfpipe
UI_FR /FR_INCLINATION	Inclination in degrees	Always in the case of halfpipe
UI_FR /FR_HEIGHT_WALL	Inner Height Wall	Always in the case of halfpipe
UI_FR /FR_ROD_WIDTH	Roll Out Deck Width	Always in the case of halfpipe

5.2.6. Message sort

Please, follow the general definition.



5.3. Event Unit Results

5.3.1. Description

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

5.3.2. Header Values

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

5.3.3. Trigger and Frequency

Please, follow the general definition.

5.3.4. Message Structure

The optional elements defined for this message in the ODF Light Messages Interface Document that should be included in the case of 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.

5.3.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the athlete could get an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either time (ski-cross), points (half pipe) 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(1) 990.0	Result for the particular event unit. Send just in the case @ResultType is Time in the case of Ski-cross or Points for half pipe (see codes section) MM is minutes, SS is seconds, hh is hundredth of second
	Qualification Mark	O	CC @Qualification Mark	Send just in the case the competitor qualified according to the codes in half pipe and in ski-cross.
	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 '+').
	RC_SNOW_TEMPERATURE	(-)N(2).N(1) (-)90.0	For @Type: Send proposed type For @Code: Send proposed code For @Value: Show temperature in centigrade degrees (in case of positive temperature, do not send '+').
	RC_WIND_SPEED	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Wind speed in m/sec.
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_WIND_DIRECTION	CC @WindDirection		For @Type: Send proposed type
			For @Code: Send one of the codes regarding to the weather conditions
			For @Value: Do not send anything

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	Halfpipe
UI_RACE_CONDITIONS /RC_SNOW_TEMPERATURE	Temperature in centigrade degrees	Always
UI_RACE_CONDITIONS /RC_WIND_SPEED	Wind speed in m/sec.	Cross
UI_WEATHER_CONDITIONS /CC @WeatherConditions	Weather conditions in the @Code attribute	Always
UI_WIND_DIRECTION / @WindDirection	Wind direction in the @Code attribute	Cross

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_JUDGE	Numeric	N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send judge number, from 1 to 5.
				For @Value: Send points from the judge identified by @Pos, with one decimal digit
	FR_JUDGES		N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Total of all points with one decimal accuracy
	FR_DIFF		MM:SS.hh	For @Type: Send proposed type
				For @Code:



				Send proposed code For @Value: Ski-cross: Time difference (do not send for athletes with the lowest time) MM=minutes SS=seconds hh=hundredth of second
	FR_RC_TIME		SS.hh	For @Type: Send proposed type For @Code: Send proposed code For @Value: Ski-cross: Reaction Time
	FR_RC_RANK		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Ski-cross: Reaction Time Rank

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

Type /Code	Description	Expected
ER_FR /FR_JUDGE	HALFPIPE: Points from a particular judge	Always just in the case of half pipe
ER_FR /FR_JUDGES	HALFPIPE: Total points from all judges	Always just in the case of half pipe
ER_FR /FR_DIFF	Time difference	Always in the case of ski-cross, except for the athletes with the lowest time
ER_FR /FR_RC_TIME	Reaction Time	Always in the case of ski-cross qualification
ER_FR /FR_RC_RANK	Reaction Time Rank	Always in the case of ski-cross qualification

5.3.6. Message sort

Please, follow the general definition.



5.4. Cumulative Results

5.4.1. Description

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

This message is used for the Half Pipe competition.

5.4.2. Header Values

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

This cumulative results message is after event unit (Subtype and DocumentSubtype header attributes should be at event unit level).

5.4.3. Trigger and Frequency

Please, follow the general definition for event unit situation.

5.4.4. Message Structure

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

- N/A

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

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

5.4.5. Message Values

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

Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	Numeric	Cumulative rank of the competitor after the finalisation of the current event unit, so it takes into account the previous event units. This 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 points 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	N(3).N(1) 990.0	Best result of the two runs, after the finalisation of the current event unit.
	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.

5.4.6. Message sort

Please, follow the general definition.



5.5. Event Final Ranking

5.5.1. Description

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

5.5.2. Header Values

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

5.5.3. Trigger and Frequency

Please, follow the general definition.

5.5.4. Message Structure

The optional elements defined for this message in the ODF Light 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 Event Final Ranking optional attributes (defined in the ODF Light 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).N(2) 9990.00	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

5.5.6. Message sort

Please, follow the general definition.



5.6. Brackets

5.6.1. Description

This message is the Brackets message as described in the ODF Light 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.

5.6.2. Header Values

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

5.6.3. Trigger and Frequency

Please, follow the general definition.

5.6.4. Message Structure

The optional elements defined for this message in the ODF Light Messages Interface Document that should be included in the case of 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

5.6.5. Message Values

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

Element	Attribute	M/O	Value	Comments
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
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: <ul style="list-style-type: none"> • 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
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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

5.6.6. Message sort

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



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