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Olympic Data Feed
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ODF Alpine Skiing Data Dictionary

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Technology and Information Department

INTERNATIONAL OLYMPIC COMMITTEE
Château de Vidy, 1007 Lausanne, Switzerland, Tel. +41 21 621 6111 / Fax +41 21 621 6216 / www.olympic.org

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
NOC	National Olympic Committee recognized as such by the IOC
NPC	National Paralympic Committee as recognized by the IPC
ODF	Olympic Data Feed
ODF Light	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
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
ODF-RT	Olympic Data Feed Real Time, messages that are generated when available
OPNS	Olympic and Paralympic News Service
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	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 Alpine Skiing 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	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline Update	PiT	X
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	
DT_START_LIST	Start List	PiT	X
DT_RESULT	Event Unit Results	PiT/RT	X
DT_CUMULATIVE_RESULT	Cumulative Results	PiT/RT	X
DT_RANKING	Event Final Ranking	PiT	X
DT_MEDALLISTS	Event’s Medallists	PiT	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	PiT	
DT_COMMUNICATION	Official Communication	PiT	
DT_GM	Discipline/venue good morning	PiT	
DT_GN	Discipline/venue good night	PiT	
DT_FED_RANKING	Federation Ranking	PiT	X
DT_CONFIG	Discipline Configuration	PiT	X
DT_WEATHER	Event Unit Weather Conditions	PiT	X
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 mbe 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 / DT_PARTIC_UPDATE	List of participants by discipline message

Attribute	Value	Comment
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. 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	CC @VenueCode	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 approximately 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
				Gender	
				Event	
				Bib	
				EventEntry (0,N)	
					Code
					Type
					Pos
					Value
		OfficialFunction (0,N)			
			FunctionId		

3.2.1.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Participant

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Participant's ID, to identify an athlete or an official, and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.
Status	O	CC @AccreditationStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
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

Attribute	M/O	Value	Comments
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	M	YYYYMMDD	Date of birth.
Height	O	N(3) 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) 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	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @Function	Main function In the Case of Current="true" this attribute is Mandatory
Current	M	Boolean	It defines if a participant is participating in the games (True) or is a Historical participant (False).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Movement program.
ModificationIndicator	M	N, U	N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

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

Attribute	M/O	Value	Comments
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody/ @DocumentCode attribute
InternationalFederationId	M	S(16)	Competitor's federation number for Alpine Skiing

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	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	M	N(3) 999	Skier bib number. Send only in case of Current="true".

Participant /Discipline /RegisteredEvent /EventEntry
Send if there are specific athlete's event entries.

Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		N(4) 9999	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: FIS Rank (at this event).
	E _POINTS		N(3).N(2) 990.00 Or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: FIS points (at this event). Send "-" for the athlete who does not have points at this event.

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

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

Attribute	M/O	Value	Comments
FunctionId	M	CC @Function	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.

Each ODF Sport Data Dictionary will include the mandatory attributes /elements of this message and redefine the optional ones.

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	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_START_LIST	Start List message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT

Attribute	Value	Comment
		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

The general rule is that this message is sent as soon as some of the information arriving in this message and associated to the event unit (PhaseInfos, UnitInfos, and Officials) is known and also when all the competitors for one particular event unit are known.

Taking also into account the message is expected:

- After the draw is approved (for Run 1 & One run events)

- After the results are approved (for Run 2 events)

Trigger also after any major change.

A major change in some races (of Downhill, Giant Slalom or Super-G) if there is a change in the start order (when snowing, etc.) and is assigned the “Snowseed”.

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
Competition						
	Code					
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		UnitInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
			Competitor (0,N)			
				Organisation		
				Composition (0,1)		
					Athlete (1,N)	
						FamilyName
						GivenName
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
	Start (0,N)					
		StartOrder				
		SortOrder				
		Competitor				
			Code			
			Type			
			Composition (0,1)			
				Athlete (1,N)		
					Code	

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
					Order	
					Bib	
					EventUnitEntry (0,N)	
						Type
						Code
						Pos
						Value

3.2.2.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

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_AS	AS_NUMBER_GATES		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of gates
	AS_TURNING_GATES		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of turning gates
	AS_FORERUNNER	N(2) 99	CC @ForerunnerBib	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the sequential number, starting by 1, to sort the forerunners according to their bib letter For @Value: Forerunners bib letter (in upper case) (e.g.: A, B ...)

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

Type/Code	Description	Expected
UI_AS/ AS_NUMBER_GATES	Number of gates	Always
UI_AS/ AS_TURNING_GATES	Number of turning gates	Always, except for Downhill
UI_AS/ AS_FORERUNNER	Forerunners and their bib letters	Always

UnitInfos /UnitInfo /Competitor

(Just for forerunners at UnitInfo).

Attribute	M/O	Value	Comments

Attribute	M/O	Value	Comments
Organisation	M	CC @Organisation	Organisation ID of the forerunner associated to the UnitInfos /UnitInfo at the forerunner unit information

UnitInfos /UnitInfo /Competitor /Composition /Athlete
Used when the UnitInfo is related to a person or team member.
It will be sent FamilyName and GivenName because, in many cases, the person related to the UnitInfo is not an athlete.

Attribute	M/O	Value	Comments
FamilyName	M	S(25)	Family name (in upper case) of the forerunner associated to the UnitInfos /UnitInfo at the forerunner unit information (just for forerunners at UnitInfo)
GivenName	M	S(25)	Given name (in mixed case) of the forerunner associated to the UnitInfos /UnitInfo at the forerunner unit information (just for forerunners at UnitInfo)

Officials /Official
Official associated to the event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official ID Key of the official, to uniquely identify this element
Function	M	CC @Function	Official's function associated to the event unit. Send the function code for: - TD FIS (FIS_TDL) - Referee (RFR) - Assistant Referee (AST_RFR) (only for DH, SG and SC) - Chief of Race (CHF_RCE) - Start Referee (STR_RFR) - Finish Referee (FSH_RFR) - Course Setter (CRS_STR)
Order	M	Numeric	Order of the Officials. Send sequential number, starting by 1, according to the official's function described above, example: 1 for TD FIS, 2 for Referee, etc.

Start
This element is optional (due to the information availability, the information related to the event unit can be sent before the competitors information).

Attribute	M/O	Value	Comments
StartOrder	O	Numeric	Start order of the competitor in a start list according to the event unit (it could be by @Bib, Start Number, etc.). Do not include in case of DNS competitor in the second run in Super Combined event. Otherwise, should be informed.
SortOrder	M	Numeric	Usually, same as @StartOrder Used to sort all start list competitors in an event unit (for example, when the StartOrder is missing).

Start /Competitor

Competitor participating in the event unit

Start /Competitor /Composition is optional for a similar reason: knowing the teams participating in one event unit, it is not known yet the team members participating.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID (in this case Athlete's ID for Competitor @Type=A)
Type	M	A	A for athlete

Start /Competitor /Composition /Athlete
Athlete extended information.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a single athlete
Order	M	Numeric	Order attribute Send 1 for Competitor @Type="A"
Bib	M	N(3) 999	Athlete's bib number

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

Type	Code	Pos	Value	Description
EU_AS	AS_IRM_2RUN		CC @IRM (DNS)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Status at the beginning of the second run for Super Combined events. Send DNS only when the athlete does not start the second run
	AS_SNOWSEED		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if the athlete is assigned a Snowseed, otherwise send N.

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

Type/Code	Description	Expected
EU_AS/ AS_IRM_2RUN	DNS if the athlete does not start the second run.	If applies, only for the second run in Super Combined events
EU_AS/ AS_SNOWSEED	Snowseed indicator. In extraordinary conditions, the Jury may change the starting order of a Downhill race, a Giant Slalom or a Super-G (when snowing, etc.). A group of at least 6 competitors, nominated in advance, start before start	If applies, only for event units of DH (Downhill), GS (Giant Slalom), SG (Super-G), and SC (Super Combined -DH or SG- run)

Type/Code	Description	Expected
	number one. These 6 competitors are drawn from among the last 20% of the start list. They will start in reverse order of their start numbers.	

3.2.2.6 Message Sort

The message is sorted 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	DDGEEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, interim, partial). “OFFICIAL” / “UNOFFICIAL” / “INTERMEDIATE” / “INTERIM”/ “PARTIAL”
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.

Attribute	Value	Comment
DocumentSubtype	N/A	Not used for Alpine Skiing
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. 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	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). “LIVE_UPDATE” / “LIVE_FULL” / “LIVE_MANDATORY” / “LIVE_LAST
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	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. 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

3.2.3.3 Trigger and Frequency

3.2.3.3.1 PiT Triggers

During the race, once the first competitors arrive (depending on the event, and for the last run), the message will be sent with interim results (ResultStatus in the header will have the value "INTERIM"):

- After fifteen (15) competitors have finished the run (for Slalom and Giant Slalom)

- After thirty (30) competitors have finished the run (for all events)

- After forty-five (45) competitors have finished the run (for Downhill and Super-G)

And after the last competitor, then proceed with UNOFFICIAL / OFFICIAL results, as expected.

