



INTERNATIONAL OLYMPIC COMMITTEE

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# Olympic Data Feed

## Sochi 2014

### **ODF Snowboard Data Dictionary**

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Technology and Information Department  
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# Table of content

|   |           |
|---|-----------|
| <b>Table of content</b>   | <b>4</b>  |
| <b>1 Introduction</b>   | <b>7</b>  |
| 1.1 This document.....  | 7         |
| 1.2 Objective .....   | 7         |
| 1.3 Main Audience.....  | 7         |
| 1.4 Glossary .....  | 7         |
| 1.5 Related Documents.....  | 9         |
| <b>2 Overall Perspective</b>  | <b>10</b> |
| 2.1 Objective .....   | 10        |
| 2.2 End to End data flow .....  | 10        |
| <b>3 Messages</b>   | <b>11</b> |
| 3.1 Applicable Messages .....   | 11        |
| 3.2 Messages .....  | 13        |
| <b>3.2.1 List of participants by discipline / List of participants by discipline Update .....</b> | <b>13</b> |
| 3.2.1.1 Description .....   | 13        |
| 3.2.1.2 Header Values .....   | 13        |
| 3.2.1.2.1 PiT Header.....   | 13        |
| 3.2.1.3 Trigger and Frequency.....  | 14        |
| 3.2.1.3.1 PiT Triggers .....  | 14        |
| 3.2.1.4 Message Structure .....   | 15        |
| 3.2.1.5 Message Values.....   | 17        |
| 3.2.1.6 Message Sort.....   | 20        |
| <b>3.2.2 Start List.....</b>  | <b>21</b> |
| 3.2.2.1 Description .....   | 21        |
| 3.2.2.2 Header Values .....   | 21        |
| 3.2.2.2.1 PiT Header.....   | 21        |
| 3.2.2.3 Trigger and Frequency.....  | 22        |
| 3.2.2.3.1 PiT Triggers .....  | 22        |
| 3.2.2.4 Message Structure .....   | 23        |
| 3.2.2.5 Message Values.....   | 25        |
| 3.2.2.6 Message Sort.....   | 31        |
| <b>3.2.3 Event Unit Results .....</b>   | <b>32</b> |
| 3.2.3.1 Description .....   | 32        |
| 3.2.3.2 Header Values .....   | 32        |
| 3.2.3.2.1 PiT Header.....   | 32        |
| 3.2.3.2.2 RT Header .....   | 33        |
| 3.2.3.3 Trigger and Frequency.....  | 34        |
| 3.2.3.3.1 PiT Triggers .....  | 34        |
| 3.2.3.3.2 RT Triggers .....   | 34        |



|              |                                      |           |
|--------------|--------------------------------------|-----------|
| 3.2.3.4      | Message Structure .....              | 35        |
| 3.2.3.5      | Message Values.....                  | 36        |
| 3.2.3.6      | Message Sort.....                    | 42        |
| <b>3.2.4</b> | <b>Phase Results.....</b>            | <b>43</b> |
| 3.2.4.1      | Description .....                    | 43        |
| 3.2.4.2      | Header Values .....                  | 43        |
| 3.2.4.2.1    | PiT Header.....                      | 43        |
| 3.2.4.2.2    | RT Header .....                      | 44        |
| 3.2.4.3      | Trigger and Frequency.....           | 45        |
| 3.2.4.3.1    | PiT Triggers .....                   | 45        |
| 3.2.4.3.2    | RT Triggers .....                    | 45        |
| 3.2.4.4      | Message Structure.....               | 46        |
| 3.2.4.5      | Message Values.....                  | 47        |
| 3.2.4.6      | Message Sort.....                    | 50        |
| <b>3.2.5</b> | <b>Event Final Ranking.....</b>      | <b>51</b> |
| 3.2.5.1      | Description .....                    | 51        |
| 3.2.5.2      | Header Values .....                  | 51        |
| 3.2.5.2.1    | PiT Header.....                      | 51        |
| 3.2.5.3      | Trigger and Frequency.....           | 52        |
| 3.2.5.3.1    | PiT Triggers .....                   | 52        |
| 3.2.5.4      | Message Structure.....               | 53        |
| 3.2.5.5      | Message Values.....                  | 54        |
| 3.2.5.6      | Message Sort.....                    | 55        |
| <b>3.2.6</b> | <b>Event's Medallists .....</b>      | <b>56</b> |
| 3.2.6.1      | Description .....                    | 56        |
| 3.2.6.2      | Header Values .....                  | 56        |
| 3.2.6.2.1    | PiT Header.....                      | 56        |
| 3.2.6.3      | Trigger and Frequency.....           | 57        |
| 3.2.6.3.1    | PiT Triggers .....                   | 57        |
| 3.2.6.4      | Message Structure.....               | 58        |
| 3.2.6.5      | Message Values.....                  | 59        |
| 3.2.6.6      | Message Sort.....                    | 59        |
| <b>3.2.7</b> | <b>Brackets .....</b>                | <b>60</b> |
| 3.2.7.1      | Description .....                    | 60        |
| 3.2.7.2      | Header Values .....                  | 60        |
| 3.2.7.2.1    | PiT Header.....                      | 60        |
| 3.2.7.3      | Trigger and Frequency.....           | 61        |
| 3.2.7.3.1    | PiT Triggers .....                   | 61        |
| 3.2.7.4      | Message Structure.....               | 62        |
| 3.2.7.5      | Message Values.....                  | 64        |
| 3.2.7.6      | Message Sort.....                    | 66        |
| <b>3.2.8</b> | <b>Discipline Configuration.....</b> | <b>67</b> |
| 3.2.8.1      | Description .....                    | 67        |
| 3.2.8.2      | Header Values .....                  | 67        |
| 3.2.8.2.1    | PiT Header.....                      | 67        |
| 3.2.8.3      | Trigger and Frequency.....           | 68        |
| 3.2.8.3.1    | PiT Triggers .....                   | 68        |



|              |   |           |
|--------------|---|-----------|
| 3.2.8.4      | Message Structure .....                           | 69        |
| 3.2.8.5      | Message Values.....                               | 70        |
| 3.2.8.6      | Message Sort.....                                 | 74        |
| <b>3.2.9</b> | <b><i>Event Unit Weather Conditions</i></b> ..... | <b>75</b> |
| 3.2.9.1      | Description .....                                 | 75        |
| 3.2.9.2      | Header Values .....                               | 75        |
| 3.2.9.2.1    | PiT Header.....                                   | 75        |
| 3.2.9.3      | Trigger and Frequency.....                        | 76        |
| 3.2.9.3.1    | PiT Triggers .....                                | 76        |
| 3.2.9.4      | Message Structure.....                            | 77        |
| 3.2.9.5      | Message Values.....                               | 78        |
| 3.2.9.6      | Message Sort.....                                 | 78        |
| <b>4</b>     | <b>Messages Sequence</b> .....                    | <b>81</b> |
| <b>5</b>     | <b>Codes</b> .....                                | <b>82</b> |
| 5.1          | Global Codes.....                                 | 82        |
| 5.2          | Snowboard Codes.....                              | 84        |
| <b>6</b>     | <b>General definitions</b> .....                  | <b>87</b> |
| 6.1          | ODF Message Structure .....                       | 87        |
| 6.1.1        | <b><i>ODF Declaration</i></b> .....               | <b>87</b> |
| 6.1.2        | <b><i>ODF Header</i></b> .....                    | <b>87</b> |
| 6.1.3        | <b><i>ODF Body</i></b> .....                      | <b>89</b> |
| 6.2          | ODF Data Types and Formats .....                  | 92        |
| 6.2.1        | <b><i>Rules for rounding numbers</i></b> .....    | <b>93</b> |
| 6.2.2        | <b><i>Measures format</i></b> .....               | <b>94</b> |
| 6.2.3        | <b><i>Rules for measures conversion</i></b> ..... | <b>94</b> |
| 6.3          | ODF Message Update.....                           | 95        |
| <b>7</b>     | <b>DOCUMENT CONTROL</b> .....                     | <b>97</b> |
| 7.1          | File Reference .....                              | 97        |
| 7.2          | Version history.....                              | 97        |
| 7.3          | Change Log.....                                   | 97        |



# 1 Introduction

## 1.1 This document

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document

| Acronym                               | Description  |
|---------------------------------------|--|
| <b>IF or International Federation</b> | The international governing body of an Olympic Sport as recognized by the IOC  |
| <b>IOC</b>                            | International Olympic Committee  |
| <b>IPC</b>                            | International Paralympic Committee   |
| <b>NOC</b>                            | National Olympic Committee recognized as such by the IOC   |
| <b>NPC</b>                            | National Paralympic Committee as recognized by the IPC   |
| <b>ODF</b>                            | Olympic Data Feed  |
| <b>ODF Light</b>                      | It is a type of ODF message that includes extensions to standard ODF messages in order to resolve references between messages and common codes. These extensions facilitate the message processing for ODF customers |
| <b>ODF-PiT</b>                        | Olympic Data Feed Point in Time, messages that are generated at certain point during competition   |
| <b>ODF-RT</b>                         | Olympic Data Feed Real Time, messages that are generated when available  |
| <b>OPNS</b>                           | Olympic and Paralympic News Service  |
| <b>RSC</b>                            | Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.  |
| <b>Sport</b>                          | is administered by an international federation and can be composed of one or more disciplines  |



|      |                           |
|------|---------------------------|
| 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/COD001         | ODF Common Codes Document               | This document describes the ODF codes used across the rest of the ODF documents  |
| ODF/INT004         | ODF General Messages Interface Document | This document describes the ODF general messages   |



## 2 Overall Perspective

### 2.1 Objective

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

### 2.2 End to End data flow

In the following chapters, for each ODF message the general description, header values, triggers and frequency, structure, values and sort of the message will be defined.



## 3 Messages

### 3.1 Applicable Messages

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

- 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 “Feed” identifies the message feed (PiT for Point in Time messages, RT for Real Time messages and PDF for PDF messages)
- 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. 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   | Feed                   | Message extended  |
|--|--|------------------------|-------------------|
| DT_SCHEDULE                                  | Competition schedule   | PiT                    |                   |
| DT_SCHEDULE_UPDATE                           | Competition schedule update  | PiT                    |                   |
| <a href="#">DT_PARTIC / DT_PARTIC_UPDATE</a> | <a href="#">List of participants by discipline / List of participants by discipline Update</a> | <a href="#">PiT</a>    | <a href="#">X</a> |
| DT_MEDALS                                    | Medal standings  | PiT                    |                   |
| DT_MEDALLISTS_DAY                            | Medallists of the day  | PiT                    |                   |
| DT_GLOBAL_GM                                 | Global good morning  | PiT                    |                   |
| DT_GLOBAL_GN                                 | Global good night  | PiT                    |                   |
| <a href="#">DT_START_LIST</a>                | <a href="#">Start List</a>   | <a href="#">PiT</a>    | <a href="#">X</a> |
| <a href="#">DT_RESULT</a>                    | <a href="#">Event Unit Results</a>   | <a href="#">PiT/RT</a> | <a href="#">X</a> |
| <a href="#">DT_PHASE_RESULT</a>              | <a href="#">Phase Results</a>  | <a href="#">PiT/RT</a> | <a href="#">X</a> |
| <a href="#">DT_RANKING</a>                   | <a href="#">Event Final Ranking</a>  | <a href="#">PiT</a>    | <a href="#">X</a> |
| <a href="#">DT_MEDALLISTS</a>                | <a href="#">Event's Medallists</a>   | <a href="#">PiT</a>    | <a href="#">X</a> |
| DT_MEDALLISTS_DISCIPLINE                     | Medallists by discipline   | PiT                    |                   |
| DT_COMMUNICATION                             | Official Communication   | PiT                    |                   |
| <a href="#">DT_BRACKETS</a>                  | <a href="#">Brackets</a>   | <a href="#">PiT</a>    | <a href="#">X</a> |
| DT_GM  | Discipline/venue good morning  | PiT                    |                   |
| DT_GN  | Discipline/venue good night  | PiT                    |                   |
| <a href="#">DT_CONFIG</a>                    | <a href="#">Discipline Configuration</a>   | <a href="#">PiT</a>    | <a href="#">X</a> |
| <a href="#">DT_WEATHER</a>                   | <a href="#">Event Unit Weather Conditions</a>  | <a href="#">PiT</a>    | <a href="#">X</a> |
| DT_SERIAL                                    | List of Current PiT Serial   | PiT                    |                   |
| DT_RT_KA                                     | RT Discipline/Venue keep alive   | RT                     |                   |
| DT_PDF                                       | PDF Message  | PDF                    |                   |
| DT_PDF_GM                                    | PDF Discipline/Venue good morning  | PDF                    |                   |
| DT_PDF_GN                                    | PDF Discipline/Venue good night  | PDF                    |                   |



| Message Type  | Message Name                     | Feed | Message extended |
|---------------|----------------------------------|------|------------------|
| DT_PDF_SERIAL | List of Current PDF Serial       | PDF  |                  |
| DT_RT_GM      | RT Discipline/venue good morning | RT   |                  |
| DT_RT_GN      | RT Discipline/venue good night   | RT   |                  |



## 3.2 Messages

### 3.2.1 List of participants by discipline / List of participants by discipline Update

#### 3.2.1.1 Description

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

Although the participant participates in more than one event or more than one discipline, this message just contains all the information for the discipline of the message, although 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 point out 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 as it is being sent in the List of athletes by discipline message. The historical athletes will be used to match historical athlete information as it is 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.

This message also includes the historical team members of the historical teams' messages. It could happen these historical athletes would appear in this message just for this reason (being part of historical teams).

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

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

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

#### 3.2.1.2 Header Values

##### 3.2.1.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value                           | Comment                                    |
|--------------|---------------------------------|--|
| DocumentCode | DD0000000                       | DD is defined according to CC @Discipline  |
| DocumentType | DT_PARTIC /<br>DT_PARTIC_UPDATE | List of participants by discipline message |



| Attribute   | Value                         | Comment   |
|-------------|-------------------------------|---|
| Version     | 1..V                          | Version number associated to the message's content.<br>Ascendant number   |
| FeedFlag    | "P"-Production<br>"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        | MillisTime                    | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Serial      | Numeric                       | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.<br><br>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information  |
| Venue       | <a href="#">CC @VenueCode</a> | Venue where the message is generated.   |

### 3.2.1.3 Trigger and Frequency

#### 3.2.1.3.1 PiT Triggers

The DT\_PARTIC message is sent as a bulk message one month before the Games.

It is sent several times up to the date from what only DT\_PARTIC\_UPDATE messages are sent.

The DT\_PARTIC\_UPDATE message is triggered when there is a modification in a DT\_PARTIC bulk message sent before.



### 3.2.1.4 Message Structure

Following table defines the structure of the message.

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



| Level 1 | Level 2 | Level 3                | Level 4           | Level 5          | Level 6      |
|---------|---------|------------------------|-------------------|------------------|--------------|
|         |         |                        |                   | <i>Gender</i>    |              |
|         |         |                        |                   | <i>Event</i>     |              |
|         |         |                        |                   | <i>Bib</i>       |              |
|         |         |                        |                   | EventEntry (0,N) |              |
|         |         |                        |                   |                  | <b>Code</b>  |
|         |         |                        |                   |                  | <b>Type</b>  |
|         |         |                        |                   |                  | <b>Pos</b>   |
|         |         |                        |                   |                  | <i>Value</i> |
|         |         | OfficialFunction (0,N) |                   |                  |              |
|         |         |                        | <i>FunctionId</i> |                  |              |





### 3.2.1.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  |
|-----------|-----|---------------------------------|---------------------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition |

#### Participant

| Attribute  | M/O | Value                                   | Comments  |
|------------|-----|---|---|
| Code       | M   | S(20) with no leading zeroes            | <p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>  |
| Parent     | M   | S(20) with no leading zeroes            | <p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p> |
| Status     | O   | <a href="#">CC @AccreditationStatus</a> | <p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>  |
| GivenName  | O   | S(25)                                   | Given name in WNPA format (mixed case)  |
| FamilyName | M   | S(25)                                   | Family name in WNPA format (mixed case)   |



| Attribute             | M/O | Value                            | Comments   |
|-----------------------|-----|----------------------------------|--|
| 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  |
| Gender                | M   | <a href="#">CC @PersonGender</a> | Participant's gender   |
| Organisation          | M   | <a href="#">CC @Organisation</a> | Organisation ID  |
| BirthDate             | O   | YYYYMMDD                         | 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   | N(3)<br>999                      | Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.   |
| Weight                | O   | N(3)<br>999                      | Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.   |
| PlaceofBirth          | O   | S(75)                            | Place of Birth   |
| CountryofBirth        | O   | <a href="#">CC @Country</a>      | Country ID of Birth  |
| PlaceofResidence      | O   | S(75)                            | Place of Residence   |
| CountryofResidence    | O   | <a href="#">CC @Country</a>      | Country ID of Residence  |
| Nationality           | O   | <a href="#">CC @Country</a>      | Participant's nationality.<br><br>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   | <a href="#">CC @Function</a>     | Main function<br>In the Case of Current="true" this attribute is Mandatory.  |
| Current               | M   | boolean                          | It defines if a participant is participating in the games (true) or is a Historical participant (false).   |
| OlympicSolidarity     | O   | Y or N                           | Flag to indicating if the participant participates in the Olympic Scholarship program.   |
| ModificationIndicator | M   | N, U                             | Attribute is mandatory in the DT_PARTIC_UPDATE message only<br><br>N-New participant (in the case that this information comes as a late entry)<br>U-Update participant<br><br>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants<br><br>If ModificationIndicator='U', then update the |



| Attribute | M/O | Value | Comments  |
|-----------|-----|-------|---|
|           |     |       | <p>participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p> |

**Participant /Discipline**

Although any participating athlete will be assigned at least one discipline, it could be more. Any 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                          | Comments  |
|---------------------------|-----|--------------------------------|---|
| Code                      | M   | <a href="#">CC @Discipline</a> | It is the discipline code used to fill the OdfBody @DocumentCode attribute. |
| InternationalFederationId | O   | S(16)                          | FIS code of athlete for Snowboard   |

**Participant /Discipline /RegisteredEvent**

Any accredited athlete will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event.

