INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed
Sochi 2014

ODF Freestyle Skiing Data Dictionary

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Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

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

Attribute	M/O	Value	Comments
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYYMMDD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	N(3) 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 Scholarship program.
ModificationIndicator	M	N, U	Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the

Attribute	M/O	Value	Comments
			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
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
InternationalFederationId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

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

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

Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: FIS Rank
	E_POINTS		N(4).N(2) 9990.00	For @Type: Send proposed type For @Code: Send proposed code For @Value: FIS points

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

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

Type/Code	Description	Expected
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.

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 message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.2.3 Trigger and Frequency

3.2.2.3.1 PiT Triggers

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

Trigger also after any major change.

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		
				Order		
				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			
			Bib			
			Composition (0,1)			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
				Athlete (1,N)		
					Code	
					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_FR	FR_ALTITUDE_START		N(4).N(2) 9990.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Start altitude in meters
	FR_ALTITUDE_FINISH		N(4).N(2) 9990.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Finish altitude in meters
	FR_ALTITUDE_DROP		N(4).N(2) 9990.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Vertical drop in meters
	FR_LENGTH		N(4).N(2) 9990.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Length of the course in meters
	FR_WIDTH		N(4).N(2) 9990.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Width of the course in meters

Type	Code	Pos	Value	Description
	FR_INCLINATION		N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Inclination gradient in degrees
	FR_HEIGHT_WALLS		N(4).N(2) 9990.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Height of the course in meters
	FR_VERT_INCLINATION		N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Inclination from vertical gradient in degrees
	FR_GATE_WIDTH		N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Gate width in meters
	FR_GRADIENT_AVG		N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Average gradient
	FR_PACE_TIME		SS.hh 90.00 SS=seconds hh=hundredth of second	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Pace time
	FR_IN_RUN_DIST		N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: In-run distance in meters For @Type:

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

Type	Code	Pos	Value	Description
				Send the kicker # to identify a particular kicker For @Value: Height in meters for the kicker identified by @Pos
	FR_JUMPS_NUM		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of jump features Send proposed code For @Pos: Send the kicker # to identify a particular kicker For @Value: Kicker gradient in degrees for the kicker identified by @Pos
	FR_JIBBING_NUM		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of jibbing features
	FR_FEATURES_NUM		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of features (used in SX)
	FR_HOMOLOGATION_NUM		S(40)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Course Homologation Number (MO)
	FR_COURSE_NAME		S(50)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Name of the course.
	FR_KICKER_GRAD	N(1) 9	N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code

Type	Code	Pos	Value	Description
				For @Pos: Send the kicker # to identify a particular kicker For @Value: Kicker gradient in degrees for the kicker identified by @Pos
	FR_FORERUNNERS		Do not send anything	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Do not send anything

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

Type/Code	Description	Expected
UI_FR/ FR_ALTITUDE_START	Start altitude in meters	Always in the case of SX, SS
UI_FR/ FR_ALTITUDE_FINISH	Finish altitude in meters	Always in the case of SX, SS
UI_FR/ FR_ALTITUDE_DROP	Vertical drop in meters	Always in the case of SX, SS
UI_FR/ FR_LENGTH	Length of the course in meters.	Always in the case of ski-cross, moguls, ski halfpipe and ski slopestyle
UI_FR/ FR_WIDTH	Width of the course in meters.	Always in the case of moguls (Course width), ski halfpipe (wall to wall width)
UI_FR/ FR_INCLINATION	nclination gradient in degrees	Always in the case of ski halfpipe
UI_FR/ FR_HEIGHT_WALLS	Height of the course in meters	Always in the case of ski halfpipe
UI_FR/ FR_VERT_INCLINATION	nclination from vertical gradient in degrees	Always in the case of ski halfpipe
UI_FR/ FR_GATE_WIDTH	Gate width	Always in the case of moguls
UI_FR/ FR_GRADIENT_AVG	Average gradient	Always in the case of moguls
UI_FR/ FR_PACE_TIME	Pace time	Always in the case of moguls
UI_FR/ FR_IN_RUN_DIST	In-run distance in meters	Always in the case of aerials
UI_FR/ FR_IN_RUN_GRAD	In-run gradient in degrees	Always in the case of aerials
UI_FR/ FR_TABLE_DIST	Table distance in meters	Always in the case of aerials
UI_FR/ FR_TABLE_GRAD	able gradient in degrees	Always in the case of aerials
UI_FR/ FR_LANDING_DIST	Landing distance in meters	Always in the case of aerials
UI_FR/ FR_LANDING_GRAD	Landing gradient in degrees	Always in the case of aerials
UI_FR/ FR_KICKER_DIST	Distance in meters for the kicker identified by @Pos	Always in the case of aerials
UI_FR/ FR_KICKER_HEIGHT	Height in meters for the kicker identified by @Pos	Always in the case of aerials
UI_FR/ FR_JUMPS_NUM	SS: Number of Jump Features	Always in the case of ski slopestyle
UI_FR/ FR_JIBBING_NUM	SS: Number of Jibbing Features	Always in the case of ski slopestyle
UI_FR/ FR_FEATURES_NUM	SX: Number of features	Always in case of ski-cross
UI_FR/ FR_HOMOLOGATION_NUM	MO: Course Homologation Number	Always in case of moguls

Type/Code	Description	Expected
UI_FR/ FR_COURSE_NAME	Name of the course	Always
UI_FR/ FR_KICKER_GRAD	Kicker gradient in degrees for the kicker identified by @Pos	Always in the case of aerials
UI_FR/ FR_FORERUNNERS	Code used for Forerunners information	Always

UnitInfos /UnitInfo /Competitor
Just in the case of forerunners

Attribute	M/O	Value	Comments
Organisation	M	CC @Organisation	Organisation ID of the forerunner associated to the UnitInfo/Competitor forerunner unit information
Order	O	N(3)	Order of the forerunner in the unit.