3.2.3.3.2 RT Triggers

- For ResultStatus=LIVE_UPDATE:

  - T1: Trigger at the beginning of the race

  - T2: Trigger when the traffic changes, a competitor enters to the starter position, starts or finishes

  - T3: Trigger when a competitor starts the race

  - T4: Trigger when a competitor passes through an intermediate position

  - T5: Trigger when a competitor crosses the finish line

  - T6: Trigger when competitor is disqualified

  - T7: Trigger when a competitor crosses a speed trap position

  - T8: Trigger when the leader crosses an intermediate position

  - T9: Trigger when a race finishes

  - T10: Trigger when a competitor obtains an invalid result mark (during the race)

- For the other ResultStatus we should follow the general definition.

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	Level 9	Level 10
Competition									
	Code								
	UnitInfos (0,1)								
		UnitDateTime (0,1)							
			StartDate						
			EndDate						
		UnitInfo (0,N)							
			Type						
			Code						
			Pos						
			Value						
	Result (1,N)								
		Rank							
		RankEqual							
		Result							
		IRM							
		SortOrder							
		ResultType							
		Competitor (1,N)							
			Code						
			Type						
			Composition						
				Athlete (1,N)					
					Code				
					Order				
					Bib				
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							Type		
							Code		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1,N)	
									Type
									Code
									Pos
									Value

3.2.3.5 Message Values

Competition

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @Competition	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. Not needed for Real Time	N	N/A
EndDate	O	DateTime	Actual end date-time (the attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL) Not needed for Real Time	N	N/A

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
UI_AS	AS_REASON	N(2) 90	String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Sequential number (from 1 to n) for each of reasons for disqualification. In this case, each of the reasons (@Pos=1, 2 …) will be each one of the disqualification rules used in the message, appearing just once, and sorted by its rule identification. For @Value: Text of the reason for disqualification (language English), (e.g.: “629.3 Did not pass through a gate correctly (art. 661.4)”)
	AS_LEADER_TIME	N(2) 90	M:SS.tt 9:90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: The number that identifies the intermediate position, from 1 to the total number of intermediate time positions (including the finish of the race as the last position), according to those defined in the “Discipline Configuration”

Type	Code	Pos	Value	Description
				message. For @Value: Current leader time at each intermediate position (from the start of the race up to each (@Pos) intermediate time position). Is a cumulative result time. They are the intermediate times for the current leader Use Time format: M is minutes SS is seconds tt is hundredths of second
	AS_LEADER_START_TIME		M:SS.tt 9:90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The first run time of the current leader of the race (in the event unit of second run). Use Time format: M is minutes SS is seconds tt is hundredths of second

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

Type/Code	Description	Expected	RT Only	RT Trigger
UI_AS/ AS_REASON	Text of the reasons for disqualifications (@Pos for each one of the disqualification rules used in the message, appearing just once, and sorted by its rule identification).	If applies (just in case there are disqualified athletes) (just for PiT message)	N	N/A
UI_AS/ AS_LEADER_TIME	Current leader time of each intermediate time position in the event unit.	If applies	Y	T8
UI_AS/ AS_LEADER_START_TIME	The first run time of the current leader of the race (in the event unit of second run).	If applies (just in second run)	Y	T5 (when becomes new leader)

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	Numeric	Rank of the competitor in the corresponding event unit. This attribute is	N	T5, T9

Attribute	M/O	Value	Comments	RT Only	RT Trigger
			optional because the skier could get an invalid result mark.		
RankEqual	O	S(1) (Y,N)	It identifies if a rank has been equalled. For PiT message just include this attribute in case of equalled ranks with value "Y".	N	T5, T9
Result	O	M:SS.tt 9:90.00	Result time for the particular event unit. Send just in the case @ResultType is Time (see codes section) Use Time format: M is minutes SS is seconds tt is hundredths of second	N	T5, T9
IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM (see codes section)	N	T5, T9 T6, T10
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. SortOrder should also take care of IRM rules (please, refer to CC @IRM). Also for RT message, 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).	N	T5, T9 T6, T10
ResultType	O	CC @ResultType	Result type, either time or IRM (see potential DSQ extended result: in this case result type would be time) for the corresponding event unit (see codes section). In PiT message this attribute is mandatory.	N	T5, T9 T6, T10

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	Competitor's ID (in this case Athlete's ID, for Competitor @Type=A)	N	T5, T9 T6, T10
Type	M	A	A for athlete	N	T5, T9 T6, T10

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a single athlete.	N	T5, T9 T6, T10
Order	M	Numeric	Order attribute Send 1 for Competitor @Type="A"	N	T5, T9 T6, T10
Bib	M	N(3) 999	Athlete's bib number	N	T5, T9 T6, T10

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Individual athlete's extended result.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_AS	AS_DIFF			+M:SS.tt +9:90.00 Or blank (for leader)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference (send just in the case @ResultType is Time), behind of the leader best time. Send blank if the athlete is the leader (for Result @Rank=1). Use Time format: M is minutes SS is seconds tt is hundredths of second
	AS_START_DIFF			+M:SS.tt +9:90.00 Or -M:SS.tt -9:90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The relative time difference between "Next", "Starter" and "Last Started" athlete first run time and the first run time of the current leader of the race (in the event unit of second run). Use Time format: M is minutes SS is seconds tt is hundredths of

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					second
	AS_DIST_DIFF			N(4).N(2) 9990.00 Or blank (for leader)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Distance behind (in meters) the leading competitor (send just in the case @ResultType is Time). Only for speed event units. Send blank if the athlete is the leader (for Result @Rank=1).
	AS_POT_DSQ			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send “Y” when it is a Potential DSQ and “N” otherwise (if not and if it has changed) in case of RT message. So, for PiT message just include this code in case of potential DSQ with value "Y".
	AS_CURRENT			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send “Y” for the current competitor, and “N” otherwise (if not and if it has changed).
	AS_NEXT			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send “Y” for the next

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					competitor, “N” in other case.
	AS_LAST_FINISHED			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send “Y” when the last results correspond to this competitor, “N” in other case.
	AS_LAST_STARTED			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send “Y” for the last started competitor (for those skiers that are on course), “N” in other case.
	AS_RUN_STATUS			CC @RunStatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the code according to the skier run status (see codes section)
	AS_RR			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send “Y” when it is a Re-Run athlete and “N” otherwise (if not and if it has changed).
	AS_INTERMEDIATE		N(2) 90	N/A	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate position,

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					from 1 to the total number of intermediate time positions (including the finish of the race as the last position), according to those defined in the “Discipline Configuration” message. For @Value: Do not send anything
		AS_RANK		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Cumulative Rank at this (@Pos) intermediate result position
		AS_ERANK		S(1) (Y,N)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: It identifies if the Rank at this (@Pos) intermediate position has been equalled send “Y” in this case, and "N" otherwise (if not and if it has changed) in case of RT message.
		AS_ORDER		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Result’s order at this intermediate position (based on cumulative rank at this intermediate position).

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		AS_TIME		M:SS.tt 9:90.00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Time from the start of the race up to this (@Pos) intermediate result position. Is a cumulative result time. Use Time format: M is minutes SS is seconds tt is hundredths of second
		AS_DIFF_RELATIVE		+M:SS.tt +9:90.00 Or -M:SS.tt -9:90.00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Cumulative time difference behind the current leader at finish at this (@Pos) intermediate time position. Send “-“, if faster than current leader (at this point), otherwise “+”. Use Time format: M is minutes SS is seconds tt is hundredths of second
		AS_DIFF		+M:SS.tt +9:90.00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Cumulative time difference behind the

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					leader at this (@Pos) intermediate time position. (Just for PiT message) Use Time format: M is minutes SS is seconds tt is hundredths of second
	AS_SECTOR		N(2) 90	N/A	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the sector, from 1 to the total number of sectors, according to those defined in the "Discipline Configuration" message. (i.e.: sector 1 would be from int. position 1 to int. position 2, sector 2 would be from int. position 2 to int. position 3, etc., to the finish line). For @Value: Do not send anything
		AS_RANK		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Rank (partial) at this (@Pos) sector (not cumulative) according to the sector time.
		AS_ERANK		S(1) (Y,N)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: It identifies if the Rank