Historical athletes are not register to any event.

| Attribute | M/O | Value                                | Comments   |
|-----------|-----|--------------------------------------|--|
| Gender    | M   | <a href="#">CC @DisciplineGender</a> | Discipline Gender Code   |
| Event     | M   | <a href="#">CC @Event</a>            | Event ID   |
| Bib       | O   | N(4)<br>9990                         | <p>Bib numbers are specified in start lists elements.</p> <p>Send it again when value known.</p> <p>When sending start list elements also send this element with this attribute filled with the value.</p> |

**Participant /Discipline /RegisteredEvent /EventEntry**

Send if there are specific athlete's event entries.

| Type    | Code     | Pos | Value                | Description   |
|---------|----------|-----|----------------------|---|
| E_ENTRY | E_RANK   |     | N(3)<br>990          | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send proposed code</p> <p>For @Pos:<br/>Do not send anything</p> <p>For @Value:<br/>FIS Rank.</p>  |
|         | E_POINTS |     | N(4).N(2)<br>9990.00 | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send proposed code</p> <p>For @Pos:<br/>Do not send anything</p> <p>For @Value:<br/>FIS Points</p> |
|         | E_STANCE |     | S(1)<br>G or R       | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:</p>  |



| Type | Code | Pos | Value | Description  |
|------|------|-----|-------|--|
|      |      |     |       | Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send G for Goofy (right foot forward on the board)<br>or R for Regular (left foot forward on the board). |

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_POINTS | FIS points  | Always, as soon as this information is known and this athlete has FIS points |
| E_ENTRY/ E_STANCE | The position of the competitor on the board. Goofy (right foot forward) or Regular (left foot forward). | Always.  |

**Participant /OfficialFunction**

Send if the official has optional functions. Do not send, otherwise.

| Attribute  | M/O | Value                        | Comments                            |
|------------|-----|------------------------------|-------------------------------------|
| FunctionId | M   | <a href="#">CC @Function</a> | Additional officials' function code |

**3.2.1.6 Message Sort**

The message is sorted by Participant @Code



### 3.2.2 Start List

#### 3.2.2.1 Description

The Start List is a message containing the list of competitors for one particular event unit (individual or team event unit).

The Start List is a mandatory message for all disciplines.

#### 3.2.2.2 Header Values

##### 3.2.2.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value  | Comment   |
|--------------|--|---|
| DocumentCode | DDGEEPUU   | The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).   |
| DocumentType | DT_START_LIST                                    | Start List message  |
| Version      | 1..V   | Version number associated to the message's content. Ascendant number  |
| FeedFlag     | "P"-Production<br>"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         | MillisTime                                       | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC</a><br><a href="#">@VenueCode</a> | Venue where the message is generated.   |
| Serial       | Numeric  | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.<br><br>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information  |



### 3.2.2.3 Trigger and Frequency

#### 3.2.2.3.1 PiT Triggers

As general rule, the message is sent as soon as the expected information is available:  
-event unit related information (PhaseInfos, UnitInfos, and Officials)  
-event unit related competitors.

Trigger also after any major change.

A major change in SBX is if the Jury change the starting order (when snowing, etc.)  
and the Snowseed assigned changes the StartOrder and SortOrder.



### 3.2.2.4 Message Structure

Following table defines the structure of the message.

| Level 1            | Level 2          | Level 3            | Level 4          | Level 5             | Level 6       | Level 7           |
|--------------------|------------------|--------------------|------------------|---------------------|---------------|-------------------|
| <b>Competition</b> |                  |                    |                  |                     |               |                   |
|                    | <i>Code</i>      |                    |                  |                     |               |                   |
|                    | PhaseInfos (0,1) |                    |                  |                     |               |                   |
|                    |                  | PhaseInfo (1,N)    |                  |                     |               |                   |
|                    |                  |                    | <b>Type</b>      |                     |               |                   |
|                    |                  |                    | <b>Code</b>      |                     |               |                   |
|                    |                  |                    | <b>Pos</b>       |                     |               |                   |
|                    |                  |                    | <i>Value</i>     |                     |               |                   |
|                    | UnitInfos (0,1)  |                    |                  |                     |               |                   |
|                    |                  | UnitDateTime (0,1) |                  |                     |               |                   |
|                    |                  |                    | <i>StartDate</i> |                     |               |                   |
|                    |                  | UnitInfo (0,N)     |                  |                     |               |                   |
|                    |                  |                    | <b>Type</b>      |                     |               |                   |
|                    |                  |                    | <b>Code</b>      |                     |               |                   |
|                    |                  |                    | <b>Pos</b>       |                     |               |                   |
|                    |                  |                    | <i>Value</i>     |                     |               |                   |
|                    |                  |                    | Competitor (0,N) |                     |               |                   |
|                    |                  |                    |                  | <i>Organisation</i> |               |                   |
|                    |                  |                    |                  | <i>Order</i>        |               |                   |
|                    |                  |                    |                  | Composition (0,1)   |               |                   |
|                    |                  |                    |                  |                     | Athlete (1,N) |                   |
|                    |                  |                    |                  |                     |               | <i>FamilyName</i> |
|                    |                  |                    |                  |                     |               | <i>GivenName</i>  |
|                    | Officials (0,1)  |                    |                  |                     |               |                   |
|                    |                  | Official (1,N)     |                  |                     |               |                   |
|                    |                  |                    | <i>Code</i>      |                     |               |                   |
|                    |                  |                    | <i>Function</i>  |                     |               |                   |
|                    |                  |                    | <i>Order</i>     |                     |               |                   |
|                    | Start (0,N)      |                    |                  |                     |               |                   |
|                    |                  | <i>StartOrder</i>  |                  |                     |               |                   |



| Level 1 | Level 2 | Level 3          | Level 4           | Level 5       | Level 6              | Level 7      |
|---------|---------|------------------|-------------------|---------------|----------------------|--------------|
|         |         | <i>SortOrder</i> |                   |               |                      |              |
|         |         | Competitor       |                   |               |                      |              |
|         |         |                  | <i>Code</i>       |               |                      |              |
|         |         |                  | <i>Type</i>       |               |                      |              |
|         |         |                  | <i>Bib</i>        |               |                      |              |
|         |         |                  | Composition (0,1) |               |                      |              |
|         |         |                  |                   | Athlete (1,N) |                      |              |
|         |         |                  |                   |               | <i>Code</i>          |              |
|         |         |                  |                   |               | <i>Order</i>         |              |
|         |         |                  |                   |               | <i>Bib</i>           |              |
|         |         |                  |                   |               | EventUnitEntry (0,N) |              |
|         |         |                  |                   |               |                      | <b>Type</b>  |
|         |         |                  |                   |               |                      | <b>Code</b>  |
|         |         |                  |                   |               |                      | <b>Pos</b>   |
|         |         |                  |                   |               |                      | <i>Value</i> |





### 3.2.2.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  |
|-----------|-----|---------------------------------|---------------------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition |

#### PhaseInfos /PhaseInfo

Phase info item associated to the event unit.

| Type  | Code            | Pos | Value   | Description  |
|-------|-----------------|-----|---|--|
| PI_SB | SB_PENALTY_TIME |     | MM:SS.hh<br>99:90.00<br>MM=minutes<br>SS=seconds<br>hh=hundredth<br>of second | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Penalty time applied according to sport rules. |

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

| Type/Code              | Description                                    | Expected                                      |
|------------------------|--|---|
| PI_SB/ SB_PENALTY_TIME | Penalty time applied according to sport rules. | Always in the case of Finals for PGS and PSL. |

#### UnitInfos /UnitDateTime

Scheduled start date and time.

| Attribute | M/O | Value    | Comments  |
|-----------|-----|----------|---|
| StartDate | M   | DateTime | Actual start date and time. For multiday units, the start time is on the first day. |

#### UnitInfos /UnitInfo

Unit info item associated to the event unit.

| Type  | Code               | Pos | Value                | Description   |
|-------|--------------------|-----|----------------------|---|
| UI_SB | SB_ALTITUDE_START  |     | N(4).N(2)<br>9990.99 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Start Altitude in meters  |
|       | SB_ALTITUDE_FINISH |     | N(4).N(2)<br>9990.99 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Finish Altitude in meters |
|       | SB_ALTITUDE_DROP   |     | N(4).N(2)<br>9990.99 | For @Type:<br>Send proposed type<br>For @Code:  |



| Type | Code                | Pos | Value                | Description   |
|------|---------------------|-----|----------------------|---|
|      |                     |     |                      | Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Vertical Drop in meters   |
|      | SB_LENGTH           |     | N(4).N(2)<br>9990.99 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Length of course in meters          |
|      | SB_COURSE_NAME      |     | S(50)                | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Name of the Course.                 |
|      | SB_WIDTH_WALLS      |     | N(4).N(2)<br>9990.99 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>HP Width wall to wall in meters     |
|      | SB_INCLINATION      |     | N(2).N(1)<br>90.0    | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>HP degrees of inclination          |
|      | SB_HEIGHT_WALLS     |     | N(4).N(2)<br>9990.99 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>HP inner height of walls in meters |
|      | SB_VERT_INCLINATION |     | N(2).N(2)<br>90.00   | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>HP degrees of vertical inclination |
|      | SB_HOMOLOGATION_NUM |     | S(40)                | For @Type:<br>Send proposed type<br>For @Code:  |



| Type | Code            | Pos | Value                      | Description   |
|------|-----------------|-----|----------------------------|---|
|      |                 |     |                            | Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Course Homologation Number PSL, PGS  |
|      | SB_GATES_NUM    |     | N(2)<br>90                 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Number of gates PSL, PGS   |
|      | SB_JUMPS_NUM    |     | N(2)<br>90                 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Number of jump features    |
|      | SB_JIBBING_NUM  |     | N(2)<br>90                 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Number of jibbing features |
|      | SB_FEATURES_NUM |     | N(2)<br>90                 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Number of features         |
|      | SB_FORERUNNERS  |     | Do not<br>send<br>anything | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Do not send anything       |

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

| Type/Code                 | Description                      | Expected              |
|---------------------------|----------------------------------|-----------------------|
| UI_SB/ SB_ALTITUDE_START  | Start altitude in meters         | Always, except for HP |
| UI_SB/ SB_ALTITUDE_FINISH | Finish altitude in meters        | Always, except for HP |
| UI_SB/ SB_ALTITUDE_DROP   | Vertical drop in meters          | Always, except for HP |
| UI_SB/ SB_LENGTH          | Course length in meters          | Always                |
| UI_SB/ SB_COURSE_NAME     | Course Name                      | Always                |
| UI_SB/ SB_WIDTH_WALLS     | Halfpipe width from wall to wall | Always. Only for HP   |



| Type/Code                  | Description                              | Expected                     |
|----------------------------|--|------------------------------|
| UI_SB/ SB_INCLINATION      | Halfpipe degrees of inclination          | Always. Only for HP          |
| UI_SB/ SB_HEIGHT_WALLS     | Halfpipe inner height of walls in meters | Always. Only for HP          |
| UI_SB/ SB_VERT_INCLINATION | Halfpipe degrees of vert inclination     | Always. Only for HP          |
| UI_SB/ SB_HOMOLOGATION_NUM | Course homologation number               | Always. Only for PSL and PGS |
| UI_SB/ SB_GATES_NUM        | Number of gates                          | Always. Only for PSL and PGS |
| UI_SB/ SB_JUMPS_NUM        | SBS Number of jump features              | Always. Only for SBS         |
| UI_SB/ SB_JIBBING_NUM      | SBS Number of jibbing features           | Always. Only for SBS         |
| UI_SB/ SB_FEATURES_NUM     | SBX Number of features                   | Always. Only for SBX         |
| UI_SB/ SB_FORERUNNERS      | Code used for Forerunners information    | Always                       |

**UnitInfos /UnitInfo /Competitor**

Just in the case of forerunners

| Attribute    | M/O | Value                            | Comments  |
|--------------|-----|----------------------------------|---|
| Organisation | M   | <a href="#">CC @Organisation</a> | Organisation ID of the forerunner associated to the UnitInfo/Competitor forerunner unit information |
| Order        | O   | N(3)                             | Order of the forerunner in the unit.  |

**UnitInfos /UnitInfo /Competitor /Composition /Athlete**

Just for the forerunners

| Attribute  | M/O | Value | Comments  |
|------------|-----|-------|---|
| FamilyName | O   | S(25) | Family name of the forerunner associated to the UnitInfo /Competitor forerunner unit information. |
| GivenName  | O   | S(25) | Given name of the forerunner associated to the UnitInfo /Competitor forerunner unit information.  |

**Officials /Official**

Official associated to the event unit.

| Attribute | M/O | Value                        | Comments  |
|-----------|-----|------------------------------|---|
| Code      | M   | S(20) with no leading zeroes | Key of the official, to uniquely identify this element  |
| Function  | M   | <a href="#">CC @Function</a> | Send according to the codes.<br>Use one of the following list:<br><br>For Jury:<br>FIS Technical Delegate<br>Head Judge<br>Chief of Competition<br>FIS Race Director<br>FIS Race Director/Referee<br>Start Referee<br>Finish Referee<br>Chief of Finish<br><br>For Officials:<br>FIS Assistant Race Director<br>Chief of Halfpipe<br>Halfpipe Technical Adviser |



| Attribute | M/O | Value   | Comments  |
|-----------|-----|---------|---|
|           |     |         | Assistant Head Judge<br>Judge 1<br>Judge 2<br>Judge 3<br>Judge 4<br>Judge 5<br>Judge 6<br><br>Chief of Parallel Giant Slalom<br>Chief of Parallel Slalom<br>Course Setter<br>Video Controller<br><br>Chief of Slopestyle<br>Course Designer<br><br>Chief of Course<br>Course Builder<br>Start Referee<br>Finish Referee |
| Order     | M   | Numeric | According to the Sport Rules  |

**Start**

For any start list, competitors will be sent as soon as known.

First information regarding to UnitInfo, UnitActions, etc might be sent before competitors (either single athletes or teams) are known. For this reason, Start is optional (temporally not including any competitor information).

| Attribute  | M/O | Value   | Comments  |
|------------|-----|---------|---|
| StartOrder | O   | Numeric | Start order of the competitor in the start list. For PGS, PSL Qualification and Elimination runs two athletes may have the same start order (as they run in parallel at the same time, one in each course, see @SortOrder).   |
| SortOrder  | M   | Numeric | In most cases, same as @StartOrder. However, in the case of the units of finals for PGS, PSL and SBX, it should be the sort order according to the brackets rules.<br>In the case of PGS and PSL qualification and elimination, it should alternate red course / blue course with consecutive numbering (no repeating) according to the @StartOrder attribute (StartOrder 1: SortOrder is 1 and 2; StartOrder 2: SortOrder is 3 and 4 and so on). |

**Start /Competitor**

Competitor participating in the event unit

| Attribute | M/O | Value                                   | Comments   |
|-----------|-----|---|--|
| Code      | M   | S(20) with no leading zeroes, TBD, Code | Competitor's ID, TBD in case that the competitor is not known. |
| Type      | M   | A                                       | A for athlete  |
| Bib       | O   | N(4) 9990                               | Competitor's bib number.                                       |



**Start /Competitor /Composition /Athlete**  
Athlete extended information

| Attribute | M/O | Value                        | Comments                           |
|-----------|-----|------------------------------|------------------------------------|
| Code      | M   | S(20) with no leading zeroes | Athlete's ID                       |
| Order     | M   | Numeric                      | For individual events it will be 1 |
| Bib       | M   | N(4)<br>9990                 | Bib number.                        |

**Start /Competitor /Composition /Athlete /EventUnitEntry**  
Individual athlete's event unit entry.

| Type   | Code         | Pos | Value                        | Description   |
|--------|--------------|-----|------------------------------|---|
| EUE_SB | SB_BIB_COLOR |     | <a href="#">CC @BibColor</a> | For @Type:<br>Send proposed type. Only for PGS, PSL and SBX<br>For @Code:<br>Send proposed Code<br>For @Pos:<br>Don't send anything.<br>For @Value:<br>Send one of CC @BibColor   |
|        | SB_IRM       |     | <a href="#">CC @IRM</a>      | For @Type:<br>Send proposed type. Only for PGS/PSL<br>Qualification and Elimination Runs.<br>For @Code:<br>Send proposed Code<br>For @Pos:<br>Don't send anything.<br>For @Value:<br>IRM for the particular event unit.               |
|        | SB_HEAT      |     | N(1)<br>9                    | For @Type:<br>Send proposed type.<br>For @Code:<br>Send proposed Code<br>For @Pos:<br>Don't send anything.<br>For @Value:<br>Consecutive number of heat/pair. For HP/SBS (in case of Heats format) and PGS/PSL(Pair)/SBX(Heat) Finals |
|        | SB_SNOWSEED  |     | S(1)<br>Y or N               | For @Type:<br>Send proposed type.<br>For @Code:<br>Send proposed Code<br>For @Pos:<br>Don't send anything.<br>For @Value:<br>If athlete is assigned a Snowseed send Y, otherwise send N   |

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

| Type/Code            | Description | Expected   |
|----------------------|-------------|--|
| EUE_SB/ SB_BIB_COLOR | Bib Color   | Always in the case of PGS and PSL (for red and blue); for SBX, not for Qualification phase but for all final phases. |
| EUE_SB/ SB_IRM       | IRM         | PGS/PSL Qualification and  |



| Type/Code           | Description   | Expected  |
|---------------------|---|---|
|                     |   | Elimination Runs.   |
| EUE_SB/ SB_HEAT     | Heat or Pair Number   | For HP/SBS (in case of Heats format) it is the Heat number 1 or 2; for PGS/PSL(Pair)/ SBX(Heat) Finals is the consecutive number of the pairs/heats: in 1/8 Finals from 1 to 8, in Quarterfinals from 9 to 12, etc. |
| EUE_SB/ SB_SNOWSEED | Snowseed: In extraordinary conditions, the Jury may change the starting order (when snowing, etc.). A group of at least six competitors, nominated in advance, start before start number one. These six competitors are drawn from among the last 20% of the start list. They will start in reverse order of their start numbers. | Just for SBX.   |

### 3.2.2.6 Message Sort

The message is sort by the Start@SortOrder attribute.