UnitInfos /UnitInfo /Competitor /Composition /Athlete
Just for the forerunners

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

Officials /Official
Official associated to the event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official ID
Function	M	CC @Function	Use one of the following list: For Jury Members: Jury Advisor FIS Technical Delegate Head Judge Chief of Competition For Competition Officials: FIS Race Director Chief of Course Assistant TD Assistant Head Judge Judge 1 Judge 2 Judge 3 Judge 4 Judge 5 Judging Score Verifier Judge 1 (Turns) Judge 2 (Turns) Judge 3 (Turns) Judge 4 (Turns) Judge 5 (Turns) Judge 6 (Air) Judge 7 (Air)

Attribute	M/O	Value	Comments
			FIS Assistant Race Director Chief of Halfpipe Halfpipe Technical Advisor Score Verifier Chief of Slopestyle Course Designer Referee Course Setter Video Controller Start Referee Finish Referee Results Controller Results Verifier
Order	M	Numeric	Send sequential number starting by 1 according to the official's function.

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

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

Attribute	M/O	Value	Comments
StartOrder	O	Numeric	Start order of the competitor in the start list. In the case of the units of the Ski-cross finals when all competitors start at the same time; StartOrder is the order in which the competitors choose their start lanes.
SortOrder	M	Numeric	In most cases, same as @StartOrder. However, in the case of the units of the Ski-cross finals, it should be the sort order according to the brackets rules.

Start /Competitor
Competitor participating in the event unit

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Bib	M	Numeric	Athlete's bib number

Start /Competitor /Composition /Athlete
Athlete or team member's extended information.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	N/A
Bib	M	Numeric	Athlete's bib number

Start /Competitor /Composition /Athlete /EventUnitEntry
Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description

Type	Code	Pos	Value	Description
EUE_FR	FR_JUMP_CODE		S(10)	For @Type: Send proposed type For @Code: Send proposed code, aerials flight plan For @Pos: Do not send anything For @Value: Send the jump code
	FR_JUMP_DESC		S(50)	For @Type: Send proposed type For @Code: Send proposed code, aerials flight plan For @Pos: Do not send anything For @Value: Jump code description
	FR_JUMP_DD		N(1).N(3) 9.999	For @Type: Send proposed type For @Code: Send proposed code, aerials flight plan For @Pos: Do not send anything For @Value: Degree of difficulty
	FR_BIB_COLOR		CC @BibColor	For @Type: Send proposed type. Only for ski cross finals For @Code: Send proposed Code For @Pos: Don't send anything. For @Value: Send one of CC @BibColor
	FR_HEAT		N(1) 9	For @Type: Send proposed type. Only ski cross finals For @Code: Send proposed code For @Pos: Don't send anything. For @Value: Send the consecutive number of heat.
	FR_JUMP_KICKER		N(1) 9	For @Type: Send proposed type. Only aerials For @Code: Send proposed code. Only aerials For @Pos: Don't send anything. For @Value: Send athlete kicker position (1 to 6)
	FR_SNOWSEED		S(1) Y or N	For @Type: Send proposed type. For @Code: Send proposed Code For @Pos: Don't send anything. For @Value: If athlete is assigned a Snowseed send Y, otherwise send N

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

Type/Code	Description	Expected
EUE_FR/ FR_JUMP_CODE	Jump code for the planned jump. Standard FIS jump code	Just for aerials
EUE_FR/ FR_JUMP_DESC	Jump code description for the planned jump.	Just for aerials
EUE_FR/ FR_JUMP_DD	Degree of difficulty	Just for aerials
EUE_FR/ FR_BIB_COLOR	Bib Color	Just for ski cross final phases
EUE_FR/ FR_HEAT	Heat number	Just for ski cross. For SX Finals is the consecutive number of the heats: in 1/8 Finals from 1 to 8, in Quarterfinals Just for ski cross. For SX Finals is the consecutive number of the heats: in 1/8 Finals from 1 to 8, in Quarterfinals from 9 to 12, etc.
EUE_FR/ FR_JUMP_KICKER	Kicker where the athlete performs the jump	Just in case of aerials.
EUE_FR/ FR_SNOWSEED	Snowseed: In extraordinary conditions, the Jury may change the starting order (when snowing, etc.). A group of at least six competitors, nominated in advance, start before start number one. These six competitors are drawn from among the last 20% of the start list. They will start in reverse order of their start numbers.	Just for Ski Cross

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	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_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

Attribute	Value	Comment
Venue	CC @VenueCode	Venue where the message is generated.
DocumentSubtype	"TIE"	Optional attribute only for the special case in result messages of a TIE because there are a lot of data related for breaking the TIE.
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.

Attribute	Value	Comment
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

3.2.3.3 Trigger and Frequency

3.2.3.3.1 PiT Triggers

The general rule is that this message is sent when the event unit finishes and the results are still unofficial.

Also, this message is expected when the results become official.

The official/unofficial status is included in the ODF headers (ResultStatus attribute).

Trigger also after any major change.

There is a special case when the finish result is a tie-break with a lot of data (for example in moguls, aerials, ski halfpipe or ski slopestyle). In this case the DT_RESULT message including DocumentSubtype is sent only with the data of the tie-break.