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					at this (@Pos) sector has been equalled send “Y” in this case, and "N" otherwise (if not and if it has changed) in case of RT message.
		AS_ORDER		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Result’s order at this sector (based on rank at this sector).
		AS_TIME		M:SS.tt 9:90.00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Time (partial) at this (@Pos) sector (not cumulative). Use Time format: M is minutes SS is seconds tt is hundredths of second
	AS_SPEED		N(2) 90	N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the speed position, from 1 to the total number of speed trap positions, according to those defined in the “Discipline Configuration” message. For @Value: Speed (km/h) at this (@Pos) speed trap position (only for speed event

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					units)
		AS_RANK		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Rank for the speed at this (@Pos) speed trap position
		AS_ERANK		S(1) (Y,N)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: It identifies if the Rank at this (@Pos) speed trap position has been equalled send “Y” in this case, and "N" otherwise (if not and if it has changed) in case of RT message.
		AS_ORDER		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Order at this speed trap position (based on rank at this speed trap position).
	AS_SPEED_AVG			N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average speed (km/h) (only for speed event units)
	AS_DSQ_GATE			N(3) 990	For @Type: Send proposed type

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Code: Send proposed code For @ Pos: Do not send anything For @Value: DSQ gate number
	AS_DSQ_RULE			String	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rule identifier for which the skier was disqualified (e.g.: “629.3”)

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

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_AS/ AS_DIFF	Time difference	Always	N	T5, T9
ER_AS/ AS_START_DIFF	The relative time difference between "Next", "Starter" and "Last Started" athlete first run time and the first run time of the current leader of the race.	If applies (just in second run)	Y	T2, T3, T5 (when becomes new leader)
ER_AS/ AS_DIST_DIFF	Distance behind (in meters) the leading competitor at finish.	Only for speed event units (so, except for GS (Giant Slalom) and SL (Slalom))	N	T5, T9
ER_AS/ AS_POT_DSQ	Potential DSQ	If applies (if potential DSQ)	N	T5, T9
ER_AS/ AS_CURRENT	Indicates the current competitor	Always	Y	T1, T2, T3
ER_AS/ AS_NEXT	Indicates the next competitor	Always	Y	T1, T2, T5
ER_AS/ AS_LAST_FINISHED	Indicates that this competitor has just finished	Always	Y	T2, T5
ER_AS/ AS_LAST_STARTED	Indicates that this competitor has just started	Always	Y	T2, T3
ER_AS/ AS_RUN_STATUS	Skier run status	Always	Y	T2, T3, T5
ER_AS/ AS_RR	Re-Run Athlete	If applies	Y	T5, T9
ER_AS/ AS_INTERMEDIATE	N/A	N/A	N	N/A
ER_AS/ AS_INTERMEDIATE/ AS_RANK	Competitor’s results data of each intermediate time position (cumulative rank) in the event unit.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/	Competitor’s results data of each intermediate time position (equalled	Always	N	T4, T5

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
AS_ERANK	rank indicator -if it applies-) in the event unit.			
ER_AS/ AS_INTERMEDIATE/ AS_ORDER	Competitor's results data of each intermediate time position (result order) in the event unit.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/ AS_TIME	Competitor's results data of each intermediate time position (cumulative time) in the event unit.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/ AS_DIFF_RELATIVE	Competitor's results data of each intermediate time position (time difference to the current leader at finish) in the event unit.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/ AS_DIFF	Competitor's results data of each intermediate time position (time difference behind the leader at this point) in the event unit.	Always (just for PiT message)	N	N/A
ER_AS/ AS_SECTOR	Competitor's results data of each sector -partial time position- in the event unit.	N/A	N	N/A
ER_AS/ AS_SECTOR/ AS_RANK	Competitor's results data of each sector -partial time position- (rank) in the event unit.	Always (just for PiT message)	N	N/A
ER_AS/ AS_SECTOR/ AS_ERANK	Competitor's results data of each sector -partial time position- (equalled rank indicator -if it applies-) in the event unit.	Always (just for PiT message)	N	N/A
ER_AS/ AS_SECTOR/ AS_ORDER	Competitor's results data of each sector -partial time position- (result order) in the event unit.	Always (just for PiT message)	N	N/A
ER_AS/ AS_SECTOR/ AS_TIME	Competitor's results data of each sector -partial time position- (time) in the event unit.	Always (just for PiT message)	N	N/A
ER_AS/ AS_SPEED	Competitor's speed data of each speed trap position (speed (km/h))	Only for speed event units (so, except for GS (Giant Slalom) and SL (Slalom))	N	T7
ER_AS/ AS_SPEED/ AS_RANK	Competitor's speed data of each speed trap position (rank)	Only for speed event units (so, except for GS (Giant Slalom) and SL (Slalom))	N	T7
ER_AS/ AS_SPEED/ AS_ERANK	Competitor's speed data of each speed trap position (equalled rank indicator -if it applies-)	Only for speed event units (so, except for GS (Giant Slalom) and SL (Slalom))	N	T7
ER_AS/ AS_SPEED/ AS_ORDER	Competitor's speed data of each speed trap position (order)	Only for speed event units (so, except for GS (Giant Slalom) and SL (Slalom))	N	T7
ER_AS/ AS_SPEED_AVG	Average speed (km/h)	Only for speed event units (so, except for GS (Giant Slalom) and SL (Slalom)) (just for PiT message)	N	N/A

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_AS/ AS_DSQ_GATE	Gate number on which the skier has been disqualified	If applies, send just in the case the skier got a disqualification IRM (just for PiT message)	N	N/A
ER_AS/ AS_DSQ_RULE	Rule identifier for which the skier has been disqualified	If applies, send just in the case the skier got a disqualification IRM (just for PiT message)	N	N/A

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension
Defined in previous section

3.2.3.6 Message Sort

Sort by Result @SortOrder

3.2.4 Cumulative Results

3.2.4.1 Description

The Cumulative Results is a message containing the cumulative results for the list of competitors in one phase, up to the end of this phase (including information regarding to previous phases), or up to the end of an event unit within a phase (including also the units prior the current one) either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results takes into account the results of previous phases, and therefore it gives an idea about how a competition is progressing up to the end of an intermediate phase. This information may be useful in some events, such as it could be in Athletics decathlon or in Bobsleigh.

The Cumulative Results message may be used to send an interim summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

In Alpine Skiing, the Cumulative Results message only is provided for events which have more than one event unit (run) in the phase (i.e.: two runs in events of Slalom, Giant Slalom and Downhill when applies) or more than one event (run) in different phases (i.e.: in event Super Combined -Downhill (or Super-G) / Slalom or in alternate scenarios-). Therefore:
- This cumulative results message will be after each event unit (in the phase) (the DocumentSubtype header attribute should be at event unit level) for events Slalom and Giant Slalom, and for event Downhill if split in 2 runs, as well as for event Super Combined.

Not send for one run events Downhill and Super-G.

It only applies to competition phases (not to Official Training).

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	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is interim, official or unofficial (see the section "Trigger and Frequency" below) And also, for event Super Combined, send as: INTERIM: up to end of the first phase (for first run of the event), UNOFFICIAL / OFFICIAL: up to end of the event

Attribute	Value	Comment
		-second phase- (for second run of the event)
DocumentSubtype	DDGEEEPUU (for events Slalom, Giant Slalom, Super Combined and Downhill if split in 2 runs)	It is the DocumentCode code up to the moment the cumulative message contains information: -For events Slalom, Giant Slalom, Super Combined (and Downhill -if applies-): DDGEEEPUU - cumulative results up to the end of the referenced event unit
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. 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	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RT_CUMULATIVE_RESULT	Cumulative Real Time Results message

Attribute	Value	Comment
DocumentSubtype	CC @Unit	It is the RSC code up to the moment the cumulative message contains information: E.g.: DDGEEEPUU would be cumulative results up to the end of the referenced event unit
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). “LIVE_UPDATE” / “LIVE_FULL” / “LIVE_MANDATORY” / “LIVE_LAST” For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3, live Mandatory when there is a correction of previous messages and Live Last for the last message of this key of messages.
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	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. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in

Attribute	Value	Comment
		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

The general rule is that this message is sent as soon as:

- If results are accumulating across phases (i.e. the message is sent at event level and the Document Subtype of the message is DDGEEEP00):

It is sent after the last event unit for the first phase, in addition to subsequent phases. The message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit becomes official).

- If results are accumulated across event units (i.e. the message is sent at phase level and the Document Subtype of the message is DDGEEEPUU):

It is sent after the first event unit, in addition to subsequent event units; (in this case, the first DT_CUMULATIVE_RESULT message and the DT_RESULT message may contain the same information).The message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit becomes official).

The sequence is clarified below. The version number, n, is the version of the last DT_RESULT message sent for the same RSC code (n=0 if no DT_RESULT messages have been sent). The version number, m, is the version of the last DT_CUMULATIVE_RESULT message sent for the same RSC code (m=0 if no DT_CUMULATIVE_RESULT messages have been sent).