### 3.2.3 Event Unit Results

#### 3.2.3.1 Description

The Event Unit Results is a message containing the results of the competitors in one (individual or team) event unit.

The Event Unit Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

#### 3.2.3.2 Header Values

##### 3.2.3.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value   | Comment   |
|--------------|---|---|
| DocumentCode | DDGEEPUU  | DD according to CC @Discipline<br>G according to CC @DisciplineGender<br>EEE according to CC @Event<br>P according to CC @Phase<br>UU according to CC @Unit   |
| DocumentType | DT_RESULT   | Event Unit Results message  |
| ResultStatus | <a href="#">CC</a><br><a href="#">@ResultStatus</a> | It indicates whether the result is official or unofficial (or intermediate, interim, partial).<br>"OFFICIAL" /<br>"UNOFFICIAL" /<br>"INTERMEDIATE" /<br>"INTERIM"/<br>"PARTIAL"   |
| Version      | 1..V  | Version number associated to the message's content. Ascendant number  |
| FeedFlag     | "P"-Production<br>"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         | MillisTime  | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |





| Attribute       | Value  | Comment  |
|-----------------|--|--|
| Venue           | <a href="#">CC</a><br><a href="#">@VenueCode</a> | Venue where the message is generated.  |
| DocumentSubtype | N/A  | Not used in SB   |
| Serial          | Numeric  | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.<br><br>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information |

### 3.2.3.2.2 RT Header

The following table describes the ODF header attributes

| Attribute    | Value   | Comment   |
|--------------|---|---|
| DocumentCode | DDGEEPUU  | DD according to CC @Discipline<br>G according to CC @DisciplineGender<br>EEE according to CC @Event<br>P according to CC @Phase<br>UU according to CC @Unit   |
| DocumentType | DT_RT_RESULT  | Event Unit Real Time Results message  |
| ResultStatus | <a href="#">CC</a><br><a href="#">@ResultStatus</a> | It indicates whether the result is live update or live full (or live Mandatory, Live Last).<br>"LIVE_UPDATE" /<br>"LIVE_FULL" /<br>"LIVE_MANDATORY" /<br>"LIVE_LAST"  |
| Version      | 1..V  | Version number associated to the message's content. Ascendant number  |
| FeedFlag     | "P"-Production<br>"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         | MillisTime  | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC</a><br><a href="#">@VenueCode</a>    | Venue where the message is generated.   |
| RTSerial     | Numeric   | Incremental and unique sequence number for ODF-RT messages.   |
| Serial       | Numeric   | Sequence number for ODF-PiT messages.   |



| Attribute | Value | Comment  |
|-----------|-------|--|
|           |       | <p>Serial starts with 1 each day session at every different venue.</p> <p>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information</p> |

### 3.2.3.3 Trigger and Frequency

#### 3.2.3.3.1 PiT Triggers

Follow the general rule.

- o Only there is an exception for Halfpipe Qualification, the message will be sent also as "PARTIAL" after Heat 1 in men.

Then proceed with unofficial and official results, as expected.

#### 3.2.3.3.2 RT Triggers

For ResultStatus=LIVE\_UPDATE:

- o T1: Trigger at the beginning of the unit.
- o T2: Trigger as soon as athlete starts (is on course).
- o T3: Trigger as soon as the time or points is available for an athlete or there is change in athlete's rank (crosses an intermediate point or finish line).

•For ResultStatus=LIVE\_FULLL

Send as it will be defined for each RT transmission in the parameters of the DT\_RT\_GM message.

•For ResultStatus=LIVE\_MANDATORY

It is sent when a correction in the previous messages has to be done.

•For ResultStatus=LIVE\_LAST

Send as the last message (that indicates that no new messages are expected for the given ODF unique key, unless something unexpected, that needs correction of previous messages data, happens while the transmission is still open (Good night message has not been sent)).



### 3.2.3.4 Message Structure

Following table defines the structure of the message.

| Level 1            | Level 2         | Level 3                  | Level 4          | Level 5       | Level 6               | Level 7              | Level 8      |
|--------------------|-----------------|--------------------------|------------------|---------------|-----------------------|----------------------|--------------|
| <b>Competition</b> |                 |                          |                  |               |                       |                      |              |
|                    | <i>Code</i>     |                          |                  |               |                       |                      |              |
|                    | UnitInfos (0,1) |                          |                  |               |                       |                      |              |
|                    |                 | UnitDateTime (0,1)       |                  |               |                       |                      |              |
|                    |                 |                          | <b>StartDate</b> |               |                       |                      |              |
|                    |                 |                          | <i>EndDate</i>   |               |                       |                      |              |
|                    | Result (1,N)    |                          |                  |               |                       |                      |              |
|                    |                 | <i>Rank</i>              |                  |               |                       |                      |              |
|                    |                 | <i>RankEqual</i>         |                  |               |                       |                      |              |
|                    |                 | <i>Result</i>            |                  |               |                       |                      |              |
|                    |                 | <i>IRM</i>               |                  |               |                       |                      |              |
|                    |                 | <i>QualificationMark</i> |                  |               |                       |                      |              |
|                    |                 | <i>SortOrder</i>         |                  |               |                       |                      |              |
|                    |                 | <i>ResultType</i>        |                  |               |                       |                      |              |
|                    |                 | Competitor (1,N)         |                  |               |                       |                      |              |
|                    |                 |                          | <b>Code</b>      |               |                       |                      |              |
|                    |                 |                          | <i>Type</i>      |               |                       |                      |              |
|                    |                 |                          | <i>Bib</i>       |               |                       |                      |              |
|                    |                 |                          | Composition      |               |                       |                      |              |
|                    |                 |                          |                  | Athlete (1,N) |                       |                      |              |
|                    |                 |                          |                  |               | <b>Code</b>           |                      |              |
|                    |                 |                          |                  |               | <i>Order</i>          |                      |              |
|                    |                 |                          |                  |               | <i>Bib</i>            |                      |              |
|                    |                 |                          |                  |               | ExtendedResults (0,1) |                      |              |
|                    |                 |                          |                  |               |                       | ExtendedResult (1,N) |              |
|                    |                 |                          |                  |               |                       |                      | <b>Type</b>  |
|                    |                 |                          |                  |               |                       |                      | <b>Code</b>  |
|                    |                 |                          |                  |               |                       |                      | <b>Pos</b>   |
|                    |                 |                          |                  |               |                       |                      | <i>Value</i> |



### 3.2.3.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  | RT Only | RT Trigger     |
|-----------|-----|---------------------------------|---------------------------|---------|----------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition | N       | When available |

#### UnitInfos /UnitDateTime

Actual start –and/or end- dates and times.

This element is just for PiT.

| Attribute | M/O | Value    | Comments   | RT Only | RT Trigger     |
|-----------|-----|----------|--|---------|----------------|
| StartDate | O   | DateTime | Actual start date-time. For multi-day units, the start date-time is on the first day.<br><br>Not needed for Real Time.                             | N       | When available |
| EndDate   | O   | DateTime | Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL)<br><br>Not needed for Real Time. | N       | When available |

#### Result

For each Event Unit Results message, there must be at least one competitor being awarded with a result in the event unit.

| Attribute | M/O | Value   | Comments   | RT Only | RT Trigger        |
|-----------|-----|---|--|---------|-------------------|
| Rank      | O   | Text  | Rank of the competitor in the result. It should be noticed that in the case of the PGS, PSL – Qualification Run, ranks are assigned independently for red course / blue course, and for this reason, two competitors could have the same rank despite of having different times, according to their participation in either the red course or the blue course. | N       | T1, T3            |
| RankEqual | O   | Y or N  | It identifies if a rank has been equalled.<br><br>For Pit, send just 'Y' for equalled ranks.   | N       | Only if necessary |
| Result    | O   | MM:SS.hh<br>99:90.00<br>Or<br>N(3).N(2)<br>900.90 | Result for the particular event unit. Send just in the case @ResultType is TIME in the case of PGS, PSL and SBX (for just applies for Qualification has if proceed) or POINTS in the case of HP and SBS (see codes section). Don't send this attribute if the @ResultType is RANK. MM is minutes, SS is seconds, hh is hundred of second                       | N       | T3                |
| IRM       | O   | <a href="#">CC @IRM</a>                           | IRM for the particular event unit. Send just in the case @ResultType is IRM  | N       | T3                |



| Attribute         | M/O | Value                                 | Comments   | RT Only | RT Trigger        |
|-------------------|-----|---------------------------------------|--|---------|-------------------|
|                   |     |                                       | (see codes section).   |         |                   |
| QualificationMark | O   | <a href="#">CC @QualificationMark</a> | Not used for Snowboard in this message.  | N       | Only if necessary |
| SortOrder         | M   | Numeric                               | Used to sort all results in an event unit. For Real Time attribute is optional, because it should not be informed if ResultType is empty, as defined for the ResultType attribute.<br>In the case of the PGS,PSL – Qualification Run, for the same rank, it will be listed first the participant in the red course, and then the participant in the blue course.<br>Also for Real Time, any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes/team).    | N       | Always            |
| ResultType        | O   | <a href="#">CC @ResultType</a>        | Result type, either TIME (SBX Seeding runs, PGS and PSL Qualification and Elimination runs), POINTS (HP and SBS), RANK (PG, PSL and SBX Finals), or IRM for the corresponding event unit.<br>For Real Time, when the message arrives (to include some extended results for a particular kind of competitor), no attributes at Result element level will be included if ResultType attribute is empty. In this case, it means it is not being sent data for the Result element. On the contrary, if ResultType is informed, and the other attributes are blank, it is assumed these attributes are being reset. | N       | T3                |

**Result /Competitor**

Competitor related to the result of one event unit.

| Attribute | M/O | Value                               | Comments  | RT Only | RT Trigger        |
|-----------|-----|-------------------------------------|---|---------|-------------------|
| Code      | M   | S(20) with no leading zeroes or TBD | Competitor's ID or TBD in case that the competitor is unknown | N       | Only if necessary |
| Type      | M   | A                                   | A for athlete   | N       | Only if necessary |
| Bib       | M   | N(4) 9990                           | Competitor's bib number.                                      | N       | Only if necessary |

**Result /Competitor /Composition /Athlete**

| Attribute | M/O | Value                        | Comments     | RT Only | RT Trigger        |
|-----------|-----|------------------------------|--------------|---------|-------------------|
| Code      | M   | S(20) with no leading zeroes | Athlete's ID | N       | Only if necessary |



| Attribute | M/O | Value        | Comments                           | RT Only | RT Trigger        |
|-----------|-----|--------------|------------------------------------|---------|-------------------|
| Order     | M   | Numeric      | For individual events it will be 1 | N       | Only if necessary |
| Bib       | M   | N(4)<br>9990 | Bib number                         | N       | Only if necessary |

**Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult**

Individual athlete's extended result.

| Type  | Code                 | Pos       | Value                | Description   |
|-------|----------------------|-----------|----------------------|---|
| ER_SB | SB_DIFF              | N(1)<br>9 | MM:SS.hh<br>99:90.00 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Run Number in the heat (1 or 2) only for Qualification (PGS and PSL)<br>For @Value:<br>Time difference (do not send for Result @Rank=1)<br>In case of tie, send 0.00 for both competitors.<br>- in qualification: time difference between the time of the rider and the best rider on the same course.<br>- in finals: time difference between the time of the rider and the rider from the same pair, but on the other course.<br>MM=minutes SS=seconds<br>hh=hundredth of second |
|       | SB_JUDGE             | N(1)<br>9 | N(3)<br>900          | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code.<br>For @Pos:<br>Send judge number, from 1 to 6<br>For @Value:<br>Send points from the judge identified by @Pos  |
|       | SB_SPLIT_RESULT_TIME | N(1)<br>9 | MM:SS.hh<br>99:90.00 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code.<br>For @Pos:<br>Send the intermediate point (1,2,3...)<br>For @Value:<br>Time at the split position<br>MM=minutes<br>SS=seconds<br>hh=hundredth of second   |
|       | SB_SPLIT_RESULT_RANK | N(1)<br>9 | N(2)<br>90           | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code.<br>For @Pos:<br>Send the intermediate point (1,2,3...)<br>For @Value:   |



| Type | Code             | Pos       | Value               | Description   |
|------|------------------|-----------|---------------------|---|
|      |                  |           |                     | Rank of the competitor in the split (if SB_SPLIT_RESULT_TIME exists)  |
|      | SB_ADVANCED      |           | S(1)<br>Y or N      | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code.<br>For @Pos:<br>Do not send anything<br>For @Value:<br>"Y" to indicate the competitor who is advanced to the next phase as a result of a tie-break or otherwise.                                |
|      | SB_CURRENT       | N(1)<br>9 | S(1)<br>Y or N      | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Send current order, from 1 to 4. Only for SBX.<br>Do not send anything for PSL & PGS, HP & SBS<br>For @Value:<br>Send Y for the current athlete (see further description below) |
|      | SB_LAST_SCORED   |           | S(1)<br>Y or N      | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Send Y for the most recent score   |
|      | SB_NEXT          |           | S(1)<br>Y or N      | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Send Y for the next athlete  |
|      | SB_JUDGE_DISCARD | N(1)<br>9 | S(1)<br>Y or N      | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code.<br>For @Pos:<br>Send judge number, from 1 to 6<br>For @Value:<br>Send Y if points from the judge identified by @Pos are discarded (highest or lowest).  |
|      | SB_TIEBRK_PTS    |           | N(3).N(2)<br>990.00 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @ Pos:<br>Do not send anything<br>For @Value:<br>Should be the tie-break points of the run  |



| Type | Code            | Pos | Value  | Description  |
|------|-----------------|-----|--|--|
|      |                 |     |  | which breaks the tie, or the total score of worst run depending on the criteria which breaks the tie.  |
|      | SB_DQP          |     | S(1)<br>Y or N   | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code.<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send Y if the athlete is potentially disqualified.<br>Only RT   |
|      | SB_PFR          |     | S(1)<br>Y or N   | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code.<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send Y if Photo has been evaluated.<br>Send P if Photo is under evaluation.<br>Send N if no Photo is required.<br>Only RT |
|      | SB_TIEBRKNG_FOR |     | MM:SS.hh<br>99:90.00<br>(PGS, PSL)<br>MM=minutes<br>SS=seconds<br>hh=hundredth<br>of second<br><br>Or<br><br>N(2)<br>90<br>(HP, SBS,<br>SBX) | For @Type:<br>Send proposed Type<br>For @Code:<br>Send proposed Code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Tied time (PGS, PSL) or tied rank (HP, SBS,<br>SBX) to break   |
|      | SB_RE_RUN       |     | S(1)<br>Y or N   | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code.<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send Y if Re-Run has been given to athlete.<br>Only RT  |

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

| Type/Code       | Description  | Expected  | RT Only | RT Trigger |
|-----------------|--|---|---------|------------|
| ER_SB/ SB_DIFF  | Time difference (difference in regards to the total time for PGS and PSL). | Always in the case of PGS or PSL, except for rank=1 | N       | T3         |
| ER_SB/ SB_JUDGE | Points from a particular judge   | Always just in the case of HP and SBS               | N       | T3         |





| Type/Code                      | Description   | Expected  | RT Only | RT Trigger |
|--------------------------------|---|---|---------|------------|
| ER_SB/<br>SB_SPLIT_RESULT_TIME | Result at the split position  | In SBX, just for Seeding phase. Optional for PGS/PSL Qualification, Elimination and Final phases. | N       | T3         |
| ER_SB/<br>SB_SPLIT_RESULT_RANK | Rank at the split position  | In SBX, just for Seeding phase. Optional for PGS/PSL Qualification, Elimination and Final phases. | N       | T3         |
| ER_SB/ SB_ADVANCED             | Competitor who is advance to the next Phase   | For PGS and PSL Finals (phases 4,3,2,1) in case of tie-break.                                     | N       | T3         |
| ER_SB/ SB_CURRENT              | Current competitor on course. During Run should be set to Y when the competitor (who has SB_NEXT to Y) enters in the course. Should be set to N when the competitor is not on course (this will happen when the competitor gets his/her result) and sets his/her SB_LAST_SCORED value to Y                                  | Always  | Y       | T2, T3     |
| ER_SB/<br>SB_LAST_SCORED       | Most recent score. During Run should be set to Y when the competitor gets the Result. Should be set to N when another competitor sets his/her SB_LAST_SCORED value to Y.  | Always  | Y       | T3         |
| ER_SB/ SB_NEXT                 | Next Competitor. Before the start of the Unit should set to Y for the first competitor to start when is presented. During Run should be set to Y when previous competitor becomes current. Should be set to N when another competitor sets his/her SB_NEXT value to Y (this will happen when a competitor becomes current). | Always  | Y       | T2, T3     |
| ER_SB/<br>SB_JUDGE_DISCARD     | HP,SBS: points from judge discarded (Y,N)   | Always just in case of HP and SBS.  | N       | T3         |
| ER_SB/ SB_TIEBRK_PTS           | Tie-break points of the run according to rules  | Only HP and SBS all phases for athletes in a tie  | N       | T3         |
| ER_SB/ SB_DQP                  | Athlete is potentially disqualified (Y,N)   | Always  | Y       | T3         |
| ER_SB/ SB_PFR                  | Photo Finish is Required (Y,P,N)  | Always for SBX  | Y       | T3         |
| ER_SB/<br>SB_TIEBRKNG_FOR      | Affected tie-breaking for, PGS & PSL: Time HP, SBS & SBX: Rank  | Only for athlete in a tie   | N       | T3         |
| ER_SB/ SB_RE_RUN               | Athlete has a Re-run option (Y/N)   | Affected SBX (Qualification),   | Y       | T3         |



| Type/Code | Description | Expected             | RT Only | RT Trigger |
|-----------|-------------|----------------------|---------|------------|
|           |             | PGS/PSL (All Phases) |         |            |

### 3.2.3.6 Message Sort

Sort by Result @SortOrder



### 3.2.4 Phase Results

#### 3.2.4.1 Description

The Phase Results is a message containing the results for the list of competitors in a particular phase.