3.2.3.3.2 RT Triggers

•For ResultStatus=LIVE_UPDATE:

o T1: Trigger at the beginning of the unit.

o T2: Trigger as soon as athlete starts (is on course).

o T3: Trigger as soon as time or points is available for an athlete or there is change in athlete's rank (crosses an intermediate point or finish line).

•For ResultStatus=LIVE_FULL
Send as it will be defined for each RT transmission in the parameters of the DT_RT_GM message.

•For ResultStatus=LIVE_MANDATORY
It is sent when a correction in the previous messages has to be done.

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

3.2.3.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	UnitInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
			EndDate				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		ResultType					
		Competitor (1,N)					
			Code				
			Type				
			Bib				
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					Bib		
					ExtendedResults (0,1)		
						ExtendedResult (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	When available
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	When available

Result

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the athlete could get an invalid result mark.	N	T1, T3
RankEqual	O	Y or N	It identifies if a rank has been equalled. For Pit, send just 'Y' for equalled ranks.	N	T1, T3
Result	O	MM:SS.hh 99:90.00 Or N(3).N(2) 990.00	Result for the particular event unit. Send just in case @ResultType is TIME for SX or POINTS for AE, MO, HP or SS (see codes section) MM is minutes, SS is seconds, hh is hundredth of second	N	T3
IRM	O	CC @IRM	IRM for the particular event unit Send just in case @ResultType is IRM (see codes section)	N	T3
QualificationMark	O	CC @QualificationMark	Send just in case the competitor is qualified according to the codes in MO, AE, SX, HP and SS.	N	Send when the information is known and it is not going to change, for example, if

Attribute	M/O	Value	Comments	RT Only	RT Trigger
					there are 20 athletes competing and 6 are qualifying, when the 15th competitor finishes there is one competitor that is going to qualify for sure
SortOrder	M	Numeric	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. Also for Real Time, any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes).	N	Always
ResultType	O	CC @ResultType	Result type, either TIME (ski-cross Seeding Phase), POINTS (moguls, aerials ski halfpipe and ski slopestyle),RANK (ski-cross 1/8, 1/4, semi-finals and finals) or IRM for the corresponding event unit For Real Time, when the message arrives (to include some extended results for a particular kind of competitor), no attributes at Result element level will be included if ResultType attribute is empty. In this case, it means it is not being sent data for the Result element. On the contrary, if ResultType is informed, and the other attributes are blank, it is assumed these attributes are being reset.	N	T3

Result /Competitor

Competitor related to the result of one event unit.

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
					necessary
Bib	O	Numeric	Bib number	N	Only if necessary

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID	N	When available
Order	M	Numeric	For individual events it will be 1, if Competitor @Type="A"	N	When available
Bib	M	For single athletes: N(4) 9990	Bib number, to be sent mandatory in all the individual event units	N	Only if necessary

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member or individual athlete's extended result.

Type	Code	Pos	Value	Description
ER_FR	FR_MOGULS_JUDGE	N(2) 90	N(1).N(1) 9.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send judge number, from 1 to 5 for turns. Send 16, 17, 26 and 27 for air (first jump, judge 6 and 7, second jump, judge 6 and 7). For @Value: Send points for turns / air from the judge identified by @Pos, with one decimal digit (moguls)
	FR_MOGULS_TURNS		N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total of all turns points
	FR_MOGULS_AIR		N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total of all air points
	FR_MOGULS_TIME		SS.hh 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				Moguls time SS=seconds, hh=hundredth of second
	FR_MOGULS_TIME_POINTS		N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Moguls time points
	FR_MOGULS_PERCENT		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Moguls percentage score
	FR_AERIALS_JUDGE	N(1) 9	N(1).N(1) 9.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send judge number, from 1 to 5 for total points (Air & Form + Landing). For @Value: Send total points from the judge identified by @Pos, with one decimal digit.
	FR_AERIALS_AIR_FORM	N(1) 9	N(1).N(1) 9.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send judge number, from 1 to 5 for air & form points. For @Value: Air & form points for the judge identified by @Pos, with one decimal digit
	FR_AERIALS_LANDING	N(1) 9	N(1).N(1) 9.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send judge number, from 1 to 5 for landing points. For @Value: Landing points for the judge identified by @Pos, with one decimal digit
	FR_AERIALS_OVERALL		N(3).N(2) 900.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Aerials overall score

Type	Code	Pos	Value	Description
	FR_JUMP_CODE	N(1) 9	S(10)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send jump number only for moguls air (send 1 for the first jump, 2 for the second jump) For @Value: Standard FIS jump code
	FR_DD	N(1) 9	N(1).N(3) 9.999	For @Type: Send proposed type for moguls and aerials. For @Code: Send proposed code For @Pos: Send jump number only for moguls air (send 1 for the first jump, 2 for the second jump) For @Value: Degree of difficulty
	FR_JUMP_DESC		S(50)	For @Type: Send proposed type For @Code: Send proposed code, aerials flight plan For @Pos: Do not send anything For @Value: Jump code description.
	FR_TIEBRK_PTS		N(3).N(3) 990.000 (MO & AE) Or N(3).N(2) 990.00 (HP & SS)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Tie break points
	FR_JUDGE	N(1) 9	N(3) 900	For @Type: Send proposed type For @Code: Send proposed code. For @Pos: Send judge number, from 1 to 5 (HP & SS) For @Value: Send points from the judge identified by @Pos
	FR_CURRENT	N(1) 9	S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Send current order, from 1 to 4. Only for SX. Do not send anything for AE & MO, HP & SS For @Value: Send Y for the current athlete (see further description below)
	FR_LAST_SCORED		S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code