The clarification of this sequence can be:

Case 1:

a) Event has been complete and the results are unofficial:
   1. Sent DT_RESULT with ODF Version n+1 and ResultStatus = ”UNOFFICIAL”.
   2. Sent DT_CUMULATIVE_RESULT with ODF Version m+1 and ResultStatus = ”UNOFFICIAL”.

b) Results are checked and signed off by referee:
   1. Sent DT_RESULT with ODF Version n+2 and ResultStatus = ”OFFICIAL”.
   2. Sent DT_CUMULATIVE_RESULT with ODF Version m+2 and ResultStatus = ”OFFICIAL”.

Case 2:

a) Event has been complete and the results are directly officials:
   1. Sent DT_RESULT with ODF Version n+1 and ResultStatus = ”OFFICIAL”.
   2. Sent DT_CUMULATIVE_RESULT with ODF Version m+1 and ResultStatus = ”OFFICIAL”.

Trigger also after any major change.

And during the race, once the first competitors arrive (depending on the event, and for the last run), the message will be sent with interim results (ResultStatus in the header will have the value “INTERIM”):

- After fifteen (15) competitors have finished the run (for Slalom and Giant Slalom only)

- After thirty (30) competitors have finished the run

And after the last competitor, then proceed with UNOFFICIAL / OFFICIAL results, as expected.

3.2.4.3.2 RT Triggers

- For ResultStatus=LIVE_UPDATE:

These are a set of triggers, which will be linked to a set of information to be included in the message. It should not be included data if not changed in regards to the previous data sent.

- T1: Trigger at the beginning of the race

- T2: Trigger when the traffic changes, a competitor enters to the starter position, starts or finishes

- T3: Trigger when a competitor starts the race

- T4: Trigger when a competitor passes through an intermediate point

- T5: Trigger when a competitor crosses the finish line

- T6: Trigger when competitor is disqualified

- T8: Trigger when the leader crosses an intermediate position

- T9: Trigger when a race finishes

- T10: Trigger when a competitor obtains an invalid result mark (during the race)

- 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

It is sending 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	Level 9	Level 10
Competition									
	Code								
	ExtendedInfos (0,1)								
		ExtendedInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
	Result (1,N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		SortOrder							
		ResultItems							
			ResultItem (1,N)						
				Phase					
				Unit					
				Result					
					Rank				
					RankEqual				
					ResultType				
					Result				
					IRM				
					SortOrder				
		Competitor							
			Code						
			Type						

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			Composition						
				Athlete (1,N)					
					Code				
					Order				
					Bib				
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1,N)	
									Type
									Code
									Pos
									Value

3.2.4.5 Message Values

Competition

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @Competition	Unique ID for competition	N	When available

ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
EI_AS	AS_LEADER_TIME	N(2) 90	M:SS.tt 9:90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: The number that identifies the intermediate position, from 1 to the total number of intermediate time positions (including the finish of the race as the last position), according to those defined in the “Discipline Configuration” message. For @Value: Current leader cumulative time at each intermediate position (considering all races up to this moment) from the start of the race up to each (@Pos) intermediate time position. They are the intermediate cumulative times for the current leader Use Time format: M is minutes SS is seconds tt is hundredths of second

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

Type/Code	Description	Expected	RT Only	RT Trigger
EI_AS/ AS_LEADER_TIME	Current leader cumulative time of each intermediate time position (considering all races up to this moment).	If applies	Y	T8

Result

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Cumulative rank of the competitor after the finalisation of the current event unit (or phase), so it takes into account the previous event units (or phases). This rank indicates a progress of the competition.	N	T5, T9

Attribute	M/O	Value	Comments	RT Only	RT Trigger
			This attribute is optional because the skier could get an invalid rank mark.		
RankEqual	O	S(1) (Y,N)	It identifies if a rank has been equalled. In PiT message only Y value has sense.	N	T5, T9
ResultType	O	CC @ResultType	Result type, either time or IRM (see potential DSQ extended result: in this case result type would be time) for the corresponding cumulative results (see codes section). In PiT message this attribute is mandatory.	N	T5, T9 T6, T10
Result	O	M:SS.tt 9:90.00	Cumulative result after the finalisation of the current event (or phase). It will depend on the results of all the event units (or phases) up to the moment of the message sending. Send just in the case @ResultType is Time (see codes section) Use Time format: M is minutes SS is seconds tt is hundredths of second	N	T5, T9
IRM	O	CC @IRM	The invalid rank mark, in case it is assigned IRM after the finalisation of the current event unit (or phase). It will depend on the results of all the event units (or phases) up to the moment of the message sending. Send just in the case @ResultType is IRM (see codes section)	N	T5, T9 T6, T10
SortOrder	M	Numeric	This attribute is a sequential number with the order of the cumulative results after the finalisation of the current event unit (or phase), if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank. It is mainly used for display purposes. SortOrder should also take care of IRM rules (please, refer to CC @IRM).	N	T5, T9 T6, T10

Result /ResultItems /ResultItem

Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase -identified by @Phase- or unit (if @Unit is also informed or just phase otherwise.

Attribute	M/O	Value	Comments	RT Only	RT Trigger

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Phase	M	CC @Phase	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.	N	T5, T9 T6, T10
Unit	O	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit. Otherwise, do not include (so for the super combined event is sent at phase level DDGEEEP00)	N	T5, T9 T6, T10

Result /ResultItems /ResultItem /Result

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem. This attribute is optional because the skier could get an invalid rank mark.	N	T5, T9
RankEqual	O	S(1) (Y,N)	It identifies if a rank has been equalled. In PiT message only Y value has sense.	N	T5, T9
ResultType	O	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem (see codes section)	N	T5, T9 T6, T10
Result	O	M:SS.tt 9:90.00	The result of the competitor for the event unit or phase identified by /ResultItems /ResultItem Use Time format: M is minutes SS is seconds tt is hundredths of second	N	T5, T9
IRM	O	CC @IRM	The invalid result mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem (see codes section)	N	T5, T9 T6, T10
SortOrder	M	Numeric	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem	N	T5, T9 T6, T10

Result /Competitor

Competitor related to one cumulative result.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Competitor's ID (in this case Athlete's ID, for Competitor @Type=A)	N	T5, T9 T6, T10
Type	M	A	A for athlete	N	T5, T9

Attribute	M/O	Value	Comments	RT Only	RT Trigger
					T6, T10

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a single athlete	N	T5, T9 T6, T10
Order	M	Numeric	Order attribute Send 1 for Competitor @Type="A"	N	T5, T9 T6, T10
Bib	M	N(3) 999	Athlete's bib number	N	T5, T9 T6, T10

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
Individual athlete's extended result.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_AS	AS_DIFF			+M:SS.tt +9:90.00 Or blank (for leader)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Cumulative time difference (send just in the case @ResultType is Time), behind of the leader best time. Send blank if the athlete is the leader (for Result @Rank=1). Use Time format: M is minutes SS is seconds tt is hundredths of second
	AS_POT_DSQ			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" when it is a Potential DSQ and "N" otherwise (if not and if it has changed) in case of RT message. So, for PiT message just include this code in case of potential DSQ with

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					value "Y".
	AS_RUN_STATUS			CC @RunStatus	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the code according to the skier run status (see codes section)
	AS_RR			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send “Y” when it is a Re-Run athlete and “N” otherwise (if not and if it has changed).
	AS_INTERMEDIATE		N(2) 90	N/A	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate position, from 1 to the total number of intermediate time positions (including the finish of the race as the last position), according to those defined in the “Discipline Configuration” message. For @Value: Do not send anything
		AS_RANK		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Cumulative Rank (considering all races up to this moment) at this (@Pos) intermediate

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					result position
		AS_ERANK		S(1) (Y,N)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: It identifies if the Cumulative Rank at this (@Pos) intermediate position has been equalled send “Y” in this case, and "N" otherwise (if not and if it has changed) in case of RT message.
		AS_ORDER		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Cumulative result’s order at this intermediate position (based on cumulative rank at this intermediate position).
		AS_TIME		M:SS.tt 9:90.00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Cumulative time (considering all races up to this moment) from the start of the race up to this (@Pos) intermediate result position. Use Time format: M is minutes SS is seconds tt is hundredths of second

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		AS_DIFF_RELATIVE		+M:SS.tt +9:90.00 Or -M:SS.tt -9:90.00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Cumulative time difference behind the current leader at finish (considering all races up to this moment) at this (@Pos) intermediate time position. Send "-", if faster than current leader (at this point), otherwise "+". Use Time format: M is minutes SS is seconds tt is hundredths of second
		AS_DIFF		+M:SS.tt +9:90.00	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @ Pos: Do not send anything For @Value: Cumulative time difference behind the leader (considering all races up to this moment) at this (@Pos) intermediate time position. (Just for PiT message) Use Time format: M is minutes SS is seconds tt is hundredths of second
	AS_RACE_POINTS			N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Race points for each