The Phase results message is a generic message for all sports, including as much generic information as possible, considering results may have substantial differences between different disciplines and events (example: score of a match, time in a race, distance in a throw, etc.).

#### 3.2.4.2 Header Values

##### 3.2.4.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value                            | Comment   |
|--------------|----------------------------------|---|
| DocumentCode | DDGEEEP00                        | DD according to CC @Discipline<br>G according to CC @DisciplineGender<br>EEE according to CC @Event<br>P according to CC @Phase   |
| DocumentType | DT_PHASE_RESULT                  | Phase Results message   |
| ResultStatus | <a href="#">CC @ResultStatus</a> | It indicates whether the result is interim, partial, official or unofficial.<br>"INTERIM" /<br>"PARTIAL" /<br>"OFFICIAL" /<br>"UNOFFICIAL"  |
| Version      | 1..V                             | Version number associated to the message's content. Ascendant number  |
| FeedFlag     | "P"-Production<br>"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         | MillisTime                       | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC @VenueCode</a>    | Venue where the message is generated.   |



| Attribute | Value   | Comment  |
|-----------|---------|--|
| Serial    | Numeric | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.<br><br>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information |

### 3.2.4.2.2 RT Header

The following table describes the ODF header attributes

| Attribute    | Value                            | Comment   |
|--------------|----------------------------------|---|
| DocumentCode | DDGEEEP00                        | DD according to CC @Discipline<br>G according to CC @DisciplineGender<br>EEE according to CC @Event<br>P according to CC @Phase   |
| DocumentType | DT_RT_PHASE_RESULT               | Real Time Phase Results message   |
| ResultStatus | <a href="#">CC @ResultStatus</a> | It indicates whether the result is live update or live full (or live Mandatory, Live Last).<br>"LIVE_UPDATE" /<br>"LIVE_FULL" /<br>"LIVE_MANDATORY" /<br>"LIVE_LAST"  |
| Version      | 1..V                             | Version number associated to the message's content.<br>Ascendant number   |
| FeedFlag     | "P"-Production<br>"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         | MillisTime                       | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC @VenueCode</a>    | Venue where the message is generated.   |
| RTSerial     | Numeric                          | Incremental and unique sequence number for ODF-RT messages.   |
| Serial       | Numeric                          | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.  |



| Attribute | Value | Comment  |
|-----------|-------|--|
|           |       | In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information |

### 3.2.4.3 Trigger and Frequency

#### 3.2.4.3.1 PiT Triggers

This message is sent like follows:

ResultStatus "INTERIM": HP and SS for unit that are not the last unit of the phase.

ResultStatus "PARTIAL": Rest of events for unit that are not the last unit of the phase.

ResultStatus "UNOFFICIAL"/"OFFICIALS" just at the end of the last unit of the phase.

Trigger also after any major change.

#### 3.2.4.3.2 RT Triggers

For ResultStatus=LIVE\_UPDATE:

- o T1: Trigger at the beginning of the unit.
- o T2: Trigger as soon as athlete starts (is on course).
- o T3: Trigger as soon as the time or points is available for an athlete or there is change in athlete's rank (crosses an intermediate point or finish line).

•For ResultStatus=LIVE\_FULL:

Send as it will be defined for each RT transmission in the parameters of the DT\_RT\_GM message.

•For ResultStatus=LIVE\_MANDATORY

Send when a correction in the previous messages has been done.

•For ResultStatus=LIVE\_LAST

Send as the last message (that indicates that no new messages are expected for the given ODF unique key, unless something unexpected, that needs correction of previous messages data, happens while the transmission is still open (Good night message has not been sent)).



**3.2.4.4 Message Structure**

Following table defines the structure of the message.

| Level 1            | Level 2      | Level 3                  | Level 4           | Level 5       | Level 6               | Level 7              | Level 8      |
|--------------------|--------------|--------------------------|-------------------|---------------|-----------------------|----------------------|--------------|
| <b>Competition</b> |              |                          |                   |               |                       |                      |              |
|                    | <i>Code</i>  |                          |                   |               |                       |                      |              |
|                    | Result (1,N) |                          |                   |               |                       |                      |              |
|                    |              | <i>Rank</i>              |                   |               |                       |                      |              |
|                    |              | <i>RankEqual</i>         |                   |               |                       |                      |              |
|                    |              | <i>ResultType</i>        |                   |               |                       |                      |              |
|                    |              | <i>Result</i>            |                   |               |                       |                      |              |
|                    |              | <i>IRM</i>               |                   |               |                       |                      |              |
|                    |              | <i>QualificationMark</i> |                   |               |                       |                      |              |
|                    |              | <i>SortOrder</i>         |                   |               |                       |                      |              |
|                    |              | Competitor               |                   |               |                       |                      |              |
|                    |              |                          | <b>Code</b>       |               |                       |                      |              |
|                    |              |                          | <i>Type</i>       |               |                       |                      |              |
|                    |              |                          | <i>Bib</i>        |               |                       |                      |              |
|                    |              |                          | Composition (0,1) |               |                       |                      |              |
|                    |              |                          |                   | Athlete (1,N) |                       |                      |              |
|                    |              |                          |                   |               | <b>Code</b>           |                      |              |
|                    |              |                          |                   |               | <i>Order</i>          |                      |              |
|                    |              |                          |                   |               | <i>Bib</i>            |                      |              |
|                    |              |                          |                   |               | ExtendedResults (0,1) |                      |              |
|                    |              |                          |                   |               |                       | ExtendedResult (1,N) |              |
|                    |              |                          |                   |               |                       |                      | <b>Type</b>  |
|                    |              |                          |                   |               |                       |                      | <b>Code</b>  |
|                    |              |                          |                   |               |                       |                      | <b>Pos</b>   |
|                    |              |                          |                   |               |                       |                      | <i>Value</i> |



### 3.2.4.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  | RT Only | RT Trigger     |
|-----------|-----|---------------------------------|---------------------------|---------|----------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition | N       | When available |

#### Result

For any Phase Results message, there should be at least one competitor being awarded a result for the phase.

| Attribute         | M/O | Value   | Comments   | RT Only | RT Trigger   |
|-------------------|-----|---|--|---------|--|
| Rank              | O   | Numeric   | Rank of the competitor in the phase. In case of HP/SBS with two heats format and PGS/PSL/SBX Final phases, it is the rank of competitor within his/her heat/pair (two competitors will have same rank in phase). In case of PGS/PSL and SBX Finals it is the rank of competitor<br>This attribute is optional because the skier may have got an invalid rank mark. | N       | T3   |
| RankEqual         | O   | Y or N  | It identifies if a rank has been equalled.   | N       | Only if necessary  |
| ResultType        | O   | <a href="#">CC @ResultType</a>                    | Result type, either TIME (SBX Seeding runs, PGS and PSL Qualification and Elimination runs), POINTS (HP and SBS), RANK (PGS and PSL Finals), or IRM for the corresponding event unit. Send this attribute if there is Result or IRM.   | N       | T3   |
| Result            | O   | MM:SS.hh<br>99:90.00<br>Or<br>N(3).N(2)<br>900.90 | The result of the competitor in the phase.<br>It is the total time for PGS and PSL, best score for HP and SBS and best time for SBX.<br>Send just in the case @ResultType is Time in the case of PGS, PSL and SBX or Points in the case of HP and SBS (see codes section).<br>MM is minutes, SS is seconds, hh is hundreds of second.                              | N       | T3   |
| IRM               | O   | <a href="#">CC @IRM</a>                           | The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM (see codes section).   | N       | T3   |
| QualificationMark | O   | <a href="#">CC @QualificationMark</a>             | Send just in the case the competitor qualified according to the codes. It will be basically used after second runs (SBX, HP and SBS), as well as in the Elimination run in PGS and PSL.  | N       | Send when information is known and it is not going to change, for example, if there are 20 |



| Attribute | M/O | Value   | Comments  | RT Only | RT Trigger  |
|-----------|-----|---------|---|---------|---|
|           |     |         |   |         | athletes competing and 6 are qualifying, when the 15th competitor finishes there is one competitor that is going to qualify for sure. |
| SortOrder | M   | Numeric | Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes. In case of HP/SBS with two heats format and PGS/PSL/SBX Final phases, where two competitors will have same rank in phase, it will be listed (sorted) by heat/pair (first lower heat/pair). | N       | Always  |

**Result /Competitor**

Competitor related to one phase result.

| Attribute | M/O | Value                        | Comments                 | RT Only | RT Trigger        |
|-----------|-----|------------------------------|--------------------------|---------|-------------------|
| Code      | M   | S(20) with no leading zeroes | Competitor's ID          | N       | Only if necessary |
| Type      | M   | A                            | A for athlete            | N       | Only if necessary |
| Bib       | M   | N(4) 9990                    | Competitor's bib number. | N       | Only if necessary |

**Result /Competitor /Composition /Athlete**

| Attribute | M/O | Value                        | Comments                 | RT Only | RT Trigger        |
|-----------|-----|------------------------------|--------------------------|---------|-------------------|
| Code      | M   | S(20) with no leading zeroes | Athlete's ID             | N       | Only is necessary |
| Order     | M   | Numeric                      | Always 1                 | N       | Only is necessary |
| Bib       | M   | N(4) 9990                    | Competitor's bib number. | N       | Only if necessary |

**Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult**

Individual athlete's extended result when Competitor @Type="A" according to competitors' rules.

| Type  | Code    | Pos | Value  | Description  |
|-------|---------|-----|--|--|
| ER_SB | SB_DIFF |     | MM:SS.hh<br>99:90.00<br>MM=minutes<br>SS=seconds<br>hh=hundredth of second | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value: |





| Type | Code              | Pos       | Value               | Description  |
|------|-------------------|-----------|---------------------|--|
|      |                   |           |                     | Time difference (do not send for Result @Rank=1) It is the time difference in regards to the total time for PGS, PSL (Qualification phase) and best time for SBX (Seeding phase).  |
|      | SB_BEST_RUN       |           | N(1)<br>0           | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Send "0" to set undefined (in case of IRM for both runs) the best run<br>Send "1" to set run 1 as best<br>Send "2" to set run 2 as best  |
|      | SB_COURSE_RANK    | N(1)<br>9 | N(2)<br>90          | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>1 Blue, 2 Red<br>For @Value:<br>Rank within course given by @Pos  |
|      | SB_COURSE_ERANK   | N(1)<br>9 | S(1)<br>Y,N         | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>1 Blue, 2 Red<br>For @Value:<br>Equalled Rank for SB_COURSE_RANK given by @Pos.   |
|      | SB_COURSE_IDX     | N(1)<br>9 | N(2)<br>90          | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>1 Blue, 2 Red<br>For @Value:<br>Order of the athlete within course related to the SB_COURSE_RANK given by @Pos  |
|      | SB_TIEBRK_PTS     |           | N(3).N(2)<br>990.00 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Tie break points (HP and SBS). Should be the tie-break points of the run which breaks the tie, or the total score of worst run depending on the criteria which breaks the tie. |
|      | SB_LAST_QUALIFIED |           | S(1)<br>Y or N      | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:  |



| Type | Code         | Pos       | Value      | Description   |
|------|--------------|-----------|------------|---|
|      |              |           |            | Do not send anything<br>For @Value:<br>Send to Y when competitor is the last competitor qualified according to sport rules. (See table below for more information)            |
|      | SB_SORT_HEAT | N(1)<br>9 | N(2)<br>90 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Send the heat number<br>For @Value:<br>Send the sort order within the heat given by @Pos |

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

| Type/Code                | Description   | Expected   | RT Only | RT Trigger |
|--------------------------|---|--|---------|------------|
| ER_SB/ SB_DIFF           | Time difference (difference in regards to the total time for PGS and PSL and best time for SBX).                                    | Always in the case of SBX Seeding, PGS Qualification or PSL Qualification, except for rank=1 | N       | T3         |
| ER_SB/ SB_BEST_RUN       | Best Run Result   | Just in the case of HP, SBX Seeding and SBS. (Two runs format)                               | N       | T3         |
| ER_SB/ SB_COURSE_RANK    | Rank within a course  | Just for PGS/PSL Qualification phase   | N       | T3         |
| ER_SB/ SB_COURSE_ERANK   | Equalled Rank within a course   | Just for PGS/PSL Qualification phase   | N       | T3         |
| ER_SB/ SB_COURSE_IDX     | Order for SB_COURSE_RANK  | Just for PGS/PSL Qualification phase   | N       | T3         |
| ER_SB/ SB_TIEBRK_PTS     | Tie break points according to rules. Should be the tie-break points of the run which breaks the tie.                                | Just for HP and SBS. All phases, only for athletes in a tie.                                 | N       | T3         |
| ER_SB/ SB_LAST_QUALIFIED | Y if the competitor is the last one to qualify according to rules. It is the virtual last qualified position in the current moment. | All phases when there is a qualification criteria.   | N       | T3         |
| ER_SB/ SB_SORT_HEAT      | Sort order within the heat  | Just for HP and SBS. All phases with heats.  | N       | T3         |

### 3.2.4.6 Message Sort

Sort by Result @SortOrder



### 3.2.5 Event Final Ranking

#### 3.2.5.1 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.

#### 3.2.5.2 Header Values

##### 3.2.5.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value   | Comment   |
|--------------|---|---|
| DocumentCode | DDGEEE000   | DD according to CC @Discipline<br>G according to CC @DisciplineGender<br>EEE according to CC @Event   |
| DocumentType | DT_RANKING  | Event Final ranking message   |
| ResultStatus | <a href="#">CC</a><br><a href="#">@ResultStatus</a> | Result status   |
| Version      | 1..V  | Version number associated to the message's content. Ascendant number  |
| FeedFlag     | "P"-Production<br>"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         | MillisTime  | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC</a><br><a href="#">@VenueCode</a>    | Venue where the message is generated.   |
| Serial       | Numeric   | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.  |



### 3.2.5.3 Trigger and Frequency

#### 3.2.5.3.1 PiT Triggers

This message is sent at the end of each phase for all events.