Type	Code	Pos	Value	Description
				For @ Pos: Do not send anything For @Value: Send Y for the last scored athlete (see further description below)
	FR_NEXT		S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y for the next athlete (see further description below)
	FR_JUDGE_DISCARD	N(1) 9	S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code. For @Pos: Send judge number (moguls and aerials total) For @Value: Send Y if points from the judge identified by @Pos are discarded (highest or lowest).
	FR_REACTION_TIME		SS.hh 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Reaction time for Ski Cross SS=seconds, hh=hundredth of second
	FR_ REACTION_RANK		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank for Reaction Time
	FR_SPLIT_RESULT_TIME	N(1) 9	MM:SS.hh 99:90.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send split number For @Value: Split Time MM=minutes, SS=seconds, hh=hundredth of second
	FR_SPLIT_RESULT_RANK	N(1) 9	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send split number For @Value:

Type	Code	Pos	Value	Description
				Split Rank
	FR_LAST_QUALIFIED		S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y when competitor is the last competitor qualified according to sport rules. (See table below for more information)
	FR_DQP		S(1) Y or 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 potentially disqualified. Only RT
	FR_PFR		S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code. For @Pos: Do not send anything For @Value: Send Y if Photo Finish has been evaluated. Send P ifPhoto is under evaluation. Send N if no Photo is required. Only RT
	FR_TIEBRK_TOTAL_JUMPS		N(3).N(1) 990.0	For @Type: Send proposed type For @Code: Send proposed code. For @Pos: Do not send anything For @Value: Sum of scores from all jumps performed in that phase (without DD).
	FR_TIEBRK_TOTAL_DD		N(2).N(3) 90.990	For @Type: Send proposed type For @Code: Send proposed code. For @Pos: Do not send anything For @Value: Sum of Degree of Difficulty (DD) from all jumps in the phase.
	FR_TIEBRKNG_FOR		N(4).N(2) 9990.00 (AE) Or N(3).N(2) 990.00	For @Type: Send proposed Type For @Code: Send proposed Code For @Pos: Do not send anything For @Value: Tied score (MO, AE) or tied rank (HP, SS, SX)

Type	Code	Pos	Value	Description
			(MO) Or N(2) 90 (HP,SS, SX)	to break
	FR_DSQ_REASON		Text	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Reason of the disqualification (MO, AE)
	FR_AERIALS_AF_DISCARD	N(1) 9	N(1).N(1) 9.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send air & form judge number, about points to be discard For @Value: Air & form points to be discard for the judge identified by @Pos, with one decimal digit
	FR_AERIALS_AF_TOTAL		N(1).N(1) 9.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Air & form total points, with one decimal digit
	FR_AERIALS_LA_DISCARD	N(1) 9	N(1).N(1) 9.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send landing judge number, about points to be discarded For @Value: Landing points to be discarded for the judge identified by @Pos, with one decimal digit
	FR_AERIALS_LA_TOTAL		N(1).N(1) 9.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Landing total points, with one decimal digit
	FR_REACTION_IDX		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos:

Type	Code	Pos	Value	Description
				Do not send anything For @Value: Index to sort Reaction Time
	FR_RE_RUN		S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code. For @Pos: Do not send anything For @Value: Send Y if Re-Run has been given to athlete. Only RT
	FR_LAST_FINISH		S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y for the last finish athlete (see further description below)

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

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FR/ FR_MOGULS_JUDGE	Moguls: Points from a particular judge, for both turns or air	Just for moguls	N	T3
ER_FR/ FR_MOGULS_TURNS	Moguls: Total points from 'turns' judges	Just for moguls	N	T3
ER_FR/ FR_MOGULS_AIR	Moguls: Total points from 'air' judges	Just for moguls	N	T3
ER_FR/ FR_MOGULS_TIME	Moguls time	Just for moguls	N	T3
ER_FR/ FR_MOGULS_TIME_POINTS	Moguls time points	Just for moguls	N	T3
ER_FR/ FR_MOGULS_PERCENT	Moguls percentage score	Just for moguls	N	T3
ER_FR/ FR_AERIALS_JUDGE	Aerials: Total points from a particular judge for "air & form" and "landing" points together.	Just for aerials	N	T3
ER_FR/ FR_AERIALS_AIR_FORM	Aerials: points from a particular 'air & form' judge	Just for aerials	N	T3
ER_FR/ FR_AERIALS_LANDING	Aerials: points from a particular 'landing' judge.	Just for aerials	N	T3
ER_FR/ FR_AERIALS_OVERALL	Aerial overall score. It is the sum of all the judges' scores	Just for aerials	N	T3
ER_FR/ FR_JUMP_CODE	Standard FIS jump code	Just in case of moguls (air) and aerials.	N	T1, T2, T3
ER_FR/ FR_DD	Degree of difficulty	Just in case of moguls (air) and aerials.	N	T1, T2, T3
ER_FR/ FR_JUMP_DESC	Jump code description for the planned jump.	Just in case of a change in aerials	N	T1, T2, T3