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					ranked competitor at the end of the event (according to their FIS points) (send just in the case @ResultType is Time)

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

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_AS/ AS_DIFF	Time difference	Always	N	T5, T9
ER_AS/ AS_POT_DSQ	Potential DSQ	If applies (if potential DSQ)	N	T5, T9
ER_AS/ AS_RUN_STATUS	Skier run status	Always	Y	T2, T3, T5
ER_AS/ AS_RR	Re-Run Athlete	If applies	Y	T5, T9
ER_AS/ AS_INTERMEDIATE	N/A	N/A	N	N/A
ER_AS/ AS_INTERMEDIATE/ AS_RANK	Competitor's cumulative results data of each intermediate time position (cumulative rank) considering all races up to this moment.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/ AS_ERANK	Competitor's cumulative results data of each intermediate time position (equalled rank indicator -if it applies-) considering all races up to this moment.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/ AS_ORDER	Competitor's cumulative results data of each intermediate time position (result order) considering all races up to this moment.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/ AS_TIME	Competitor's cumulative results data of each intermediate time position (cumulative time) considering all races up to this moment.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/ AS_DIFF_RELATIVE	Competitor's cumulative results data of each intermediate time position (time difference to the current leader at finish) considering all races up to this moment.	Always	N	T4, T5
ER_AS/ AS_INTERMEDIATE/ AS_DIFF	Competitor's cumulative results data of each intermediate time position (time difference behind the leader at this point)	Always (just for PiT message)	N	N/A
ER_AS/ AS_RACE_POINTS	Race points for each ranked competitor at the end of the event	If applies (at the end of the event) (just for PiT message)	N	N/A

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension

Extensions of individual athlete's extended results.
(Defined in previous section)

3.2.4.6 Message Sort

The message sorting order is the same as that explained in the Event Unit / Phase Results messages.

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.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

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

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 (for all events) Or DDGEEEP00 (just for first super combined event)	(for all events): DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Or (also just for the first event (run) of event Super Combined, for example: for SCDH - “Super Combined Downhill”): DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_RANKING	Event Final ranking message
ResultStatus	CC @ResultStatus	Result status
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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).

Attribute	Value	Comment
		The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. 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

The general rule is that this message is sent just at the end of the last event unit of one particular event.

Trigger also after any major change.

If there is any kind of sport specific rule, override it in each of the ODF Sport Data Dictionaries

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
Competition							
	Code						
	EventInfos (0,1)						
		EventInfo (1,N)					
			Type				
			Code				
			Pos				
			Value				
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		SortOrder					
		Competitor					
			Code				
			Type				
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.5.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

EventInfos /EventInfo

Event info item associated to the event.

Type	Code	Pos	Value	Description
EI_AS	AS_B		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total FIS Points of the best 5 competitors at Start (B)
	AS_A		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total FIS Points of the best 5 competitors who finished in the top 10 (A) of this race. In case of the first run of event Super Combined (e.g.: for SCDH), the “top 10 finish” is considered for the best 5 competitors who have finished both SC runs.
	AS_C		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total FIS Points of corresponding (the best 5) competitors (C) from this race.
	AS_CALC_PTY_A_B_C		-N(2).N(3) -90.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total calculated penalty (A+B-C):10 (i.e.: (A plus B minus C) divided by 10)
	AS_ROUNDED		-N(2).N(2) -90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				Total calculated penalty Rounded
	AS_CATEGORY_ADDER		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Category adder
	AS_Z		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Correction value (Z)
	AS_CALC_PTY		-N(3).N(2) -990.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Calculated penalty
	AS_PTY_APPL		N(3).N(2) 990.00	For @Type: Send proposed type For @Pos: Do not send anything For @Code: Send proposed code For @Value: Penalty applied
	AS_F_FACTOR		N(4) 9999	For @Type: Send proposed type For @Pos: Do not send anything For @Code: Send proposed code For @Value: F-factor

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

Type/Code	Description	Expected
EI_AS/ AS_B	FIS Points of Best 5 at Start (B)	Always
EI_AS/ AS_A	FIS Points of Best 5 at Finish in the Top 10 (A)	Always
EI_AS/ AS_C	Race Points of Corresponding (the best 5) Competitors ©	Always
EI_AS/ AS_CALC_PTY_A_B_C	Calculated Penalty (A+B-C):10	Always
EI_AS/ AS_ROUNDED	Rounded (Calculated Penalty)	Always
EI_AS/ AS_CATEGORY_ADDER	Category adder	Always
EI_AS/ AS_Z	Correction value (Z)	Always

Type/Code	Description	Expected
EI_AS/ AS_CALC_PTY	Calculated penalty	Always
EI_AS/ AS_PTY_APPL	Penalty applied	Always
EI_AS/ AS_F_FACTOR	F-factor	Always

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 result mark.
RankEqual	O	S(1) Y	It identifies if a rank has been equalled.
ResultType	M	CC @ResultType	Result type, either time or IRM for the corresponding event.
Result	O	M:SS.tt 9:90.00	Final result for the particular event. Send just in the case @ResultType is Time (see codes section) Use Time format: M is minutes SS is seconds tt is hundredths of second
IRM	O	CC @IRM	IRM for the particular event. Send just in the case @ResultType is IRM (see codes section)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank.

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 (in this case Athlete's ID, for Competitor @Type=A)
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, corresponding to a single athlete
Order	M	Numeric	Order attribute Send 1 for Competitor @Type="A"

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Individual athlete's extended result, according to competitors' rules.

Type	Code	Pos	Value	Description

Type	Code	Pos	Value	Description
ER_AS	AS_DIFF		M:SS.tt 9:90.00 Or blank (for leader)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference (send just in the case @ResultType is Time), behind of the leader best time. Send blank if the athlete is the leader (for Result @Rank=1). Use Time format: M is minutes SS is seconds tt is hundredths of second
	AS_RACE_POINTS		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Race points for each ranked competitor (according to their FIS points) (send just in the case @ResultType is Time)
	AS_BEST_START		N(1) 9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Numeric to sort the best 5 skiers according to their FIS points at the start of the event

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

Type/Code	Description	Expected
ER_AS/ AS_DIFF	Time difference	Always
ER_AS/ AS_RACE_POINTS	Race points for each ranked competitor	Always
ER_AS/ AS_BEST_START	Best skiers (5) according to their FIS points at the start of the event	Just for the best 5 skiers at start of the event

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 G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_MEDALLISTS	Event's Medallists message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or partial. "OFFICIAL" / "PARTIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. 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
Competition					
	Code				
	Medal (1,N)				
		Code			
		Phase			
		Unit			
		Competitor			
			Type		
			Code		
			Order		
			Composition		
				Athlete (1,N)	
					Code
					Order

3.2.6.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Medal

Attribute	M/O	Value	Comments
Code	M	CC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Phase	M	CC @Phase	Phase code in which a medal was awarded. 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	CC @Unit	Unit code in which a medal was awarded. 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	A for athlete
Code	M	S(20) with no leading zeroes	Competitor's ID (in this case Athlete's ID, for Competitor @Type=A)
Order	M	Numeric	Competitor order (Send 1 by default), and in the case of tie the order will be 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	Athlete's ID, corresponding to a single athlete
Order	M	Numeric	Order attribute Send 1 for Competitor @Type="A"

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 Federation Ranking

3.2.7.1 Description

The “Federation Ranking” is a message containing the competing and non-competing athletes ranking of the different events for one particular discipline.

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	DDG000000	DD according to CC @Discipline G according to CC @DisciplineGender
DocumentType	DT_FED_RANKING	Federation ranking message
DocumentSubtype	CWR NWR	It indicates the type of Federation Ranking, will have the following ones: CWR: for Current World Ranking Total Scores by event. NWR: for New World Ranking Total Scores by event.
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. 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

3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

The trigger is sent when:

- A venue begins to operate.
- A particular sport starts.
- After the results are official.
- 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	Level 8	Level 9	Level 10
Competition									
	Code								
	FedRanking								
		Event (0,N)							
			Code						
			OtherCompetitions (0,1)						
				OtherCompetition (1,N)					
					Date				
					Place				
					Country				
					Order				
		Ranking (1,N)							
			Rank						
			RankEqual						
			Points						
			SortOrder						
			Competitor						
				Code					
				Type					
				Current					
				Composition					
					Athlete (1,N)				
						Code			
						Order			
						Event (0,N)			
							Code		
							Rank		
							RankEqual		
							SortOrder		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
							Points		
							OtherCompetitions (0,1)		
								OtherCompetition (1,N)	
									Points
									Order
							ExtFedRankings (0,1)		
								ExtFedRanking (1,N)	
									Type
									Code
									Pos
									Value

3.2.7.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

FedRanking /Event

Attribute	M/O	Value	Comments
Code	M	CC @Discipline CC @DisciplineGender CC @Event 0 00	RSC code.