### 3.2.5.4 Message Structure

Following table defines the structure of the message.

| Level 1            | Level 2      | Level 3           | Level 4     | Level 5       | Level 6               | Level 7              | Level 8      |
|--------------------|--------------|-------------------|-------------|---------------|-----------------------|----------------------|--------------|
| <b>Competition</b> |              |                   |             |               |                       |                      |              |
|                    | <i>Code</i>  |                   |             |               |                       |                      |              |
|                    | Result (1,N) |                   |             |               |                       |                      |              |
|                    |              | <i>Rank</i>       |             |               |                       |                      |              |
|                    |              | <i>RankEqual</i>  |             |               |                       |                      |              |
|                    |              | <i>ResultType</i> |             |               |                       |                      |              |
|                    |              | <i>Result</i>     |             |               |                       |                      |              |
|                    |              | <i>IRM</i>        |             |               |                       |                      |              |
|                    |              | <i>SortOrder</i>  |             |               |                       |                      |              |
|                    |              | Competitor        |             |               |                       |                      |              |
|                    |              |                   | <i>Code</i> |               |                       |                      |              |
|                    |              |                   | <i>Type</i> |               |                       |                      |              |
|                    |              |                   | Composition |               |                       |                      |              |
|                    |              |                   |             | Athlete (1,N) |                       |                      |              |
|                    |              |                   |             |               | <i>Code</i>           |                      |              |
|                    |              |                   |             |               | <i>Order</i>          |                      |              |
|                    |              |                   |             |               | ExtendedResults (0,1) |                      |              |
|                    |              |                   |             |               |                       | ExtendedResult (1,N) |              |
|                    |              |                   |             |               |                       |                      | <b>Type</b>  |
|                    |              |                   |             |               |                       |                      | <b>Code</b>  |
|                    |              |                   |             |               |                       |                      | <b>Pos</b>   |
|                    |              |                   |             |               |                       |                      | <i>Value</i> |



### 3.2.5.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  |
|-----------|-----|---------------------------------|---------------------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition |

#### Result

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

| Attribute  | M/O | Value                           | Comments   |
|------------|-----|---------------------------------|--|
| 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. |
| RankEqual  | O   | Y                               | It identifies if a rank has been equalled.   |
| ResultType | M   | <a href="#">CC @ResultType</a>  | Result type, either CODE or IRM for the corresponding event.   |
| Result     | O   | <a href="#">CC @ResultPhase</a> | Phase to which the competitor arrived  |
| IRM        | O   | <a href="#">CC @IRM</a>         | IRM for the particular event.<br>Send just in the case @ResultType is IRM (see codes section)  |
| SortOrder  | M   | Numeric                         | Unique sort order for all results based on rank to break rank ties.  |

#### Result /Competitor

Competitor related to one final event result.

| Attribute | M/O | Value                        | Comments        |
|-----------|-----|------------------------------|-----------------|
| Code      | M   | S(20) with no leading zeroes | Competitor's ID |
| Type      | M   | A                            | A for athlete   |

#### Result /Competitor /Composition /Athlete

| Attribute | M/O | Value                        | Comments               |
|-----------|-----|------------------------------|------------------------|
| Code      | M   | S(20) with no leading zeroes | Athlete's ID           |
| Order     | M   | Numeric                      | Always 1 (for Athlete) |

#### Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Individual athlete's extended result when Competitor @Type="A" according to competitors' rules.

| Type  | Code         | Pos | Value                | Description  |
|-------|--------------|-----|----------------------|--|
| ER_SB | SB_RCE_PTS   |     | N(4).N(2)<br>9990.99 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>Race Points. |
|       | SB_HEAT_RANK |     | N(3)<br>990          | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:  |



| Type | Code | Pos | Value | Description  |
|------|------|-----|-------|--|
|      |      |     |       | Do not send anything<br>For @Value:<br>Rank in the heat where athlete finished the<br>competition. Applies for SBX Finals. |

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

| Type/Code           | Description  | Expected              |
|---------------------|--|-----------------------|
| ER_SB/ SB_RCE_PTS   | Race Points  | Always                |
| ER_SB/ SB_HEAT_RANK | Rank in the heat where athlete<br>finished the competition | Always for SBX Finals |

### 3.2.5.6 Message Sort

Sort by Result @SortOrder



### 3.2.6 Event's Medallists

#### 3.2.6.1 Description

The "Event's Medallists" is a message containing the list of medallists awarded in one particular event.

#### 3.2.6.2 Header Values

##### 3.2.6.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value   | Comment   |
|--------------|---|---|
| DocumentCode | DDGEEE000   | DD according to CC @Discipline<br>G according to CC @DisciplineGender<br>EEE according to CC @Event   |
| DocumentType | DT_MEDALLISTS                                       | Event's Medallists message  |
| ResultStatus | <a href="#">CC</a><br><a href="#">@ResultStatus</a> | It indicates whether the result is official or partial.<br>"OFFICIAL" /<br>"PARTIAL"  |
| Version      | 1..V  | Version number associated to the message's content. Ascendant number  |
| FeedFlag     | "P"-Production<br>"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         | MillisTime  | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC @VenueCode</a>                       | Venue where the message is generated.   |
| Serial       | Numeric   | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.<br><br>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information  |





### 3.2.6.3 Trigger and Frequency

#### 3.2.6.3.1 PiT Triggers

The message is sent with ResultStatus=PARTIAL when the information of the medallist is known but the final event Unit is not yet finished.

The message is sent with ResultStatus=OFFICIAL when the medallists are official known.

For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

Trigger also after any major change.



### 3.2.6.4 Message Structure

Following table defines the structure of the message.

| Level 1            | Level 2     | Level 3      | Level 4      | Level 5       | Level 6      |
|--------------------|-------------|--------------|--------------|---------------|--------------|
| <b>Competition</b> |             |              |              |               |              |
|                    | <i>Code</i> |              |              |               |              |
|                    | Medal (1,N) |              |              |               |              |
|                    |             | <i>Code</i>  |              |               |              |
|                    |             | <i>Phase</i> |              |               |              |
|                    |             | <i>Unit</i>  |              |               |              |
|                    |             | Competitor   |              |               |              |
|                    |             |              | <i>Type</i>  |               |              |
|                    |             |              | <i>Code</i>  |               |              |
|                    |             |              | <i>Order</i> |               |              |
|                    |             |              | Composition  |               |              |
|                    |             |              |              | Athlete (1,N) |              |
|                    |             |              |              |               | <i>Code</i>  |
|                    |             |              |              |               | <i>Order</i> |



### 3.2.6.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  |
|-----------|-----|---------------------------------|---------------------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition |

#### Medal

| Attribute | M/O | Value                         | Comments  |
|-----------|-----|-------------------------------|---|
| Code      | M   | <a href="#">CC @MedalType</a> | Medal type.<br>All the Competitors with the same CC@MedalType are not grouped in the same element.  |
| Phase     | M   | <a href="#">CC @Phase</a>     | Phase code in which a medal was awarded.<br>It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units. |
| Unit      | M   | <a href="#">CC @Unit</a>      | Unit code in which a medal was awarded.<br>It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.  |

#### Medal /Competitor

| Attribute | M/O | Value                        | Comments   |
|-----------|-----|------------------------------|--|
| Type      | M   | A                            | Individual events:<br>A for athlete  |
| Code      | M   | S(20) with no leading zeroes | Competitor's ID  |
| Order     | M   | Numeric                      | Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules. |

#### Medal /Competitor /Composition /Athlete

(Include all members that won the medal according to sport rules if Competitor @Type="T")

| Attribute | M/O | Value                        | Comments   |
|-----------|-----|------------------------------|--|
| Code      | M   | S(20) with no leading zeroes | Competitor's ID  |
| Order     | M   | Numeric                      | Competitor order (Send 1 by default).<br>In the case of tie, order defined like sport rules. |

### 3.2.6.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.



### 3.2.7 Brackets

#### 3.2.7.1 Description

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

The message has to be sent just for finals on PGS, PSL and SBX events.

#### 3.2.7.2 Header Values

##### 3.2.7.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value   | Comment   |
|--------------|---|---|
| DocumentCode | DDGEEE000   | DD should be according to CC @Discipline<br>G should be according to CC @DisciplineGender<br>EEE should be according to CC @Event   |
| DocumentType | DT_BRACKETS   | Brackets message  |
| ResultStatus | <a href="#">CC</a><br><a href="#">@ResultStatus</a> | Status of the message   |
| Version      | 1..V  | Version number associated to the message's content. Ascendant number  |
| FeedFlag     | "P"-Production<br>"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         | MillisTime  | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC</a><br><a href="#">@VenueCode</a>    | Venue where the message is generated.   |
| Serial       | Numeric   | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.<br><br>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is  |



| Attribute | Value | Comment                                 |
|-----------|-------|---|
|           |       | processed over the last PiT information |

### 3.2.7.3 Trigger and Frequency

#### 3.2.7.3.1 PiT Triggers

This message should be sent at the very beginning of a competition, as soon as a brackets graph can be established.

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

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

- Send with ResultStatus = "INTERMEDIATE" until the last event unit (GM Match) 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 (GM match) has Unofficial status.
- Send with ResultStatus = "OFFICIAL" when the last event unit for an event (GM match) has Official status.

Trigger also after any major change.



### 3.2.7.4 Message Structure

Following table defines the structure of the message.

| Level 1            | Level 2     | Level 3            | Level 4           | Level 5               | Level 6              | Level 7      |
|--------------------|-------------|--------------------|-------------------|-----------------------|----------------------|--------------|
| <b>Competition</b> |             |                    |                   |                       |                      |              |
|                    | <i>Code</i> |                    |                   |                       |                      |              |
|                    | Bracket     |                    |                   |                       |                      |              |
|                    |             | <i>Code</i>        |                   |                       |                      |              |
|                    |             | BracketItems (1,N) |                   |                       |                      |              |
|                    |             |                    | <i>Code</i>       |                       |                      |              |
|                    |             |                    | BracketItem (1,N) |                       |                      |              |
|                    |             |                    |                   | <i>Code</i>           |                      |              |
|                    |             |                    |                   | <i>Order</i>          |                      |              |
|                    |             |                    |                   | Unit (0,1)            |                      |              |
|                    |             |                    |                   |                       | <i>Phase</i>         |              |
|                    |             |                    |                   |                       | <i>Unit</i>          |              |
|                    |             |                    |                   | ExtBracketItems (0,1) |                      |              |
|                    |             |                    |                   |                       | ExtBracketItem (1,N) |              |
|                    |             |                    |                   |                       |                      | <b>Type</b>  |
|                    |             |                    |                   |                       |                      | <b>Code</b>  |
|                    |             |                    |                   |                       |                      | <b>Pos</b>   |
|                    |             |                    |                   |                       |                      | <i>Value</i> |
|                    |             |                    |                   | NextUnit (0,1)        |                      |              |
|                    |             |                    |                   |                       | <i>Phase</i>         |              |
|                    |             |                    |                   |                       | <i>Unit</i>          |              |
|                    |             |                    |                   | NextUnitLoser (0,1)   |                      |              |
|                    |             |                    |                   |                       | <i>Phase</i>         |              |
|                    |             |                    |                   |                       | <i>Unit</i>          |              |
|                    |             |                    |                   | CompetitorPlace (1,N) |                      |              |
|                    |             |                    |                   |                       | <i>Pos</i>           |              |
|                    |             |                    |                   |                       | PreviousUnit (0,1)   |              |
|                    |             |                    |                   |                       |                      | <i>Phase</i> |
|                    |             |                    |                   |                       |                      | <i>Unit</i>  |
|                    |             |                    |                   |                       | Competitor (0,1)     |              |



| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 | Level 7     |
|---------|---------|---------|---------|---------|---------|-------------|
|         |         |         |         |         |         | <i>Code</i> |
|         |         |         |         |         |         | <i>Type</i> |



### 3.2.7.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  |
|-----------|-----|---------------------------------|---------------------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition |

#### Bracket

| Attribute | M/O | Value                       | Comments                                 |
|-----------|-----|-----------------------------|--|
| Code      | M   | <a href="#">CC @Bracket</a> | Bracket code to identify a bracket item. |

#### Bracket /BracketItems

| Attribute | M/O | Value                            | Comments   |
|-----------|-----|----------------------------------|--|
| Code      | M   | <a href="#">CC @BracketItems</a> | Each BracketItems should include all BracketItem grouped by their CC @BracketItems |

#### Bracket /BracketItems /BracketItem

| Attribute | M/O | Value                            | Comments  |
|-----------|-----|----------------------------------|---|
| Code      | M   | <a href="#">CC @BracketItems</a> | Code that categorizes each bracket item   |
| Order     | M   | N(2)<br>90                       | Sequential number inside of BracketItems to indicate the order, always start by 1 |

#### Bracket /BracketItems /BracketItem /Unit

Unit related to the BracketItem.

| Attribute | M/O | Value                     | Comments                        |
|-----------|-----|---------------------------|---------------------------------|
| Phase     | M   | <a href="#">CC @Phase</a> | Phase code for the bracket item |
| Unit      | O   | <a href="#">CC @Unit</a>  | Unit code for the bracket item  |

#### Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem

ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.

| Type  | Code         | Pos     | Value       | Description   |
|-------|--------------|---------|-------------|---|
| EB_SB | SB_BI_ID     |         | Numeric     | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything<br>For @Value:<br>BracketItem sequential number (to sort BracketItem @Code) whenever it is heat, quarterfinal or semifinal. |
|       | SB_PLACEMENT | Numeric | N(3)<br>990 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>1 for "from" placement being assigned (e.g.: 5)  |





| Type | Code       | Pos     | Value                                 | Description  |
|------|------------|---------|---------------------------------------|--|
|      |            |         |                                       | 2 for "to" placement being assigned (e.g.: 6)<br>For @Value:<br>Placement (rank) being assigned in the bracket item. From-to   |
|      | SB_BI_CODE | Numeric | CC<br><a href="#">@NextBracketPos</a> | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code for extended bracket athlete code<br>For @Pos:<br>The number that identifies the position inside the bracket item, to determine from the @Value attribute: <ul style="list-style-type: none"> <li>• if the competitor with this position in the bracket item will advance to the BracketItem /NextUnit bracket item,</li> <li>• the BracketItem /NextUnitLoser element</li> <li>• or will be out.</li> </ul> For @Value:<br>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.<br>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.<br>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.<br>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   |
|---------------------|--|--|
| EB_SB/ SB_BI_ID     | BracketItem sequential number to sort BracketItem @Code (1, 2, 3, ...)   | When BracketItem @Code=heat, quarterfinal or semifinal           |
| EB_SB/ SB_PLACEMENT | Placement being awarded in the bracket item (eg.: 3-4)   | In PGS,PSL and SBX, when BracketItem @Code is not SFL            |
| EB_SB/ SB_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, except in Small and Big Final for PGS, PSL and SBX. |

**Bracket /BracketItems /BracketItem /NextUnit**

Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.



| Attribute | M/O | Value                     | Comments  |
|-----------|-----|---------------------------|---|
| Phase     | M   | <a href="#">CC @Phase</a> | Phase code of the next event unit for the current bracket item.<br>PGS, PSL and SBX: should be informed from the 1/8 finals event units, quarterfinals, semifinals event units. |
| Unit      | M   | <a href="#">CC @Unit</a>  | Unit code of the next event unit for the current bracket item.  |

**Bracket /BracketItems /BracketItem /NextUnitLoser**

Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

| Attribute | M/O | Value                     | Comments   |
|-----------|-----|---------------------------|--|
| Phase     | M   | <a href="#">CC @Phase</a> | Phase code of the next event unit for the current bracket item, but related to the loser competitor. Only for the case of Semifinals, where the losers will advance to Small Final (PGS, PSL and SBX). |
| Unit      | M   | <a href="#">CC @Unit</a>  | Unit code of the next event unit for the current bracket item, but related to the loser competitor.  |

**Bracket /BracketItems /BracketItem /CompetitorPlace**

- 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       | Comments  |
|-----------|-----|-------------|---|
| Pos       | M   | N(3)<br>999 | This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). |

**Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit**

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.

| Attribute | M/O | Value                     | Comments   |
|-----------|-----|---------------------------|--|
| Phase     | M   | <a href="#">CC @Phase</a> | Phase code of the previous event unit for the CompetitorPlace @Pos competitor of the bracket item.<br>PGS, PSL and SBX: should be informed from the quarterfinals event units (if 32 competitors bracket), semifinals and final event units. |
| Unit      | M   | <a href="#">CC @Unit</a>  | Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item.   |

**Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor**

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

| Attribute | M/O | Value                        | Comments        |
|-----------|-----|------------------------------|-----------------|
| Code      | M   | S(20) with no leading zeroes | Competitor's ID |
| Type      | M   | A                            | A for athlete   |

**3.2.7.6 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).



### 3.2.8 Discipline Configuration

#### 3.2.8.1 Description

The Discipline Configuration is a message containing discipline general configuration.

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

#### 3.2.8.2 Header Values

##### 3.2.8.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value  | Comment   |
|--------------|--|---|
| DocumentCode | DD0000000  | DD according to CC @Discipline  |
| DocumentType | DT_CONFIG  | Discipline Configuration message  |
| Version      | 1..V   | Version number associated to the message's content. Ascendant number  |
| FeedFlag     | "P"-Production<br>"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         | MillisTime                                       | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC</a><br><a href="#">@VenueCode</a> | Venue where the message is generated.   |
| Serial       | Numeric  | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.<br><br>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information  |



### 3.2.8.3 Trigger and Frequency

#### 3.2.8.3.1 PiT Triggers

Day INFO operations start.

- When this information was available.