Type/Code	Description	Expected	RT Only	RT Trigger
		(once the competition has started)		
ER_FR/ FR_TIEBRK_PTS	Tie break points. This is the score that breaks the tie. (Points or Score or Degree of difficulty) in a single descent.	Just in case of a tie in MO, AE, HP and SS (not for SX).	N	T3
ER_FR/ FR_JUDGE	Ski Halfpipe and Ski Slopestyle: points from a particular judge.	Just in case of HP, SS	N	T3
ER_FR/ FR_CURRENT	Current competitor on course. During Run should be set to Y when the competitor (who has FR_NEXT to Y) enters in the course. Should be set to N when the competitor is not on course (this will happen when the competitor gets his/her result) and sets his/her FR_LAST_SCORED value to Y	Always	Y	T2, T3
ER_FR/ FR_LAST_SCORED	Last scored athlete During Run should be set to Y when the competitor gets the complete Result (Time, Points, Score, Percent, Time Points, etc). Should be set to N when another competitor gets his/her Time & points Result.	Always	Y	T2, T3
ER_FR/ FR_NEXT	Next competitor on course Before the start of the Unit should set to Y for the first competitor to start when is presented. During Run should be set to Y when previous competitor becomes current. Should be set to N when another competitor sets his/her FR_NEXT value to Y (this will happen when a competitor becomes current).	Always	Y	T1, T2, T3
ER_FR/ FR_JUDGE_DISCARD	Moguls: points from a particular judge are discarded (Y) Aerials: Total points from a particular judge are discarded (Y)	Just in case of MO and AE	N	T3
ER_FR/ FR_REACTION_TIME	Ski Cross: Reaction time on start	Just for SX	N	T2
ER_FR/ FR_ REACTION_RANK	Ski Cross: Rank of Reaction time on star	Just for SX	N	T2
ER_FR/ FR_SPLIT_RESULT_TIME	Ski Cross: Split time	Just for SX	N	T3
ER_FR/ FR_SPLIT_RESULT_RANK	Ski Cross: Split Rank	Just for SX	N	T3
ER_FR/ FR_LAST_QUALIFIED	The competitor is the last one to qualify according to rules. It is the virtual last qualified position in the current moment. Should be set to N when another	Just in case of MO and AE	N	T3

Type/Code	Description	Expected	RT Only	RT Trigger
	competitor sets his/her FR_LAST_QUALIFIED value to Y.			
ER_FR/ FR_DQP	Athlete is potentially disqualified (Y,N)	Always.	Y	T3
ER_FR/ FR_PFR	Photo Finish is Required (Y,P,N)	Just for SX.	Y	T3
ER_FR/ FR_TIEBRK_TOTAL_JUMPS	Sum of scores from all jumps performed in that phase (without DD).	Only for athlete in a tie. Just for AE.	N	T3
ER_FR/ FR_TIEBRK_TOTAL_DD	Sum of Degree of Difficulty (DD) from all jumps in the phase.	Only for athlete in a tie. Just for AE.	N	T3
ER_FR/ FR_TIEBRKNG_FOR	Affected tie-breaking for, MO & AE: Score HP, SS & SX: Rank	Only for athlete in a tie	N	T3
ER_FR/ FR_DSQ_REASON	Text including the reason of the disqualification, if exists	Only for disqualified athlete. Just in case of MO and AE	N	T1, T2, T3
ER_FR/ FR_AERIALS_AF_DISCARD	Aerials: points to be discarded from a particular ‘air & form’ judge	Only for athlete in a tie in AE.	N	T3
ER_FR/ FR_AERIALS_AF_TOTAL	Aerials: total points from ‘air & form’	Only for athlete in a tie in AE.	N	T3
ER_FR/ FR_AERIALS_LA_DISCARD	Aerials: points to be discarded from a particular ‘landing’ judge	Only for athlete in a tie in AE.	N	T3
ER_FR/ FR_AERIALS_LA_TOTAL	Aerials: total points from ‘landing’	Only for athlete in a tie in AE.	N	T3
ER_FR/ FR_REACTION_IDX	Ski Cross: Index to sort Reaction time on star. Needed specially when IRM is received, but should to be received always.	Just for SX	N	T2
ER_FR/ FR_RE_RUN	Athlete has a Re-run option (Y/N)	Always. All events	Y	T3
ER_FR/ FR_LAST_FINISH	Last finish athlete During Run should be set to Y when the competitor gets the Runtime. Should be set to N when another competitor sets his/her FR_LAST_FINISH value to Y.	Just for MO	Y	T2, T3

3.2.3.6 Message Sort

Sort by Result @SortOrder

3.2.4 Phase Results

3.2.4.1 Description

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

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

The RT Phase Results message should not be sent for Aerials (AE) and Moguls (MO).

3.2.4.2 Header Values

3.2.4.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_PHASE_RESULT	Phase Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is interim, partial, official or unofficial. "INTERIM"/ “PARTIAL” / “OFFICIAL” / “UNOFFICIAL”
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

Attribute	Value	Comment
		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	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_RT_PHASE_RESULT	Real Time Phase 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.

Attribute	Value	Comment
		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

3.2.4.3 Trigger and Frequency

3.2.4.3.1 PiT Triggers

N/A

This message is sent like follows:
ResultStatus "INTERIM": HP and SS for unit that are not the last unit of the phase.
ResultStatus "PARTIAL": Rest of events for unit that are not the last unit of the phase.
ResultStatus "UNOFFICIAL"/"OFFICIALS" just at the end of the last unit of the phase.

Trigger also after any major change.

3.2.4.3.2 RT Triggers

•For ResultStatus=LIVE_UPDATE:
o T1: Trigger at the beginning of the phase.

o T2: Trigger as soon as athlete starts (is on course).

o T3: Trigger as soon as the time or points is available for an athlete or there is change in athlete's rank (crosses an intermediate point or finish line).

•For ResultStatus=LIVE_FULL:
Send as it will be defined for each RT transmission in the parameters of the DT_RT_GM message.