FedRanking /Event /OtherCompetitions /OtherCompetition

Other competitions' information –associated to one event.

Attribute	M/O	Value	Comments
Date	M	YYYYMMDD	Date when the event took place during a particular competition for one of the events
Place	M	String	Place where the competition assigning points to the federation ranking took place
Country	M	CC @Country	Country where the competition assigning points to the federation ranking took place
Order	M	N(3) 990	Sort order of the competition according to the date it took place

FedRanking /Ranking

Attribute	M/O	Value	Comments
Rank	M	Numeric	Overall WCSL (FIS World Cup Start List) rank of the competitor according to Ranking @Points
RankEqual	M	Y	It identifies if a rank has been equalled.
Points	M	N(4) 9990	Overall WCSL (FIS World Cup Start List) points of the competitor.
SortOrder	M	N(4) 9990	Unique sort order based on rank, however to break rank ties

FedRanking /Ranking /Competitor

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID (in this case Athlete's ID, for Competitor @Type=A)
Type	M	A	A for athlete
Current	M	Boolean	"true" - the competitor participates in the current competition. "false" - the competitor does not participate in the current competition. Further information about the athlete will be available in the "List of participants by discipline".

FedRanking /Ranking /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a single athlete
Order	M	Numeric	Order attribute Send 1 for Competitor @Type="A"

FedRanking /Ranking /Competitor /Composition /Athlete /Event
Event for which a competitor -single athlete- is being ranked.

It is possible that the competitor -single athlete- is not participating in this particular event in the current competition.

Include all individual events, although the single athlete does not have a particular rank for that event.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline CC @DisciplineGender CC @Event 0 00	It is the RSC code (resulting of the concatenation of the discipline, gender discipline and event code, with 0 and 00 for the phase and the unit), to identify the event for which it is being given the rank points.
Rank	O	N(4) 9990 Or "-"	FIS WCSL (FIS World Cup Start List) rank of the competitor in one particular event. Send "-" in the case the athlete does not have rank in this event, if no points.
RankEqual	M	S(1) Y	It identifies if a rank has been equalled.
SortOrder	M	N(4) 9990	Unique sort order based on rank, however to break rank ties. Athletes not being ranked for one event will be listed last
Points	M	N(4) 9990 Or "-"	FIS WCSL (FIS World Cup Start List) points of the competitor in one particular event. Send "-" in the case the athlete does not have points in this event.

FedRanking /Ranking /Competitor /Composition /Athlete /Event /OtherCompetitions /OtherCompetition
Other competitions federation points for a particular event in the case of a competitor -single athlete- according to competitors' rules).

Send as many as FedRanking /Event /OtherCompetitions /OtherCompetition in the case of it is being sent and it is an individuals' event.

Attribute	M/O	Value	Comments
Points	M	N(4) 9990 Or "-"	FIS WC points of the competitor in one particular event during a specific competition. Send "-" in the case the athlete does not have points in this particular competition for this event.
Order	M	N(3) 990	Sort order of the competition according to the date it took place. The sort order should match that in FedRanking

Attribute	M/O	Value	Comments
			/Event /OtherCompetitions /OtherCompetition /@Order

FedRanking /Ranking /Competitor /Composition /Athlete /Event /ExtFedRankings /ExtFedRanking

Competitor's extended federation ranking information, being a single athlete according to competitors' rules.

Type	Code	Pos	Value	Description
EFR_AS	AS_BASE		N(4) 9990 Or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Base points (Last season FIS World Cup Start List points) for the referred event. Send "-" in the case the athlete does not have points in this event.
	AS_X		N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: X = (Base points/number of planned races in the current season) * (number of completed races in the current season) for the referred event
	AS_Y		N(4) 9990 Or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Y = FIS World Cup Start List points won in the current season for the referred event Send "-" in the case the athlete does not have points in this event.

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

Type/Code	Description	Expected
EFR_AS/ AS_BASE	Base points (last season FIS World Cup Start List points) for the referred event	Always
EFR_AS/ AS_X	X=(Base points/number of planned races in the current season) * (number of completed races in the current season) for the referred event	Always
EFR_AS/ AS_Y	Y=FIS World Cup Start List points won in the current season for the	Always

Type/Code	Description	Expected
	referred event	

3.2.7.6 Message Sort

@Order attribute sorts each node whenever the attribute is informed.

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 "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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. 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

The message should be sent prior to any ODF Sports message:

- When this information is available

Trigger also after any major change.

3.2.8.4 Message Structure

Following table defines the structure of the message.

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

3.2.8.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Configs /Config

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Gender code of the RSC.
Event	M	CC @Event	Event code of the RSC.
Phase	O	CC @Phase	Phase code of the RSC. It should be informed just in the case that the Information is by Phase or by Event Unit. Otherwise, do not include.
Unit	O	CC @Unit	Unit code of the RSC. It should be informed just in the case that the information is by Event Unit. Otherwise, do not include.

Configs /Config /ExtendedConfig

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
EC_AS	AS_ALTITUDE_START (Send by phase or unit)			N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Start altitude in meters
	AS_ALTITUDE_FINISH (Send by phase or unit)			N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Finish altitude in meters
	AS_VERTICAL_DROP (Send by phase or unit)			N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Vertical drop in meters
	AS_GRADIENT_MAX (Send by phase or unit)			N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Maximum gradient
	AS_GRADIENT_MIN (Send by phase or unit)			N(2).N(2) 90.00 Or -N(2).N(2) -90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Minimum gradient (may have negative value)
	AS_GRADIENT_AVG (Send by phase or unit)			N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average gradient
	AS_LENGTH (Send by phase or unit)			N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Length of course in meters
	AS_HOM_NUMBER (Send by phase or unit)			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Homologation number (e.g.: “4368/46/95”)
	AS_FIS_CODEX_NO (Send by event)			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Do not send anything For @Value: FIS Codex number
	AS_FIS_CODEX_SCDH_NO (Send by event)			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: FIS Codex number for speed run (DH or SG) in SC (Super Combined) event.
	AS_NUM_INTERMEDIATE (Send by phase or unit)			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of intermediate time positions defined (according to the run of the event), including the finish line, (e.g.: 4 for DH Training run, as: (1) for int1, (2) for int2, (3) for int3, (4) for -finish-)
	AS_NUM_SPEED (Send by phase or unit)			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of speed positions defined (according to the run of the event), (e.g.: 2 for DH Training run, as: (1) for sp1, (2) for sp2) Do not send for GS and SL events.
	AS_INTERMEDIATE		N(2) 90	String	For @Type: Send proposed type

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
	(Send by phase or unit)			Or Blank	For @Code: Send proposed code For @Pos: Send the number that identifies each of the intermediate positions (according to the run of the event, from 1 to n, where n is when the race finishes), (e.g.: for DH Training run, if 3 intermediate positions: (1) for int1, (2) for int2, (3) for int3, (4) for -finish-) For @Value: Name of intermediate time position (language English), (e.g.: in DH Training run, for each intermediate position (@Pos) (1) “Worker City/Tunnel”, (2) “End JP Flats”, (3) “....”, (4) “ “) Blank for the last intermediate
		AS_LAST		S(1) (Y)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send ‘Y’ for the last intermediate position (the finish). Otherwise, do not send.
		AS_SPEED_POS		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Value: Send the number of the speed position when corresponds also at this point (according to the run of the event if applicable, in speed events).
	AS_SPEED (Send by phase or unit)		N(2) 90	String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the number that identifies each of the speed positions from 1 to n (according to the run of the event), (e.g.: for DH Training run, if 2 speed positions: (1) for sp1, (2) for sp2) For @Value: Name of speed trap position (language English), e.g.: in DH Training run, for each speed position (@Pos) (1) “End JP Flats”, (2) ...) Do not send for GS and SL events.
	AS_SECTOR (Send by phase or unit)		N(2) 90	N/A	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the number that identifies each of the sectors (partial time positions, between two consecutive intermediate positions), from 1 to n (according to the intermediate time positions defined), (e.g.: for DH Training run, if 3 int. positions: (1) for int1 to int2, (2) for int2 to int3,

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					(3) for int3 to int4-finish-) For @Value: Do not send anything
		AS_INT_START		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Intermediate position number for the start of the sector.
		AS_INT_END		N(2) 90 Or S(1) (F)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Intermediate position number for the end of the sector. Send F in the last sector (for the las intermediate position -finish-)
	AS_COURSE_NAME (Send by phase or unit)			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Course name (language English)

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

Type/Code/Extension Code	Description	Expected
EC_AS/ AS_ALTITUDE_START (Send by phase or unit)	Start altitude in meters	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_ALTITUDE_FINISH (Send by phase or unit)	Finish altitude in meters	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)