### 3.2.8.4 Message Structure

Following table defines the structure of the message.

| Level 1            | Level 2     | Level 3      | Level 4              | Level 5      |
|--------------------|-------------|--------------|----------------------|--------------|
| <b>Competition</b> |             |              |                      |              |
|                    | <i>Code</i> |              |                      |              |
|                    | Configs     |              |                      |              |
|                    |             | Config (1,N) |                      |              |
|                    |             |              | <i>Gender</i>        |              |
|                    |             |              | <i>Event</i>         |              |
|                    |             |              | <i>Phase</i>         |              |
|                    |             |              | <i>Unit</i>          |              |
|                    |             |              | ExtendedConfig (1,N) |              |
|                    |             |              |                      | <b>Type</b>  |
|                    |             |              |                      | <b>Code</b>  |
|                    |             |              |                      | <b>Pos</b>   |
|                    |             |              |                      | <i>Value</i> |



### 3.2.8.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  |
|-----------|-----|---------------------------------|---------------------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition |

#### Configs /Config

| Attribute | M/O | Value                                | Comments    |
|-----------|-----|--------------------------------------|-------------|
| Gender    | M   | <a href="#">CC @DisciplineGender</a> | Gender code |
| Event     | M   | <a href="#">CC @Event</a>            | Event code  |
| Phase     | M   | <a href="#">CC @Phase</a>            | Phase code  |
| Unit      | O   | <a href="#">CC @Unit</a>             | Unit code   |

#### Configs /Config /ExtendedConfig

Send by phase

| Type                  | Code                         | Pos     | Value        | Description   |
|-----------------------|------------------------------|---------|--------------|---|
| EC_QUALIFICATION_RULE | SB_RANK_QUALIFY_EIGHTHFINAL  | Numeric | N(4)<br>9990 | For @Type:<br>Send proposed type<br>For @Code:<br>Send the proposed code for the qualification rule.<br>See the additional/summary table below for more information.<br><br>For @Pos:<br>Send 1 to indicate first rank included in the @Code rule<br><br>Send 2 to indicate last rank included in the @Code rule<br>For @Value:<br>Send the rank according to @Code rule and @Pos |
|                       | SB_RANK_QUALIFY_QUARTERFINAL | Numeric | N(4)<br>9990 | For @Type:<br>Send proposed type<br>For @Code:<br>Send the proposed code for the qualification rule.<br>See the   |



| Type | Code                        | Pos     | Value        | Description   |
|------|-----------------------------|---------|--------------|---|
|      |                             |         |              | <p>additional/summary table below for more information.</p> <p>For @Pos:<br/>Send 1 to indicate first rank included in the @Code rule</p> <p>Send 2 to indicate last rank included in the @Code rule</p> <p>For @Value:<br/>Send the rank according to @Code rule and @Pos</p>  |
|      | SB_RANK_QUALIFY_SEMIFINAL   | Numeric | N(4)<br>9990 | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send the proposed code for the qualification rule. See the additional/summary table below for more information.</p> <p>For @Pos:<br/>Send 1 to indicate first rank included in the @Code rule</p> <p>Send 2 to indicate last rank included in the @Code rule</p> <p>For @Value:<br/>Send the rank according to @Code rule and @Pos</p> |
|      | SB_RANK_QUALIFY_SMALL_FINAL | Numeric | N(4)<br>9990 | <p>For @Type:<br/>Send proposed type</p> <p>For @Code:<br/>Send the proposed code for the qualification rule. See the additional/summary table below for more information.</p> <p>For @Pos:<br/>Send 1 to indicate first rank included</p>  |



| Type | Code                      | Pos     | Value        | Description   |
|------|---------------------------|---------|--------------|---|
|      |                           |         |              | <p>in the @Code rule</p> <p>Send 2 to indicate last rank included in the @Code rule</p> <p>For @Value: Send the rank according to @Code rule and @Pos</p>   |
|      | SB_RANK_QUALIFY_BIG_FINAL | Numeric | N(4)<br>9990 | <p>For @Type: Send proposed type</p> <p>For @Code: Send the proposed code for the qualification rule. See the additional/summary table below for more information.</p> <p>For @Pos: Send 1 to indicate first rank included in the @Code rule</p> <p>Send 2 to indicate last rank included in the @Code rule</p> <p>For @Value: Send the rank according to @Code rule and @Pos</p> |
|      | SB_RANK_QUALIFY_FINAL     | Numeric | N(4)<br>9990 | <p>For @Type: Send proposed type</p> <p>For @Code: Send the proposed code for the qualification rule. See the additional/summary table below for more information.</p> <p>For @Pos: Send 1 to indicate first rank included in the @Code rule</p> <p>Send 2 to indicate last rank included in the @Code rule</p> <p>For @Value: Send the rank</p>                                  |





| Type  | Code                    | Pos | Value     | Description   |
|-------|-------------------------|-----|-----------|---|
|       |                         |     |           | according to @Code rule and @Pos  |
| EC_SB | SB_INTERMEDIATES_NUMBER |     | N(1)<br>9 | For @Type: Send proposed type<br>For @Code: Send the proposed code.<br>For @Pos: Do not send anything<br>For @Value: Send the number of intermediate points for that phase. |
|       | SB_HEATS_NUMBER         |     | N(1)<br>9 | For @Type: Send proposed type<br>For @Code: Send the proposed code.<br>For @Pos: Do not send anything<br>For @Value: Send the number of heats for that phase.               |
|       | SB_RUNS_NUMBER          |     | N(1)<br>9 | For @Type: Send proposed type<br>For @Code: Send the proposed code.<br>For @Pos: Do not send anything<br>For @Value: Send the number of runs for that phase.                |

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

| Type/Code  | Description                                  | Expected   |
|--|--|--|
| EC_QUALIFICATION_RULE/<br>SB_RANK_QUALIFY_EIGHTHFINAL  | Qualification for 1/8 final based on rank    | Always if the rule applies to the competition. May apply to Qualification phases on PSL, PGS and Seeding phase on SBX. |
| EC_QUALIFICATION_RULE/<br>SB_RANK_QUALIFY_QUARTERFINAL | Qualification for quarterfinal based on rank | Always if the rule applies to the competition. May apply to 1/8 Finals on PSL, PGS and SBX.                            |



| Type/Code   | Description                                 | Expected  |
|---|---|---|
| EC_QUALIFICATION_RULE/<br>SB_RANK_QUALIFY_SEMIFINAL   | Qualification for semifinals based on rank  | Always if the rule applies to the competition. May apply to Qualification on HP and SBS; Quarterfinals on PSL, PGS and SBX.                                       |
| EC_QUALIFICATION_RULE/<br>SB_RANK_QUALIFY_SMALL_FINAL | Qualification for small final based on rank | Always if the rule applies to the competition. May apply to Semifinals on PSL, PGS and SBX.   |
| EC_QUALIFICATION_RULE/<br>SB_RANK_QUALIFY_BIG_FINAL   | Qualification for big final based on rank   | Always if the rule applies to the competition. May apply to Semifinals on PSL, PGS and SBX.   |
| EC_QUALIFICATION_RULE/<br>SB_RANK_QUALIFY_FINAL       | Qualification for final based on rank       | Always if the rule applies to the competition. May apply to Qualification or Semifinals on HP and SBS.  |
| EC_SB/<br>SB_INTERMEDIATES_NUMBER                     | Number of intermediate points               | Always if there are intermediate points (1 to N). May apply to PGS/PSL Qualification and Elimination Runs and to SBX Seeding.                                     |
| EC_SB/ SB_HEATS_NUMBER                                | Number of heats                             | May apply to HP/SBS. Men's common format for Qualification is 2 heats, and Ladies is 1 heat. For Semifinals and Finals is 1 heat (considered as no heats format). |
| EC_SB/ SB_RUNS_NUMBER                                 | Number of runs                              | May apply to HP/SBS. Common format is 2 runs. To be applied also in PGS or PSL Finals   |

### 3.2.8.6 Message Sort

There is no general message sorting rule.



### 3.2.9 Event Unit Weather Conditions

#### 3.2.9.1 Description

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

#### 3.2.9.2 Header Values

##### 3.2.9.2.1 PiT Header

The following table describes the ODF header attributes

| Attribute    | Value  | Comment   |
|--------------|--|---|
| DocumentCode | DDGEEPUU   | DD according to CC @Discipline<br>G according to CC @DisciplineGender<br>EEE according to CC @Event<br>P according to CC @Phase<br>UU according to CC @Unit   |
| DocumentType | DT_WEATHER                                       | Weather conditions in the match message   |
| Version      | 1..V   | Version number associated to the message’s content. Ascendant number  |
| FeedFlag     | “P”-Production<br>“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         | MillisTime                                       | 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 that extends until next day.<br>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 output will be dated Aug 2).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.<br><br>Logical Date is expressed in the local time zone where the message was produced |
| Venue        | <a href="#">CC</a><br><a href="#">@VenueCode</a> | Venue where the message is generated.   |
| Serial       | Numeric  | Sequence number for ODF-PiT messages.<br><br>Serial starts with 1 each day session at every different venue.<br><br>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information  |



### 3.2.9.3 Trigger and Frequency

#### 3.2.9.3.1 PiT Triggers

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



### 3.2.9.4 Message Structure

Following table defines the structure of the message.

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



### 3.2.9.5 Message Values

#### Competition

| Attribute | M/O | Value                           | Comments                  |
|-----------|-----|---------------------------------|---------------------------|
| Code      | M   | <a href="#">CC @Competition</a> | Unique ID for competition |

#### Weather /Conditions

| Attribute      | M/O | Value                             | Comments                             |
|----------------|-----|-----------------------------------|--------------------------------------|
| Code           | M   | <a href="#">CC @WeatherPoints</a> | Weather Point (START, FINISH or ALL) |
| Humidity       | O   | N(3)                              | Humidity in %                        |
| Wind_Direction | O   | <a href="#">CC @WindDirection</a> | Wind direction                       |

#### Weather /Conditions /Condition

Send two times in the case of Winter conditions.

| Attribute | M/O | Value   | Comments                                   |
|-----------|-----|---|--|
| Code      | M   | SKY, SNOW, ICE  | Weather conditions type                    |
| Value     | M   | CC<br>@SnowConditions<br>Or<br>CC<br>@WeatherConditions | Codes that describe the Weather Condition. |

#### Weather /Conditions /Temperature

Send with two different @Code in the case of Winter conditions.

| Attribute | M/O | Value                                   | Comments   |
|-----------|-----|---|--|
| Code      | M   | AIR, SNOW                               | Air, Snow temperature.   |
| Unit      | M   | <a href="#">CC @TemperatureUnit</a>     | Metric system unit for temperature   |
| Value     | M   | -N(3).N(1) -990.0<br>or N(3).N(1) 990.0 | Temperature in centigrade degrees (in case of positive temperature, do not send '+') |

#### Weather /Conditions /Wind

| Attribute | M/O | Value                         | Comments                    |
|-----------|-----|-------------------------------|-----------------------------|
| Code      | M   | SPEED                         | Wind Speed                  |
| Unit      | M   | <a href="#">CC @SpeedUnit</a> | Metric system unit for Wind |
| Value     | M   | N(3).N(1)<br>990.0            | Wind Speed in CC @SpeedUnit |

### 3.2.9.6 Message Sort

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









## 4 Messages Sequence

No sequence data defined



## 5 Codes

### 5.1 Global Codes

| Code Entity                | Format | Entity Description  | Link                 |
|----------------------------|--------|---|----------------------|
| CC<br>@AccreditationStatus | S(6)   | Defined in ODF Common Codes Document<br><br>See entity Accreditation Status<br>• The entity's attribute to be used is Id  | <a href="#">Link</a> |
| CC @Competition            | S(7)   | Defined in ODF Common Codes Document<br><br>See entity Competition<br>• The entity's attribute to be used is Id   | <a href="#">Link</a> |
| CC @Country                | S(3)   | Defined in ODF Common Codes Document<br><br>See entity Country<br>• The entity's attribute to be used is Id   | <a href="#">Link</a> |
| CC @Discipline             | S(2)   | Defined in ODF Common Codes Document<br><br>See entity Discipline<br>• The entity's attribute to be used is Id<br><br>Valid disciplines contains Non-Sport attribute='N'                    | <a href="#">Link</a> |
| CC<br>@DisciplineGender    | S(1)   | Defined in ODF Common Codes Document<br><br>See entity Discipline Gender<br>• The entity's attribute is to access to the Discipline Gender entity is the combination of Discipline + Gender | <a href="#">Link</a> |
| CC @Event                  | S(3)   | Defined in ODF Common Codes Document<br><br>See entity Event<br>• The entity's attribute to be used is Event<br>• It will be related to Discipline and Gender                               | <a href="#">Link</a> |
| CC @Function               | S(30)  | Defined in ODF Common Codes Document<br><br>See entity Function<br>• The entity's attribute to be used is Id  | <a href="#">Link</a> |
| CC @MedalType              | S(9)   | ME_BRONZE : Bronze<br>ME_GOLD : Gold<br>ME_SILVER : Silver  |                      |
| CC @Organisation           | S(3)   | Defined in ODF Common Codes Document<br><br>See entity Organization<br>• The entity's attribute to be used is Id  | <a href="#">Link</a> |
| CC @PersonGender           | S(1)   | Defined in ODF Common Codes Document<br><br>See entity Person Gender<br>• The entity's attribute to be used is Id   | <a href="#">Link</a> |
| CC @Phase                  | S(1)   | Defined in ODF Common Codes Document<br><br>See entity Phase<br>• The entity's attribute to be used is Phase  | <a href="#">Link</a> |



| Code Entity       | Format | Entity Description   | Link                 |
|-------------------|--------|--|----------------------|
|                   |        | <ul style="list-style-type: none"> <li>It will be related to Discipline, Gender and Event</li> </ul>   |                      |
| CC @PrecType      | S(1)   | R : Rain<br>S : Snow   |                      |
| CC @RecordCode    | S(12)  | Defined in ODF Common Codes Document<br><br>See entity Record<br><ul style="list-style-type: none"> <li>The entity's attribute to be used is Id</li> </ul>   | <a href="#">Link</a> |
| CC @RecordType    | S(4)   | Defined in ODF Common Codes Document<br><br>See entity Record Type<br><ul style="list-style-type: none"> <li>The entity's attribute to be used is RecordType</li> <li>It will be related to Discipline</li> </ul>  | <a href="#">Link</a> |
| CC @ResultStatus  | S(15)  | INTERIM : Results of the top x competitors at the logical, predefined points released during or at the end of a event unit. Every next competitor may change the standing of those who already have results at a predefined point.<br>INTERMEDIATE : Results of the top x competitors at the logical, predefined points during race or match. The results at those points cannot change. The number of competitors may vary. In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL.<br>LIVE_FULL : This status is used only in real time messages.<br>LIVE_LAST : This status is used only in real time messages.<br>LIVE_MANDATORY : This status is used only in real time messages.<br>LIVE_UPDATE : This status is used only in real time messages.<br>PARTIAL : Results of the top x competitors are released at the end of a race and before all competitors finished their competition. The results including the ranking, from the competitors that finished the race do not change with the results from new competitors.<br>OFFICIAL : Results of the competition released as soon as the event is officially confirmed taking into account the resolution of the protests, etc.<br>UNOFFICIAL : Results of the competition released as soon as the event is over, not waiting any official decision of the International Federation. The correctness of data must be assured. |                      |
| CC @SportClass    | S(8)   | Defined in ODF Common Codes Document<br><br>See entity Sport Class<br><ul style="list-style-type: none"> <li>The entity's attribute to be used is Id</li> </ul>  |                      |
| CC @Unit          | S(2)   | Defined in ODF Common Codes Document<br><br>See entity Event Unit<br><ul style="list-style-type: none"> <li>The entity's attribute to be used is Eventunit</li> <li>It will be related to Discipline, Gender, Event and Phase</li> </ul>   | <a href="#">Link</a> |
| CC @VenueCode     | S(3)   | Defined in ODF Common Codes Document<br><br>See entity Venue<br><ul style="list-style-type: none"> <li>The entity's attribute to be used is Id</li> </ul>  | <a href="#">Link</a> |
| CC @WindDirection | S(3)   | Defined in ODF Common Codes Document<br><br>See entity Wind Direction<br><ul style="list-style-type: none"> <li>The entity's attribute to be used is Id</li> </ul>   | <a href="#">Link</a> |



## 5.2 Snowboard Codes

| Code Entity           | Format | Entity Description   |
|-----------------------|--------|--|
| CC @BibColor          | S(9)   | BC_BLACK : Black<br>BC_BLUE : Blue<br>BC_GREEN : Green<br>BC_RED : Red<br>BC_WHITE : White<br>BC_YELLOW : Yellow<br>(Bib colour just for PGS and PSL: blue and red, and for SBX: all possibilities).   |
| CC @Bracket           | S(3)   | FNL : Final  |
| CC @BracketItems      | S(8)   | 1_8 : Eight finals<br>B_FNL : Big final<br>FNL : Finals<br>HEAT : Heat<br>QFL : Quarterfinal<br>SFL : Semi-final<br>S_FNL : Small final  |
| CC @IRM               | S(5)   | DNF : Did not finish<br>DNS : Did not start<br>DSQ : Disqualified<br>(The codes order provided is according to the sport rules. In case of several DSQ, DNF or DNS, sort by bib number).   |
| CC @NextBracketPos    | S(1)   | L : Advance the competitor to the next Bracket item according to the NextUnitLoser element<br>O : The competitor is out and does not advance to any next bracket item<br>W : Advance the competitor to the next bracket item according to the NextUnit element   |
| CC @QualificationMark | S(7)   | Q : Qualified<br>QF : Qualified for final<br>QS : Qualified for semi-final   |
| CC @ResultPhase       | S(3)   | 1_8 : 1/8 Final (PGS, PSL, SBX)<br>B_F : Big final (PGS, PSL, SBX)<br>F : Final (HP, SBS)<br>FR1 : Final run 1 (HP, SBS, in the case of IRM)<br>FR2 : Final run 2 (HP, SBS, in the case of IRM)<br>Q : Did not qualify for Semi-finals or Finals (HP, SBS); did not qualify to Finals (PGS, PSL, SBX)<br>QF : Quarterfinals (PGS, PSL, SBX)<br>QR1 : Qualification run 1 (HP, SBS, in the case of IRM)<br>QR2 : Qualification run 2 (HP, SBS, in the case of IRM)<br>SFL : Semi-final (HP, SBS)<br>SFL1 : Semi-final run 1 (HP, SBS, in the case of IRM)<br>SFL2 : Semi-final run 2 (HP, SBS, in the case of IRM)<br>S_F : Small final (PGS, PSL, SBX) |
| CC @ResultType        | S(13)  | CODE : Code for the group (used in event final ranking)<br>IRM : Invalid Result Mark<br>POINTS : Points<br>RANK : Rank-only result used in all SBX Finals phases<br>TIME : Time  |



| Code Entity         | Format | Entity Description  |
|---------------------|--------|---|
| CC @SpeedUnit       | S(3)   | KMH : Kilometres per hour<br>MS : Meters per second                             |
| CC @TemperatureUnit | S(1)   | C : Celsius<br>F : Fahrenheit   |
| CC @WeatherPoints   | S(6)   | ALL : Both (Start & Finish) Areas<br>FINISH : Finish Area<br>START : Start Area |





## 6 General definitions

### 6.1 ODF Message Structure

ODF interface defines ODF messages. ODF messages are data structures based on standard XML.

```
<?xml version="1.0" encoding="UTF-8"?> ←Declaration
<OdfBody                               ←ODF Header
  DocumentType=...
  DocumentCode=... >
[body]                                  ←ODF Body
</OdfBody>
```

#### 6.1.1 ODF Declaration

The first line in an ODF message is the XML declaration. It defines the XML version and the encoding used, UTF-8.