•For ResultStatus=LIVE_MANDATORY
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
Competition							
	Code						
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		Competitor					
			Code				
			Type				
			Bib				
			Composition (0,1)				
				Athlete (1,N)			
					Code		
					Order		
					Bib		
					ExtendedResults (0,1)		
						ExtendedResult (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

Result

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank of the competitor in the phase. This attribute is optional because the athlete may have got an invalid result mark.	N	T3
RankEqual	O	Y or N	It identifies if a rank has been equalled. For PiT just include this attribute in case of equalled ranks with value "Y".	N	T3
ResultType	O	CC @ResultType	Type of the @Result attribute Either POINTS (all events except TIME for SX Seeding phase), RANK (ski-cross 1/8, 1/4, semi-finals and finals) or IRM for the corresponding phase results. For RT, when the message arrives (to include some extended results for a particular kind of competitor), no attributes at Result element level will be included if @ResultType attribute is empty. In this case, it means it is not being sent data for the Result element. On the contrary, if @ResultType is informed, and the other attributes are blank, it is assumed these attributes are being reset. Send this attribute if there is Result or IRM	N	T1, T2, T3
Result	O	MM:SS.hh 99:90.00 Or N(3).N(2) 990.00	The result of the competitor in the phase Send just in the case @ResultType is TIME (ski cross) or POINTS (aerials, moguls, ski halfpipe or ski slopestyle) (see codes section) AE-MO: total score, which is the Overall for AE and the Score for MO. HP-SS : Best score. SX: total time. MM is minutes, SS is seconds, hh is hundredth of second	N	T3
IRM	O	CC @IRM	The invalid result mark, in case it is assigned IRM after the finalisation of the current phase. It will depend on the results of	N	T1, T2, T3

Attribute	M/O	Value	Comments	RT Only	RT Trigger
			all the event units up to the moment of sending the message. Send just in the case @ResultType is IRM (see codes section)		
QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition. Send just in the case the competitor is qualified according to the rules (see codes section). It will be basically used after second runs in HP & SS.	N	Send when the information is known and it is not going to change, for example, if there are 20 athletes competing and 6 are qualifying, when the 15th competitor finishes there is one competitor that is going to qualify for sure
SortOrder	M	Numeric	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes. This attribute is a sequential number with the order of the results after the finalisation of the current 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.	N	Always

Result /Competitor

Competitor related to one phase result.

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

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID	N	When available
Order	M	Numeric	Always 1	N	When

Attribute	M/O	Value	Comments	RT Only	RT Trigger
					available
Bib	O	N(4) 9990	Bib number	N	Only if necessary

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
Individual athlete's extended result when Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Value	Description
ER_FR	FR_TIEBRK_PTS		N(3).N(3) 990.000 (MO & AE) Or N(3).N(2) 990.00 (HP & SS)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Tie break points
	FR_DIFF		MM:SS.hh 99:90.00 MM=minutes SS=seconds hh=hundredth of second	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference (do not send for Result @Rank=1 which is the best time) It is the time difference in regards to the best time for SX.
	FR_BEST_RUN		N(1) 9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "0" to set the best run undefined (in case of IRM for both runs) Send "1" to set run 1 as best Send "2" to set run 2 as best
	FR_LAST_QUALIFIED		S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y when competitor is the last competitor qualified according to sport rules. (See table below for more information)
	FR_MOGULS_PERCENT		N(3).N(2) 990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Moguls percentage score.

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

Type/Code	Description	Expected	RT Only	RT Trigger
ER_FR/ FR_TIEBRK_PTS	Tie break points.	Just in case of MO, AE, HP and SS.	N	T1
ER_FR/ FR_DIFF	Time (best time) difference	Just for SX except for athletes with the best time	N	T1
ER_FR/ FR_BEST_RUN	Best Run Result	Just in case of HP and SS	N	T3
ER_FR/ FR_LAST_QUALIFIED	Last Competitor Qualified. It is the virtual last qualified position in the current moment.	Always, except for MO and AE which it is N/A.	N	T3
ER_FR/ FR_MOGULS_PERCENT	Moguls percentage score	Just for moguls	N	T3

3.2.4.6 Message Sort

Sort by Result @SortOrder.

3.2.5 Event Final Ranking

3.2.5.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

3.2.5.2 Header Values

3.2.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
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). 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.

But this message is sent at the end of each phase, for Ski Cross (SX), Ski Halfpipe (HP) and Ski Slopestyle (SS) where there is a competitor's classification after each phase.

Furthermore, for Aerials (AE) and Moguls (MO) it should be sent after Qualification phase and after each Final round (event unit) because there are competitors who have a final ranking before the end of the event.

Trigger also after any major change.

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						
	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

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	Y	It identifies if a rank has been equalled.
ResultType	M	CC @ResultType	Result type, either or IRM for the corresponding event.
Result	O	CC @ResultPhase	Phase to which the competitor arrived. For SX will be received always, including when @ResulType is IRM.
IRM	O	CC @IRM	IRM for the particular event. Send just in the case @ResultType is IRM (see codes section)
SortOrder	M	Numeric	It is mostly based on the rank, but also it will 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.
Type	M	A	A for athlete

Result /Competitor /Composition /Athlete

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
ER_FR	FR_RCE_PTS		N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Race points
	FR_HEAT_RANK		S(3)	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Pos: Do not send anything For @Value: Rank or IRM in the heat where athlete finished the competition. Applies for SX all phases. Number of the round where athlete finished the competition. Applies for MO and AE, all phases.

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

Type/Code	Description	Expected
ER_FR/ FR_RCE_PTS	Race points	Always
ER_FR/ FR_HEAT_RANK	For SX it is the Rank/IRM in the heat where athlete finished the competition. For all phases of MO and AE it is the number of the round.	Always for SX, MO and AE. (all phases)

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 know 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
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.