Type/Code/Extension Code	Description	Expected
EC_AS/ AS_VERTICAL_DROP (Send by phase or unit)	Vertical drop in meters	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_GRADIENT_MAX (Send by phase or unit)	Maximum gradient	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_GRADIENT_MIN (Send by phase or unit)	Minimum gradient	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_GRADIENT_AVG (Send by phase or unit)	Average gradient	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_LENGTH (Send by phase or unit)	Length of course in meters	Send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (except for GS (Giant Slalom) and SL (Slalom), so DH)
EC_AS/ AS_HOM_NUMBER (Send by phase or unit)	Homologation number	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_FIS_CODEX_NO (Send by event)	FIS Codex number	Send by event
EC_AS/ AS_FIS_CODEX_SCDH_NO (Send by event)	FIS Codex number for speed run (DH or SG) in SC event.	Only send for SC (Super Combined) event
EC_AS/ AS_NUM_INTERMEDIATE (Send by phase or unit)	Number of intermediate time positions (including the finish) defined for phase of the event (run).	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_NUM_SPEED (Send by phase or unit)	Number of speed trap positions defined for phase of the event (run).	Send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (except for GS (Giant Slalom) and SL (Slalom), so DH)
EC_AS/ AS_INTERMEDIATE (Send by phase or unit)	Intermediate time positions (number and name) defined for phase of the event (run).	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_INTERMEDIATE (Send by phase or unit)/ AS_LAST	Intermediate time positions (indicating which the last one is) defined for phase of the event (run).	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_INTERMEDIATE (Send by phase or unit)/ AS_SPEED_POS	Intermediate time positions (which the number of speed position corresponds to -if applicable, in speed events-) defined for phase of the event (run).	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of speed events (DH)
EC_AS/ AS_SPEED (Send by phase or unit)	Speed trap positions (number and name) defined for phase of the event (run).	Send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest

Type/Code/Extension Code	Description	Expected
		of events (except for GS (Giant Slalom) and SL (Slalom), so DH)
EC_AS/ AS_SECTOR (Send by phase or unit)	N/A	N/A
EC_AS/ AS_SECTOR (Send by phase or unit)/ AS_INT_START	Sectors (partial time positions, between two consecutive intermediate time positions -start-) defined for phase of the event (run).	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_SECTOR (Send by phase or unit)/ AS_INT_END	Sectors (partial time positions, between two consecutive intermediate time positions -end-) defined for phase of the event (run).	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)
EC_AS/ AS_COURSE_NAME (Send by phase or unit)	Course name	Always, send by phase for events SC (Super Combined) and SG (Super-G), and by unit for the rest of events (DH, SL, GS)

Configs /Config /ExtendedConfig /ExtendedConfigItem
Defined in previous section

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	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase 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 “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. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. 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	
			Prec_Type	
			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	CC @Competition	Unique ID for competition

Weather /Conditions

Attribute	M/O	Value	Comments
Code	M	CC @WeatherPoints	Weather Points (start area and finish area)
Humidity	O	N(3)	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	CC @PrecType	Precipitation type

Weather /Conditions /Condition

Send two times in the case of Winter conditions.

Attribute	M/O	Value	Comments
Code	M	SKY, SNOW	Weather conditions type
Value	M	CC @WeatherConditions Or CC @SnowConditions	Codes that describe the Weather Condition or the Snow Condition, they depend on the @Code

Weather /Conditions /Temperature

Send two different @Code in the case of Winter conditions

Attribute	M/O	Value	Comments
Code	M	AIR, SNOW	Air, Snow temperature
Unit	M	CC @TemperatureUnit	Metric system unit for temperature
Value	M	-N(3).N(1) -990.0 Or N(3).N(1) 990.0	Temperature of the @Code (in case of positive temperature, do not send '+')

Weather /Conditions /Wind

Attribute	M/O	Value	Comments
Code	M	SPEED	Wind Speed
Unit	M	CC @SpeedUnit	Metric system unit for Wind
Value	M	N(3).N(1) 990.0	Wind speed in @Unit degrees

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

1. One Run Events

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_RANKING	DDGEEE000	N/A	OFFICIAL	Event Final Ranking

2. Two Runs Events

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List for Run 1
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results for Run 1
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_UPDAT	Real Time Cumulative Results for Run 1
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results for Run 1
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results for Run 1
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_LAST	End of Real Time Cum. Results for Run 1
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results for Run 1
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List for Run 2
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results for Run 2
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_UPDAT	Real Time Cumulative Results for Run 2
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results for Run 2
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results for Run 2
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	LIVE_LAST	End of Real Time Cum. Results for Run 2
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results for Run 2
DT_CUMULATIVE_RESULT	DDGEEE000	DDGEEEPUU	OFFICIAL	Official Cumulative Results for Run 2
DT_RANKING	DDGEEE000	N/A	OFFICIAL	Event Final Ranking

5 Codes

5.1 Global Codes

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

Code Entity	Format	Entity Description	Link
		• The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event	
CC @PrecType	S(1)	R : Rain S : Snow	
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. 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. LIVE_FULL : This status is used only in real time messages. LIVE_LAST : This status is used only in real time messages. LIVE_MANDATORY : This status is used only in real time messages. LIVE_UPDATE : This status is used only in real time messages. 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. OFFICIAL : Results of the competition released as soon as the event is officially confirmed taking into account the resolution of the protests, etc. 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 @SnowConditions	S(nn)	Defined in ODF Common Codes Document See entity Snow Conditions • The entity's attribute to be used is Id	
CC @SportClass	S(8)	Defined in ODF Common Codes Document See entity Sport Class • The entity's attribute to be used is Id	
CC @Unit	S(2)	Defined in ODF Common Codes Document See entity Event Unit • The entity's attribute to be used is Eventunit • It will be related to Discipline, Gender, Event and Phase	Link
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Id	Link
CC @WeatherConditions	S(6)	Defined in ODF Common Codes Document See entity Weather Condition • The entity's attribute to be used is Id	
CC @WindDirection	S(3)	Defined in ODF Common Codes Document See entity Wind Direction • The entity's attribute to be used is Id	Link

5.2 Alpine Skiing Codes

Code Entity	Format	Entity Description
CC @ForerunnerBib	S(1)	A : A B : B C : C D : D E : E F : F (the codes order is according to how they should be sorted)
CC @IRM	S(5)	DNF : Did not finish DNS : Did not start DSQ : Disqualified (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order)
CC @ResultType	S(13)	IRM : Invalid Result Mark TIME : Time
CC @RunStatus	S(15)	F : Finished skier, not being the last one with LAST_FINISHED status. Once one skier finishes, remains in this status LF : Last finished skier (there should be at most one LAST_FINISHED skier. When the skier is not LAST_FINISHED any more, the new status will become FINISHED) NX : Next athlete (this skier will be the next to become STARTER) SR : Starter (this skier will be the next to become STARTED) ST : Started skier, for those athletes on course (first skier with status STARTED finishing, will become LAST_FINISHED)
CC @SpeedUnit	S(3)	KMH : Km/h MS : m/s
CC @TemperatureUnit	S(1)	C : Celsius F : Fahrenheit
CC @WeatherPoints	S(6)	FINISH : Finish Area 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 DDGEEEPUU, where DD=discipline, G=discipline's gender, EEE=event, P=phase, UU=unit 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 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 @ResultStatus	Status of the messages for results message
Language	O	CC @Language	Language of the content of the message. If the message accepts multi-language and the attribute is not included, then by default the language is English If the message does not accept multi-language, then the attribute must not be included
FeedFlag	M	"P"-Production "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	Logical Date of events that extends until next day. 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). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced.
Venue	O	CC @VenueCode	Venue where the message is generated.
RTSerial	O	Numeric	Sequence number for ODF-RT messages. RTSerial starts with 1 each Real Time session at every different venue.
Serial	M	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. 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.