#### 6.1.2 ODF Header

The next line after the declaration is the ODF header.

ODF header is the root element and it is always introduced by the element Odfbody.

Header attributes identifies ODF messages uniquely.

The message unique identifier is the aggregation of the following attributes:

- DocumentCode,
- DocumentSubcode (Optional)
- DocumentType and
- DocumentSubtype (Optional)

The following table describes the ODF header attributes. “M” designates mandatory attributes that must appear in all ODF messages. “O” designates optional attributes. Optional attributes can be required depending on other attributes in the header.

| Attribute | M/O | Value | Comment |
|-----------|-----|-------|---------|
|-----------|-----|-------|---------|



|                 |   |                                |   |
|-----------------|---|--------------------------------|---|
| DocumentCode    | M | S(9)                           | RSC for Results messages DDGEEPUU, where DD=discipline, G=discipline's gender, EEE=event, P=phase, UU=unit<br><br>DocumentCode can have many different values depending on the nature of the message. Each message defines the value for this header attribute. |
| DocumentSubcode | O | S(10)                          | Extension for the DocumentCode<br>It is used when the RSC is not enough and it is required several different messages with the same RSC.  |
| DocumentType    | M | S(30)                          | Message Type (e.g. DT_RESULTS)  |
| DocumentSubtype | O | S(20)                          | Attribute used to extend DocumentType for some messages.  |
| Version         | M | 1..V                           | Version of the message  |
| ResultStatus    | O | CC<br>@ResultStatus            | Status of the messages for results message  |
| Language        | O | CC<br>@Language                | Language of the content of the message.<br><br>If the message accepts multi-language and the attribute is not included, then by default the language is English<br><br>If the message does not accept multi-language, then the attribute must not be included   |
| FeedFlag        | M | "P"-<br>Production<br>"T"-Test | Test message or production message.   |
| Date            | M | Date                           | Date when the message is generated, expressed in the local time zone where the message was produced.  |
| Time            | M | MillisTime                     | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.   |





|             |   |               |   |
|-------------|---|---------------|---|
| LogicalDate | M | Date          | <p>Logical Date of events that extends until next day.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Venue       | O | CC @VenueCode | Venue where the message is generated.   |
| RTSerial    | O | Numeric       | <p>Sequence number for ODF-RT messages.</p> <p>RTSerial starts with 1 each Real Time session at every different venue.</p>  |
| Serial      | M | Numeric       | <p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information.</p>  |

### 6.1.3 ODF Body

The next line after the ODF header is the body of the ODF Message.

|             |   |
|-------------|---|
| Declaration | <?xml version="1.0" encoding="UTF-8"?>  |
| Header      | <OdfBody DocumentType=... ><br><Competition Code= ...>  |
| Body        | <p>.... ← &lt;Competition&gt; element</p> <p>&lt;/Competition&gt;</p> <p>&lt;Message&gt; Athlete nnnn disqualified... ← &lt;Message&gt; element</p> |



```

</Message>
</OdfBody>

```

Some important considerations for the ODF messages:

Mandatory elements are sent always.

- Empty optional elements are not sent neither in ODF-PiT nor ODF-RT
- Mandatory attributes are sent always. If they do not have any value then they are sent empty (Attribute = "")
- Empty optional attributes are sent either empty (Attribute = "") or not sent.
- Order of the elements inside an ODF message must be followed as defined in the ODF documentation. Elements must be sorted according what it is stated in the corresponding ODF message definition
- All elements in an ODF message are identified by one of the attributes (e.g. Code for an Competitor element) or a set of the attributes (e.g. Type + Code for an Extension element)
- ODF is being designed in such way that elements and attributes are organized to minimize redundancy and dependency. The objective is to isolate data so that additions, deletions, and modifications of an attribute can be made with just one message and then propagated through the rest of the messages via the defined references. However, in some very special circumstances, some important information (such as team members) will be repeated in order to make some message processing a little bit easier. Also, the ODF Light definition repeats some data across messages to simplify message processing to ODF Light Customers.
- ODF Light is a set of self-contained messages with the aim of simplifying the message processing to the clients as they do not have to resolve references

#### <Competition> Element

An ODF message contains a mandatory element <Competition>.

| Element     | Attribute | M/O | Value           | Comment                       |
|-------------|-----------|-----|-----------------|-------------------------------|
| Competition | Code      | M   | CC @Competition | Unique ID for the competition |

#### <Message> Element

All ODF messages can have an optional element <Message> to include free non-formatted text in case more information is needed.

<Message> element follows the <Competition> element.

#### <Competitor> Element

ODF messages contain an optional element <Competitor> to include information for Athletes, Teams or Groups. Group is used when competitors of same or different organizations participate in an event together but they are not considered a team and their results are individuals.



| Element    | Attribute | M/O | Value                        | Comment                              |
|------------|-----------|-----|------------------------------|--------------------------------------|
| Competitor | Code      | M   | S(20) with no leading zeroes | Competitor's ID                      |
|            | Type      | M   | T, A, G                      | T = Team<br>A = Athlete<br>G = Group |

If Competitor is an Athlete:

- <Competitor> element contains the attribute **Type** = "A"
- <Competitor> element contains the attribute **Code** = AthleteID. This attribute links to an athlete appearing in the DT\_PARTIC message.
- <Competitor> element contains the element <Composition>. This element is provided always.
- <Composition> element contains the mandatory element <Athlete>. Both codes in the <Athlete> and in the <Competitor> elements are the same, the AthleteID
- <Athlete> element contains the mandatory attribute **Order** with value 1.
- Athlete's **Bib** (if applicable) will be only sent in Competitor /Composition /Athlete element.
- Sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code="A1" Type="A">
  <Composition>

    <Athlete Code="A1" Order="1"/>

  </Composition>
</Competitor>
```

If Competitor is a Team:

- <Competitor> element contains the attribute **Type** = "T"
- <Competitor> element contains the attribute **Code** = TeamCode. This attribute links to a team appearing in the DT\_PARTIC\_TEAMS message.
- <Competitor> element contains the element <Composition>. This element is optional because there are situations where the team members are not known when message is provided.
- <Composition> element contains the mandatory element <Athlete> with the list of athletes that are the team members. The **Code** attribute links to an athlete appearing in the DT\_PARTIC (athletes) message.
- Although team members for the whole event will be able to be found in the DT\_PARTIC\_TEAMS message, the specific ODF Sport messages will also include always the team's members particularized for the message.



- <Athlete> element contains the mandatory attribute **Order** with the team members sort order.
- Team’s **Bib** (if applicable) will be sent in Competitor element.
- Team members’ **Bib** (if applicable) will be sent in Competitor /Composition /Athlete element.
- Team sport specific extensions are in the <Competitor> element and defined in the ODF Discipline Data Dictionary.
- Team members sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```

<Competitor Code= "T1" Type="T">
  <Composition>

    <Athlete Code="A1" Order=.../>

    <Athlete Code="A2" Order=.../>

    ...

  </Composition>
</Competitor>

```

If Competitor is a Group:

- <Competitor> element contains the attribute **Code** = NOC/NPC when the athletes belong to the same organization, otherwise MIXn.
- There will be several Competitor /Composition /Athlete elements, containing the group competitor members.

## 6.2 ODF Data Types and Formats

This chapter describes data types and formats for the attributes in the ODF messages.

| Format            | Format Description  |
|-------------------|---|
| CC<br>@CodeEntity | Set of values included in the CodeEntity. CodeEntity is the name of the entity that identifies a particular set of codes. |
| String            | Text strings without a predetermined length   |
| S(n)              | Text strings with a length of up to n characters  |
| Date              | YYYYMMDD  |
| MillisTime        | HHMMSSmmm <ul style="list-style-type: none"> <li>• HH: hour</li> <li>• MM: minutes</li> <li>• SS: seconds</li> </ul>      |



| Format           | Format Description  |
|------------------|---|
|                  | <ul style="list-style-type: none"> <li>• mmm: milliseconds</li> </ul> <p>All formatted with leading zeroes (example: 090303020).</p>  |
| DateTime         | YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00) <ul style="list-style-type: none"> <li>• YYYY: year</li> <li>• MM: Month</li> <li>• DD: day</li> <li>• hh: hour</li> <li>• Mm: minutes</li> <li>• Ss: seconds</li> <li>• TZD in the Time Zone Designator (Z or +hh:mm or -hh:mm) where the message was produced and when the message was produced. "Z" is the zone designator for the zero UTC offset</li> </ul>                             |
| Boolean          | 'true' or 'false'   |
| Numeric          | Number with no predetermined length <ul style="list-style-type: none"> <li>• If the number starts with 9 (e.g. 99), then leading zeroes are removed. Example: 10 in format 99 is 10, and 3 in format 99 is 3.</li> <li>• If the number starts with 0 (e.g. 00), then leading zeroes are kept. Example: 10 in format 00 is 10, and 3 in format 00 is 03.</li> <li>• If nothing is stated, it is assumed that the leading zeroes are removed</li> </ul> |
| N(n)             | Number with a length up to n digits   |
| N(n).N(m)        | Number with decimal <ul style="list-style-type: none"> <li>• N(n) integer part up to n digits</li> <li>• N(m) decimal part up to m digits</li> </ul>  |
| Specific pattern | Attributes with an specific pattern not specified in this table   |
| Free text        | Free text is never used in a message attribute, but it can be used inside the element content <p>Example &lt;element&gt;Free text goes in here&lt;/element&gt;</p>  |

### 6.2.1 Rules for rounding numbers

This chapter describes the rules for rounding numbers to use in all messages, unless other rules are specified in the sport documentation. (sport rules are applied before the transmission of the data)



- Last digit in the number decimal part < 5 (0, 1, 2, 3, 4) → no rounding (i.e. 1,544 = 1, 54)
- Last digit in the number decimal part >= 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1,545 = 1, 55)

### 6.2.2 Measures format

This chapter describes the measure formats and the conversion rules to use in all messages, unless other formats or rules are specified in the sport documentation.

| Measure                | Value         | Format     | Example   |
|------------------------|---------------|------------|-----------|
| <b>Height/Distance</b> | N(1).N(2)m    | 9.00m      | 1.83m     |
|                        | N(3)cm        | 900cm      | 183cm     |
|                        | N(1)'N(2)''   | 9'09''     | 6'0''     |
| <b>Weight</b>          | N(3)kg        | 900kg      | 100kg     |
|                        | N(3)lbs       | 900lbs     | 220lbs    |
| <b>Temperature</b>     | N(2)°C        | 90°C       | 35°C      |
|                        | N(3)°F        | 990°F      | 95°F      |
| <b>Distance</b>        | N(3).N(3)km   | 90.000km   | 1.789km   |
|                        | N(3).N(3)mi   | 90.000m    | 6.123mi   |
| <b>Speed</b>           | N(2).N(3)m/s  | 90.000m/s  | 1.789m/s  |
|                        | N(3).N(3)mph  | 90.000mph  | 6.123mph  |
|                        | N(3).N(3)km/h | 90.000km/h | 3.890km/h |
| <b>Precipitation</b>   | N(2)cm        | 90cm       | 2cm       |
|                        | N(2)in        | 90in       | 1in       |

### 6.2.3 Rules for measures conversion

This chapter describes measure the conversion rules to use in all messages, unless other rules are specified in the sport documentation. When using these conversions for athlete heights and weights and fore mentioned rounding rules must be applied.

| Measure         | Conversion Rules                                   |
|-----------------|--|
| <b>Distance</b> | 1 in = 0,0254 m                                    |
|                 | 1 ft = 12 in = 0,3048 m                            |
|                 | 1 yd = 3 ft = 36 in = 0,9144 m                     |
|                 | 1 mi = 1.760 yd = 5.280 ft = 63360 in = 1609,344 m |
|                 | 1 nmi (nautical mile) = 1,852 m                    |
| <b>Speed</b>    | 1 km/h = 3,6 m/s                                   |
|                 | 1 kts= 1 nmi/h                                     |
| <b>Weight</b>   | 1 lbs = 0,453 592 37 kg                            |



| Measure     | Conversion Rules  |
|-------------|---|
| Temperature | $T[^{\circ}\text{F}] = 1,8 \times T[^{\circ}\text{C}] + 32$<br>$T[^{\circ}\text{C}] = (T[^{\circ}\text{F}] - 32) / 1.8$ |

### 6.3 ODF Message Update

An update occurs when it is received a message whose identification is coinciding with the identification of an already received message.

Message identification is the combination of the header attributes: *DocumentCode* + *DocumentSubcode* + *DocumentType* + *DocumentSubtype*.

#### ODF PiT:

The latest message substitutes completely the previous received message.

There are specific messages, (with an UPDATE suffix) for updating some elements and keep the rest of the message, e.g. DT\_SCHEDULE\_UPDATE, DT\_PARTIC\_UPDATE, DT\_PARTIC\_TEAMS\_UPDATE or DT\_PARTIC\_HORSES\_UPDATE.

#### ODF RT:

When the message header contains the attribute **ResultStatus** = LIVE\_FULL or LIVE\_LAST or LIVE\_MANDATORY, the latest message substitutes completely the previous received message.

When the message header contains the attribute **ResultStatus** = LIVE\_UPDATE, only the elements and attributes in the new message must be updated by message receiver. Elements and attributes provided before must be kept by message receiver.

- New message only includes the changed attributes, with the exception of the mandatory attributes that are always sent even if there is no modification.

When an attribute sent in the past has no value anymore, send the same message with ResultStatus=LIVE\_MANDATORY and

- If the attribute is mandatory send it empty (Attribute="")
- If the attribute is optional either do not send it or send it empty







## 7 DOCUMENT CONTROL

### 7.1 File Reference

ODF/INT015 R3 v4.10 APP (SB)

### 7.2 Version history

| Version  | Date              | Comments   |
|----------|-------------------|--|
| R3 v1.0  | 12 Mar 2012       | Submitted for review version.  |
| R3 v2.0  | 08 May 2012       | Several changes after review and IDM. Submitted for Approval.  |
| R3 v2.1  | 23 May 2012       | Some changes SFR.  |
| R3 v2.2  | 27 Jun 2012       | Some changes SFR.  |
| R3 v3.0  | 23 Jul 2012       | Minor changes. After WNPA meeting changes: ODF light information deletion and new messages proposal (SFA-DRAFT). |
| R3 v3.1  | 26 Sep 2012       | ODF Light changes implemented. Minor changes on sport. (SFR).  |
| R3 v3.2  | 11 Oct 2012       | Minor ODF Light and sport changes. Reviewer comments included. (SFA).  |
| R3 v4.0  | 14 Dec 2012       | Minor changes. (APP).  |
| R3 v4.1  | 31 Jan 2013       | Reviewer's comments applied. (APP)   |
| R3 v4.2  | 15 Mar 2013       | Minor change (APP)   |
| R3 v4.3  | 19 Apr 2013       | Document generated using the CMS tool  |
| R3 v4.4  | 28 May 2013       | CR787 and CR813 applied  |
| R3 v4.5  | 07 Aug 2013       | CR787 (#89678), CR829 (#90698, #86828, #92577); CR862 (#92876) and CR945 (#94839) applied                        |
| R3 v4.6  | 09 Aug 2013       | CR974, CR1078, CR666, CR906, CR827 applied   |
| R3 v4.7  | 23 August 2013    | CR001259, CR001300   |
| R3 v4.8  | 20 September 2013 | CR001269 and some defects  |
| R3 v4.9  | 12 December 2013  | CR001687, CR001689, CR002439, CR002496   |
| R3 v4.10 | 12 December 2013  | CR002433, CR001564   |