Medal /Competitor /Composition /Athlete

Include all athletes that won the medal according to sport rules if Competitor @Type="A"

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

3.2.6.6 Message Sort

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

3.2.7 Brackets

3.2.7.1 Description

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

The message has to be sent just for SX events.

3.2.7.2 Header Values

3.2.7.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
ResultStatus	CC @ResultStatus	Status of the 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

Attribute	Value	Comment
		processed over the last PiT information

3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

This message should be sent at the very beginning of a competition, as soon as a brackets graph can be established, after the Seeding Run phase and after each Heat (event unit) during any Finals phase.

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

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

•Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal event unit) is Unofficial (i.e. for all event units up until the GM event unit is completed for an event)

•Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (GM event unit) has Unofficial status.

•Send with ResultStatus = "OFFICIAL" when the last event unit for an event (GM event unit) has Official status.

Trigger also after any major change.

3.2.7.4 Message Structure

Following table defines the structure of the message.

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
						Code
						Type

3.2.7.5 Message Values

Competition

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

Bracket

Attribute	M/O	Value	Comments
Code	M	CC @Bracket	Bracket code to identify a bracket item (finals, classification games...).

Bracket /BracketItems

Attribute	M/O	Value	Comments
Code	M	CC @BracketItems	Each BracketItems should include all BracketItem grouped by their CC @BracketItems

Bracket /BracketItems /BracketItem

Attribute	M/O	Value	Comments
Code	M	CC @BracketItems	Code that categorizes each bracket item
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1

Bracket /BracketItems /BracketItem /Unit

Unit related to the BracketItem.

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code for the bracket item
Unit	O	CC @Unit	Unit code for the bracket item

Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem

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

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

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

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

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

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

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.

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

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.

Bracket /BracketItems /BracketItem /CompetitorPlace
- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Comments
Pos	M	N(3) 999	This attribute is a sequential number to place the different competitors in the bracket (1, 2 …).

Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph.

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item.
Unit	M	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item.

Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

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

3.2.7.6 Message Sort

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

3.2.8 Discipline Configuration

3.2.8.1 Description

The Discipline Configuration is a message containing discipline general configuration.

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

3.2.8.2 Header Values

3.2.8.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD according to CC @Discipline
DocumentType	DT_CONFIG	Discipline Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "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

Day INFO operations start.
•When this information is available.

3.2.8.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Configs			
		Config (1,N)		
			Gender	
			Event	
			Phase	
			Unit	
			ExtendedConfig (1,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
Event	M	CC @Event	Event code
Phase	M	CC @Phase	Phase code
Unit	O	CC @Unit	Unit code

Configs /Config /ExtendedConfig

Type	Code	Pos	Value	Description
EC_QUALIFICATION_RULE	FR_RANK_QUALIFY_NEXT_ROUND	N(1)	N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code for the qualification rule. FR_RANK_QUALIFY_NEXT_ROUND is the code that indicates the qualification for next round based on rank. For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos
	FR_RANK_QUALIFY_EIGHTHFINAL	N(1)	N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code for the qualification rule. FR_RANK_QUALIFY_EIGHTH_FINAL used to know qualified for 1/8finals for cross events For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos

Type	Code	Pos	Value	Description
	FR_RANK_QUALIFY_QUARTERFINAL	N(1)	N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code for the qualification rule. FR_RANK_QUALIFY_QUARTERFINAL used to know qualified for 1/4finals for cross events For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos
	FR_RANK_QUALIFY_SEMIFINAL	N(1)	N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code for the qualification rule. FR_RANK_QUALIFY_SEMIFINAL used to know qualified for Semifinals for cross and scoring events For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos
	FR_RANK_QUALIFY_FINAL	N(1)	N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code for the qualification rule. FR_RANK_QUALIFY_FINAL used to know qualified for finals for cross and scoring events For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos
EC_FR	FR_INTERMEDIATES_NUMBER		N(1) 9	For @Type: Send proposed type For @Code: Send the proposed code. For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				Send the number of intermediate points for that phase.
	FR_RUNS_NUMBER		N(1) 9	For @Type: Send proposed type For @Code: Send the proposed code. For @Pos: Do not send anything For @Value: Send the number of runs for that phase.
EC_QUALIFICATION_RULE	FR_RANK_QUALIFY_BIG_FINAL	N(1)	N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code for the qualification rule. FR_RANK_QUALIFY_BIG_FINAL only in the case of Semifinals for SX For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos
EC_FR	FR_HEATS_NUMBER		N(1) 9	For @Type: Send proposed type For @Code: Send the proposed code. For @Pos: Do not send anything For @Value: Send the number of heats for that phase.
EC_QUALIFICATION_RULE	FR_RANK_QUALIFY_SMALL_FINAL	N(1)	N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code for the qualification rule. FR_RANK_QUALIFY_SMALL_FINAL only in the case of Semifinals for SX For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos