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=… >
Body	<Competition Code= …> …. ← <Competition> element </Competition> <Message> Athlete nnnn disqualified… ← <Message> element

```
        </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 A = Athlete 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>
</Competition>
```

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>
</Competition>
```

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 @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 • HH: hour • MM: minutes • SS: seconds

Format	Format Description
	• mmm: milliseconds All formatted with leading zeroes (example: 090303020).
DateTime	YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00) • YYYY: year • MM: Month • DD: day • hh: hour • Mm: minutes • Ss: seconds • 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
Boolean	'true' or 'false'
Numeric	Number with no predetermined length • 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. • 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. • If nothing is stated, it is assumed that the leading zeroes are removed
N(n)	Number with a length up to n digits
N(n).N(m)	Number with decimal • N(n) integer part up to n digits • N(m) decimal part up to m digits
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 Example <element>Free text goes in here</element>

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. 1,54**4** = 1, 5**4**)
- Last digit in the number decimal part >= 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1,54**5** = 1, 5**5**)

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
Height/Distance	N(1).N(2)m N(3)cm N(1)'N(2)''	9.00m 900cm 9'09''	1.83m 183cm 6'0''
Weight	N(3)kg N(3)lbs	900kg 900lbs	100kg 220lbs
Temperature	N(2)ºC N(3)ºF	90ºC 990ºF	35ºC 95ºF
Distance	N(3).N(3)km N(3).N(3)mi	90.000km 90.000m	1.789km 6.123mi
Speed	N(2).N(3)m/s N(3).N(3)mph N(3).N(3)km/h	90.000m/s 90.000mph 90.000km/h	1.789m/s 6.123mph 3.890km/h
Precipitation	N(2)cm N(2)in	90cm 90in	2cm 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
Distance	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
Speed	1 km/h = 3,6 m/s 1 kts= 1 nmi/h
Weight	1 lbs = 0,453 592 37 kg

Measure	Conversion Rules
Temperature	T[°F] = 1,8 × T[°C] + 32 T[°C] = (T[°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/INT005-R3-v3.9 APP (AS)

7.2 Version history

Version	Date	Comments
R3 v1.0	12 Mar 2012	Submitted for review version
R3 v1.1	05 Apr 2012	Some minor changes
R3 v2.0	08 May 2012	Comments included after IDM and Submitted for Approval version
R3 v3.0	31 Jul 2012	Pre-integration comments included (after first cycle). And after WNPA meeting changes: ODF light information deletion and new messages proposal (DRAFT)
R3 v3.1	06 Sep 2012	Pre-integration comments included (after second cycle) - (DRAFT)
R3 v3.2	28 Set 2012	Pre-integration comments included (after second cycle): DT_CONFIG - codes revision). ODF Light and more changes applied (CR306, IR202, IR196) - (SFR version)
R3 v3.3	11 Oct 2012	Reviewer Comments included - (SFA version)
R3 v3.4	14 Dec 2012	Some minor issues - (APP version)
R3 v3.5	15 Mar 2013	New generation of the document
R3 v3.6	09 Aug 2013	Changes applied (CR666, CR906, CR876 and CR974)
R3 v3.7	20 Sep 2013	Change applied (CR1297)
R3 v3.8	11 Oct 2013	Change applied (CR1682)
R3 v3.9	12 Dec 2013	Change applied (CR2515)

7.3 Change Log

Version	Status	Changes on version
R3 v1.0	SFR	• First version.
R3 v1.1	SFR	• New IOC logs. • Alpine Skiing Codes: Included the set of values of the entity codes CC @WeatherPoints used for this sport. • EU Results / EU Results Summary messages (and RT): Updated the value of the extension code (AS_INTERMEDIATE/AS_DIFF) time behind leader at intermediate position time at athlete. • Event Unit Weather Conditions message: Included a comment of set of values for the attribute @Code of Weather/Conditions element.

Version	Status	Changes on version
		Removed the attribute @Type from the elements Weather/Conditions/Temperature and Weather/Conditions/Wind.
R3 v2.0	SFA	• Submitted for Approvl version. • DT_RANKING: Added the code AS_F_FACTOR at EventInfos /EventInfo element. Updated the value description of the code AS_RACE_POINTS (to send for each ranked competitor) in the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element. • DT_RESULT_SUMMARY: Updated the message description, will be provided for all events including one run events and trainings (also applies to RT message). Added the code AS_RACE_POINTS (like in Results message, at CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element), expected at the end of the event. • DT_FED_RANKING: Updated attributes Rank and Points (to the FIS WCSL ones) from the FedRanking /Ranking /Competitor /Composition /Athlete /Event element, as well as the extension AS_Y. • DT_CONFIG: Added the code AS_FIS_CODEX_SCDH_NO, for speed run (DH or SG) in SC event. Added codes AS_NUM_INTERMEDIATE (number of intermediate positions), AS_NUM_SPEED (number of speed positions), and the extension AS_INTERMEDIATE /AS_SPEED_POS (indicating the speed position when it corresponds to, if applicable). • DT_RT_RESULT / DT_RT_RESULT_SUMMARY: The description of the AS_LEADER_TIME code has been updated to clarify it (they are the intermediate times for the current leader).
R3 v3.0	DRAFT	(After pre-integration cycle-1) - defects 79985, 81434: • DT_RT_RESULT: Added the code AS_LAST_STARTED to indicate the last started competitor at the /ExtendedResults/ExtendedResult of Athlete. • DT_RESULT / DT_RT_RESULT / DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT: Add the extension code AS_INTERMEDIATE /AS_DIFF_RELATIVE for time difference at intermediates to the current leader at finish, and update the value of the existing one (AS_INTERMEDIATE/AS_DIFF) to positive and it will be used only in PiT message. (after WNPA meeting): • Deletion extensions proposal: ODF Light extensions from the DT_START_LIST message (marked in pink colour). These extensions should be deleted at the moment that these changes are approved until then they should be still used. • Deletion messages proposal: DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY (marked in pink colour). These messages should be deleted at the moment that these changes are approved until then the deprecated messages should be still used. • New messages proposal: Added DT_PHASE_RESULT, DT_RT_PHASE_RESULT, DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages in order to be used instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY (marked in blue colour). In this case, added the definition of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages. These messages should be used at the moment that these changes are approved until then the deprecated messages should be still used.
R3 v3.1	DRAFT	(After pre-integration cycle-2) - defect 82353:

Version	Status	Changes on version
		• DT_RT_RESULT (for the second run only): Added codes AS_LEADER_START_TIME (the first run time of the current leader of the race) at UnitInfos/UnitInfo, and AS_START_DIFF (the relative difference -for Next, Starter and Last Started athlete first run time- to the finish time of the first run of the current leader of the race) at the /ExtendedResults/ExtendedResult of Athlete.
R3 v3.2	SFR	• Light extensions (renamed to Embedded): ODF Light extensions from the DT_START_LIST and DT_CUMULATIVE_RESULT Messages marked in pink colour. These extensions will be deleted at the moment that these changes are implemented by Omega for Non-Olympics projects from those messages and included in new messages. • Non-light extension: The PreviousResults elements on the DT_START_LIST message are defined as part of the message. • Removed messages: DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY. • New messages: Added the definition of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages. These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY). • Unified structure of messages DT_RESULT/DT_CUMULATIVE_RESULT: - CumulativeResults element of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT renamed to Results. - Bib attribute added to Athlete element of the DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages. • DT_EXTRA_DATA and DT_RT_EXTRA_DATA messages renamed to DT_PLAY_BY_PLAY and DT_RT_PLAY_BY_PLAY. • 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 message (this includes ranked, none-ranked and IRM athletes). (After pre-integration cycle-2): • DT_CONFIG: All codes (except AS_FIS_CODEX_NO and AS_FIS_CODEX_SCDH_NO) defined to send (by Event or by Phase) on message structure have been updated to be sent at Phase level also for SG event (besides SC event) and at Unit level for events DH, SL and GS.
R3 v3.3	SFA	• DT_RESULT / DT_RT_RESULT: Updated the attributes StartDate and EndDate from the UnitDateTime element, to Optional. This UnitDateTime element not needed in Real Time. • DT_RESULT / DT_RT_RESULT: The section “Message Sort” has been updated to remove sorting by UnitActions; is not necessary in this discipline.
R3 v3.4	APP	(After pre-integration cycle-3) - defect 87030: • DT_START_LIST: Updated the attribute StartOrder to be optional (not required for a DNS in SC-run2, but mandatory for the rest).
R3 v3.5	APP	• New document format done (also in HTML).
R3 v3.6	APP	• (CR666): Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE message. • (CR906): Removed ODF Light elements from DT_START_LIST and DT_CUMULATIVE_RESULT messages. • (CR876) - added “Snowseed” indicator in some races (of Downhill, Giant Slalom or Super-G):

Version	Status	Changes on version
		DT_START_LIST: Added the code AS_SNOWSEED at the element /Athlete /EventUnitEntry. And updated the trigger due to a change in the start order related to the “Snowseed” assigned. • (CR974): DT_WEATHER: Updated the value of the temperature (to include positive temperature, without '+' symbol).
R3 v3.7	APP	• (CR1297): Removed the entry code E_SUBSTITUTE from DT_PARTIC / DT_PARTIC_UPDATE messages.
R3 v3.8	APP	• (CR1682-related to def.#98066): DT_CONFIG: Updated the value of the AS_GRADIENT_MIN code to include a negative value.
R3 v3.9	APP	• (CR2515-related to def.#101379): DT_CUMULATIVE_RESULT / DT_RT_CUMULATIVE_RESULT: Updated the DocumentSubtype attribute for the SC event, to be sent at event unit level (instead of at phase level, like for the other events), in order to identify which run refers to.

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