### 7.3 Change Log

| Version | Status | Changes on version |
|---------|--------|--------------------|
| R3 v1.0 | SFR    | • First version.   |



| Version | Status | Changes on version  |
|---------|--------|---|
| R3 v2.0 | SFA    | <ul style="list-style-type: none"> <li>• Snowboard Codes:               <ul style="list-style-type: none"> <li>- @BibColor updated with White and Green.</li> <li>- @ResultPhase codes updated to unify with @BracketItem codes.</li> <li>- @ResultType SB_RANK updated with SBX Finals.</li> <li>- @WeatherPoints added for Weather Areas.</li> <li>- @SnowConditions and @WeatherConditions removed.</li> </ul> </li> <li>• StartList:               <ul style="list-style-type: none"> <li>- UnitInfos / UnitInfo updated: SB_ALTITUDE_START, SB_ALTITUDE_FINISH, SB_ALTITUDE_DROP also applied for HP. Removed "HP", "SBS" and "SBX" from the codes.</li> <li>- Start / Competitor / Composition / Athlete / EventUnitEntry updated with BibColor information.</li> </ul> </li> <li>• Event Unit Results:               <ul style="list-style-type: none"> <li>- Updated elements that should NOT be included with Result / Competitor / Composition / Athlete / ExtendedResults / ExtendedResult / Extensions (and its child element) and Result / Competitor / Composition / Athlete / Stats (and its child element).</li> <li>- UnitInfo element updated: Weather and snow conditions removed as they are part of weather message. UI_RESULT / SB_LAST_QUALIFIED added with code for the last qualified athlete according to competition rules.</li> <li>- Result element updated:                   <ul style="list-style-type: none"> <li>- Removed "RT_" from ResultType codes.</li> <li>- RT Triggers updated.</li> <li>- Updated format scores (HP/SBS).</li> <li>- @QualificationMark added for Result element.</li> </ul> </li> <li>- Result / Competitor / Composition / Athlete / ExtendedResults / ExtendedResult Element updated:                   <ul style="list-style-type: none"> <li>- SB_JUDGE format updated: N(3) 900.</li> <li>- SB_JUDGE_DISCARD code added for scores to be discarded in HP and SBS. Judge points format updated.</li> <li>- SB_JUDGES removed as Total judge points are included in Result / @Result.</li> <li>- Added Pos element for SB_SPLIT_RESULT_TIME and SB_SPLIT_RESULT_RANK for the case of severall intermediate points.</li> <li>- SB_RECENT changed to SB_LAST_SCORED.</li> <li>- SB_IDX removed as it is not used.</li> <li>- RT Triggers updated.</li> </ul> </li> <li>- Message sort updated.</li> </ul> </li> <li>• Result Summary:               <ul style="list-style-type: none"> <li>- CumulativeResult updated:                   <ul style="list-style-type: none"> <li>- RT Triggers updated.</li> <li>- Updated format scores (HP/SBS).</li> </ul> </li> <li>- CumulativeResult / Competitor / Composition / Athlete / ExtendedResults / ExtendedResult updated:                   <ul style="list-style-type: none"> <li>- SB_BEST_RUN added with information of the best run result.</li> <li>- RT Triggers updated.</li> </ul> </li> </ul> </li> <li>• Event Final Ranking:               <ul style="list-style-type: none"> <li>- Trigger and Frequency updated.</li> </ul> </li> <li>• Weather:               <ul style="list-style-type: none"> <li>- Competition / Weather / Conditions updated with @WeatherPoints value.</li> <li>- Competition / Weather / Conditions / Temperature updated: only</li> </ul> </li> </ul> |



| Version | Status | Changes on version   |
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|         |        | <p>information for Air and Snow is needed.</p> <ul style="list-style-type: none"> <li>• Discipline Configuration:               <ul style="list-style-type: none"> <li>- EC_SB / SB_INTERMEDIATES_NUMBER added: information for the number of intermediate points.</li> <li>- EC_SB / SB_HEATS_NUMBER added: information for the number of heats.</li> <li>- EC_SB / SB_RUNS_NUMBER added: information for the number of runs.</li> </ul> </li> </ul>  |
| R3 v2.1 | SFR    | <ul style="list-style-type: none"> <li>• Snowboard Codes:               <ul style="list-style-type: none"> <li>- @TemperatureUnit added for Celsius and Fahrenheit.</li> <li>- @SpeedUnit added for Km/h and m/s.</li> </ul> </li> <li>• List of Participants:               <ul style="list-style-type: none"> <li>- DisciplineEntry modified with new Code SB_STANCE, with information of the board position for an athlete.</li> </ul> </li> <li>• Start List:               <ul style="list-style-type: none"> <li>- Start/ @StartOrder comment updated.</li> <li>- Start /Competitor /Composition /Athlete /EventUnitEntry. Added SB_IRM for PGS/PSL Qualification and Elimination Runs; and SB_HEAT for HP/SBS (in case of Heats format) and PGS(Pair)/SBX(Heat) Finals.</li> <li>- Start /Competitor /Composition /Athlete /PreviousResults /ExtendedDataItem Element element not used. Previous results can be taken from RESULTS for previous units.</li> </ul> </li> <li>• Results Summary:               <ul style="list-style-type: none"> <li>- Header updated (also for RT) with clarification on DocumentCode and DocumentType</li> <li>- CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult new Codes SB_COURSE_RANK , SB_COURSE_ERANK and SB_COURSE_IDX for Course ranks (PGS). Also added SB_TIEBRK_PTS for tie break points on HP/SBS.</li> <li>- CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult remove SB_HEAT as is included in Start List: Start /Competitor /Composition /Athlete /EventUnitEntry.</li> <li>- CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult BEST_RUN updated with Pos (1,2) and Value(Y, N).</li> </ul> </li> <li>• Event Final Ranking:               <ul style="list-style-type: none"> <li>- Result /Competitor /ExtendedResults /ExtendedResult moved to Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult.</li> <li>- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult new Code SB_HEAT_RANK with the rank in the last heat where the athlete finished his/her competition.</li> </ul> </li> <li>• Weather:               <ul style="list-style-type: none"> <li>- Some minor changes.</li> </ul> </li> </ul> |
| R3 v2.2 | SFR    | <ul style="list-style-type: none"> <li>• Snowboard Codes:               <ul style="list-style-type: none"> <li>- CC @Bracket added.</li> </ul> </li> <li>• Start List:               <ul style="list-style-type: none"> <li>- Start /Competitor /Composition /Athlete /PreviousResults/@ResultType Optional.</li> <li>- Start /Competitor /Composition /Athlete /EventUnitEntry. SB_COLOR</li> </ul> </li> </ul>   |



| Version | Status      | Changes on version  |
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|         |             | <p>changed to SB_BIB_COLOR.</p> <ul style="list-style-type: none"> <li>• Event Unit Results:               <ul style="list-style-type: none"> <li>- UnitInfo Element not used. Last qualified information is moved to Results Summary.</li> <li>- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: SB_DIFF expected information updated.</li> <li>- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: SB_CURRENT, SB_NEXT and SB_LAST_SCORED descriptions clarified.</li> </ul> </li> <li>• Results Summary:               <ul style="list-style-type: none"> <li>- CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: SB_BEST_RUN not applied for SBX.</li> <li>- CumulativeResult / @QualificationMark: RT Trigger updated clarification.</li> <li>- CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: new code SB_LAST_QUALIFIED added to inform that the athlete is the last one qualified at a certain point according to sport rules.</li> </ul> </li> <li>• Medallists:               <ul style="list-style-type: none"> <li>- Competitor /Composition /Athlete is used now.</li> </ul> </li> <li>• Real Time:               <ul style="list-style-type: none"> <li>- Trigger T4 removed as it is not used.</li> </ul> </li> </ul> |
| R3 v3.0 | SFA (DRAFT) | <ul style="list-style-type: none"> <li>• Start List:               <ul style="list-style-type: none"> <li>- PSL Finals added for SB_HEAT (Pairs).</li> <li>- PhaseInfo element now is used with SB_PENALTY_TIME code for the finals of PGS and PSL.</li> </ul> </li> <li>• Results Summary:               <ul style="list-style-type: none"> <li>- Header clarification on two heats format for HP/SBS.</li> <li>- PSL added for SB_COURSE_RANK, SB_COURSE_ERANK and SB_COURSE_IDX.</li> </ul> </li> <li>• New messages proposal: Added the definition of DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages (marked in blue color). These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY) at the moment that these changes are approved until then the deprecated messages should be still used.</li> <li>• Deletion messages proposal: DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY (marked in pink color). These messages should be deleted at the moment that these changes are approved until then the deprecated messages should be still used.</li> <li>• Deletion extensions proposal: ODF Light extensions from the DT_START_LIST Message. Marked in pink color the ODF Light extensions. These extensions should be deleted at the moment that these changes are approved until then they should be still used.</li> </ul>   |
| R3 v3.1 | SFR         | <ul style="list-style-type: none"> <li>• Light extensions: ODF Light extensions from the DT_START_LIST and DT_PHASE_RESULT messages are marked in pink colour. These extensions will be deleted at the moment that these changes are implemented by OVR for Non-Olympics projects from those messages and included in new messages.</li> <li>• Light extensions: DT_START_LIST PreviousResults defined as non-light extension (removed pink).</li> </ul>  |



| Version | Status | Changes on version   |
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|         |        | <ul style="list-style-type: none"> <li>• New messages: Added the definition of DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages. These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY).</li> <li>• DT_EXTRA_DATA renamed to DT_PLAY_BY_PLAY.</li> <li>• DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages structure merged:               <ul style="list-style-type: none"> <li>- PhaseInfos and PhaseInfos/PhaseInfo elements of DT_PHASE_RESULT and DT_RT_PHASE_RESULT renamed to ExtendedInfos, ExtendedInfos/ExtendedInfo</li> <li>- Bib attribute added to Competitor and Athlete element of the DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages.</li> <li>- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: SB_RUN_OFF code removed.</li> </ul> </li> <li>• SortOrder attribute clarified so that any result sort order change from the initial start list order will be provided in the SortOrder attribute (or any extension used to sort competitors) of the DT_RT_RESULT and DT_PHASE_RESULT message (this includes ranked, none-ranked and IRM athletes/team)</li> <li>• Brackets:               <ul style="list-style-type: none"> <li>- BracketItem /ExtBracketItems /ExtBracketItem: SB_PLACEMENT expected when fase is NOT semifinal.</li> <li>- BracketItem /NextUnitLoser /Phase comment updated: Only for semifinals of PGS, PSL and SBX.</li> </ul> </li> <li>• Event Final Ranking:               <ul style="list-style-type: none"> <li>- Result /SortOrder attribute comment updated.</li> <li>- Result /Competitor /Code: NOC ID value removed.</li> </ul> </li> <li>• Config:               <ul style="list-style-type: none"> <li>- Config /Unit is set to Optional.</li> <li>- ExtendedConfig: EC_QUALIFICATION_RULE updated. SB_RANK_QUALIFY_NEXT_ROUND is removed and SB_RANK_QUALIFY_EIGHTHFINAL added.</li> </ul> </li> </ul> |
| R3 v3.2 | SFA    | <ul style="list-style-type: none"> <li>• Start List:               <ul style="list-style-type: none"> <li>- Non-light extension: The PreviousResults elements are defined as part of the message.</li> <li>- SortOrder of Start /Competitor /Composition /Athlete /PreviousResult has been removed.</li> </ul> </li> <li>• Event Unit Results:               <ul style="list-style-type: none"> <li>- UnitDateTime element is not used for Real Time.</li> <li>- Result / Competitor / Composition /Athlete /ExtendedResults /ExtendedResult Element new codes SB_DQP (Potentially DSQ, only RT), SB_PFR (Photo Finish Required, only RT) and SB_TIEBRK_PTS.</li> </ul> </li> <li>• Phase Results:               <ul style="list-style-type: none"> <li>- Updated comment for SortOrder of the Result element (the comment regarding start list has been deleted).</li> <li>- Comment for TIEBRK_PTS updated.</li> </ul> </li> <li>• Discipline Configuration:               <ul style="list-style-type: none"> <li>- Clarified how to manage information not know before competition.</li> </ul> </li> </ul>  |
| R3 v4.0 | APP    | <ul style="list-style-type: none"> <li>• 2.2: End to End data flow. Removed old sentence about previous</li> </ul>   |



| Version | Status | Changes on version  |
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|         |        | <p>messages.</p> <ul style="list-style-type: none"> <li>Phase Result (PiT and RT):               <ul style="list-style-type: none"> <li>Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. Code SB_LAST_QUALIFIED description updated. (Include defects of FR: #83818 and #83775).</li> </ul> </li> </ul>   |
| R3 v4.1 | APP    | <ul style="list-style-type: none"> <li>Snowboard Codes, alphabetically ordered as Global Codes and Sport Codes.</li> <li>Event Unit Results (PiT and RT):               <ul style="list-style-type: none"> <li>Result Element. Text about run-off removed as no longer run-offs.</li> </ul> </li> <li>Phase Results (PiT and RT):               <ul style="list-style-type: none"> <li>Result Element. Text about run-off removed as no longer run-offs.</li> <li>Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element.                   <ul style="list-style-type: none"> <li>New Code SB_SORT_HEAT.</li> </ul> </li> </ul> </li> </ul>   |
| R3 v4.2 | APP    | <ul style="list-style-type: none"> <li>Start List               <ul style="list-style-type: none"> <li>Official Element. Attribute Function comments updated.</li> </ul> </li> </ul>  |
| R3 v4.3 | APP    | Document generated using the CMS tool   |
| R3 v4.4 | APP    | <ul style="list-style-type: none"> <li>Start List:               <ul style="list-style-type: none"> <li>Trigger updated because of SBX Snowseed</li> <li>Start /Competitor /Composition /Athlete /EventUnitEntry                   <ul style="list-style-type: none"> <li>SB_SNOWSEED attribute code added</li> </ul> </li> </ul> </li> <li>Event Unit Results:               <ul style="list-style-type: none"> <li>Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult                   <ul style="list-style-type: none"> <li>SB_CURRENT attribute clarifies its description</li> </ul> </li> </ul> </li> <li>Discipline Configuration:               <ul style="list-style-type: none"> <li>Configs /Config /ExtendedConfig                   <ul style="list-style-type: none"> <li>SB_RUNS_NUMBER attribute it is used also in PGS, PSL Finals</li> </ul> </li> </ul> </li> </ul>  |
| R3 v4.5 | APP    | <ul style="list-style-type: none"> <li>Start List:               <ul style="list-style-type: none"> <li>UnitInfos /UnitInfo:                   <ul style="list-style-type: none"> <li>SB_COURSE_NAME updated to be S(50) (CR829)</li> <li>SB_ALTITUDE_START, SB_ALTITUDE_FINISH, SB_ALTITUDE_DROP Expected column updated (CR862)</li> </ul> </li> </ul> </li> <li>Event Unit Results               <ul style="list-style-type: none"> <li>Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult:                   <ul style="list-style-type: none"> <li>SB_CURRENT @Pos description updated (affected by CR787 and CR829)</li> <li>SB_TIEBRKNG_FOR New code added (CR829)</li> </ul> </li> </ul> </li> <li>Phase Results               <ul style="list-style-type: none"> <li>Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult:                   <ul style="list-style-type: none"> <li>SB_BEST_RUN updated (CR945)</li> </ul> </li> </ul> </li> </ul> |
| R3 v4.6 | APP    | <ul style="list-style-type: none"> <li>Start List:               <ul style="list-style-type: none"> <li>UnitInfos /UnitInfo:                   <ul style="list-style-type: none"> <li>SB_ALTITUDE_START, SB_ALTITUDE_FINISH, SB_ALTITUDE_DROP, SB_LENGTH, SB_WIDTH_WALSS, SB_INCLINATION and SB_HEIGHT_WALSS format updated (CR1078)</li> </ul> </li> </ul> </li> <li>Snowboard Codes redefined for unify with FR (CR1078)</li> </ul>   |



| Version  | Status | Changes on version  |
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|          |        | <ul style="list-style-type: none"> <li>• CR974 - DT_WEATHER: Remove "+" symbol in weather attributes, when sending values above 0 degrees</li> <li>• CR666 - Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE message</li> <li>• CR906: Removed ODF Light elements from DT_START_LIST and DT_PHASE_RESULTS messages</li> <li>• CR827 - For DT_PARTIC / DT_PARTIC_UPDATE messages and for Participant /Discipline /RegisteredEvent /EventEntry element change entry SB_RANK by E_RANK and SB_RANK_POINTS by E_POINTS (consistency across sports)</li> </ul> |
| R3 v4.7  | APP    | <ul style="list-style-type: none"> <li>• CR001259:               <ul style="list-style-type: none"> <li>- SB_RE_RUN attribute added to DT_RESULTS message (Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult)</li> <li>- SB_PFR definition updated.</li> </ul> </li> <li>• CR001300: SB_ESTANCE changed to E_ESTANCE and moved to Participant /Discipline /RegisteredEvent /EventEntry</li> </ul>   |
| R3 v4.8  | APP    | <ul style="list-style-type: none"> <li>• (Event Unit Result) SB_CURRENT attribute definition updated to manage correctly SBX event (CR001269 -#96114 )</li> <li>• (Event Unit Result) SB_COURSE_IDX definition clarified (#98726)</li> <li>• (Phase Result) PARTIAL ResultStatus added to definition (#98107)</li> </ul>  |
| R3 v4.9  | APP    | <ul style="list-style-type: none"> <li>• (Start List) SB_FORERUNNERS attribute added (CR001687 - 98052 )</li> <li>• (Phase Result) SB_BEST_RUN expected definition updated (CR001689 - 98403)</li> <li>• (Event Unit Result) Clarification for use added to QualificationMark (CR001689 - 98118)</li> <li>• (Event Unit Result) Clarification added in the Description of SB_DIFF, to explain the content of field in each phase. (CR002439 - 100849)</li> <li>• (Event Unit Results) SB_TIEBRK_PTS format updated, extra digits added (CR002496 – 100198, 101551)</li> </ul> |
| R3 v4.10 | APP    | <ul style="list-style-type: none"> <li>• (Phase Results) INTERIM status added to ResultStatus definition (CR002433)</li> <li>• (Event Unit Results) SB_TIEBRK_PTS clarification added to definition.</li> <li>• (DT_WEATHER) Weather /Conditions /Condition@Value defined as CC @WeatherConditions for SKY Conditions and as CC @SnowConditions for SNOW conditions (CR001564)</li> <li>• (DT_WEATHER) Weather /Conditions /Wind@Value defined as N(3).N(1) with plus/minus symbols (CR001564)</li> </ul>   |



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