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

Type/Code	Description	Expected
EC_QUALIFICATION_RULE/ FR_RANK_QUALIFY_NEXT_ROUND	Qualification for next round based on rank	Always if the rule applies to the competition
EC_QUALIFICATION_RULE/ FR_RANK_QUALIFY_EIGHTHFINAL	Qualification for the 1/8 final	Always if the rule applies to the competition (cross events)
EC_QUALIFICATION_RULE/ FR_RANK_QUALIFY_QUARTERFINAL	Qualification for the 1/4 final	Always if the rule applies to the competition (cross events)
EC_QUALIFICATION_RULE/ FR_RANK_QUALIFY_SEMIFINAL	Qualification for the 1/2 semifinal	Always if the rule applies to the competition (cross and scoring events)
EC_QUALIFICATION_RULE/ FR_RANK_QUALIFY_FINAL	Qualification for run-off for finals based on rank	Always if the rule applies to the competition(cross and scoring events)
EC_FR/ FR_INTERMEDIATES_NUMBER	Send the number of intermediate points for that phase.	May apply to Cross Qualifications and Finals
EC_FR/ FR_RUNS_NUMBER	Number of runs	May apply Cross and scoring events
EC_QUALIFICATION_RULE/ FR_RANK_QUALIFY_BIG_FINAL	Qualification for the big final	Always if the rule applies to the competition, in the case of Semifinals (for SX)
EC_FR/ FR_HEATS_NUMBER	Number of heats	May apply Cross and scoring events
EC_QUALIFICATION_RULE/ FR_RANK_QUALIFY_SMALL_FINAL	Qualification for the small final	Always if the rule applies to the competition, in the case of Semifinals (for SX)

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	
			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, FINISH or ALL)
Humidity	O	N(3)	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

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 @SnowConditions Or CC @WeatherConditions	Codes that describe the Weather Condition for Code.

Weather /Conditions /Temperature

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

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

Weather /Conditions /Wind

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

3.2.9.6 Message Sort

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

4 Messages Sequence

No sequence data defined

5 Codes

5.1 Global Codes

Code Entity	Format	Entity Description	Link
CC @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 • The entity's attribute to be used is Phase	Link

Code Entity	Format	Entity Description	Link
		• It will be related to Discipline, Gender and Event	
CC @PrecType	S(1)	R : Rain S : Snow	
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record • The entity's attribute to be used is Id	Link
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type • The entity's attribute to be used is RecordTye • It will be related to Discipline	Link
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 @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	Link

Code Entity	Format	Entity Description	Link
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 Freestyle Skiing Codes

Code Entity	Format	Entity Description
CC @BibColor	S(9)	BC_BLUE : Blue BC_GREEN : Green BC_RED : Red BC_YELLOW : Yellow (Bib colour just for ski cross final phases)
CC @Bracket	S(3)	FNL : Final
CC @BracketItems	S(8)	1_8 : Eight finals B_FNL : Big final CLASS : Classification FNL : Finals HEAT : Heat QFL : Quarterfinals S_FNL : Small final SFL : Semi-finals
CC @IRM	S(5)	DNF : Did not finish (SX) DNS : Did not start DQIC : Disqualified for Intentional Contact DQP : Potentially disqualified DSQ : Disqualified (The codes order provided is according to the sport rules. In case of several DSQ, DNF or DNS, DQIC sort by bib number).
CC @NextBracketPos	S(1)	L : Advance the competitor to the next Bracket item according to the NextUnitLoser element O : The competitor is out and does not advance to any next bracket item W : Advance the competitor to the next bracket item according to the NextUnit element
CC @QualificationMark	S(7)	Q : Qualified
CC @ResultPhase	S(3)	1_8 : 1/8 Final (SX) B_F : Big final (SX) F : Final (MO, AE, HP, SS) FR1 : Final run 1 (HP, SS, in the case of IRM) FR2 : Final run 2 (HP, SS, in the case of IRM) SF : Semifinals (SX) S_F : Small final (SX) Q : Did not qualify for finals (SX, MO or AE) - Qualification (MO, AE) - Seeding (SX) QF : Quarterfinals (SX) QR1 : Qualification run 1 (HP, SS, in the case of IRM) QR2 : Qualification run 2 (HP, SS, in the case of IRM)
CC @ResultType	S(13)	CODE : Code for the group (used in event final ranking)

Code Entity	Format	Entity Description
		IRM : Invalid Result Mark POINTS : Points; Total (overall) RANK : Rank TIME : Time
CC @SpeedUnit	S(3)	KMH : Kilometres per hour MS : Meters per second
CC @TemperatureUnit	S(1)	C : Celsius F : Fahrenheit
CC @WeatherPoints	S(6)	ALL : Both (Start & Finish) Areas 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/INT011 R3 v5.9 APP (FR)

7.2 Version history

Version	Date	Comments
R3 v1.0	12 Mar 2012	Submitted for review version.
R3 v2.0	08 May 2012	Reviewer comments included. Submitted for approval.
R3 v2.1	25 May 2012	Reviewer comments added. SFR.
R3 v2.2	18 Jun 2012	Some minor changes
R3 v2.3	27 Jun 2012	Some changes after Pre Integration Cycle 1.
R3 v3.0	23 Jul 2012	New messages proposal (in blue). Messages deletion proposals (in pink). ODF light information deletion proposal. Scoring format changes about aerials (in yellow). SFA (DRAFT)
R3 v3.1	14 Sep 2012	Changes for MO, AE and SX (in yellow). SFA (DRAFT)
R3 v3.2	26 Sep 2012	ODF Light changes implemented. Minor changes on sport after Pre-Integration Test of SX, MO and AE. (SFR)
R3 v3.3	11 Oct 2012	Minor ODF Light and sport changes. Reviewer comments included. (SFA)
R3 v3.4	05 Nov 2012	Some minor changes
R3 v3.5	03 Dec 2012	Defects: #87111, #87422, #83226 (cancelled), #83818, #83775
R3 v4.0	14 Dec 2012	Minor changes. (APP)
R3 v4.1	31 Jan 2013	Defects #85592, #87934, #88590, #89825 ~#88646. Reviewer's comments applied. (APP)
R3 v4.2	15 Mar 2013	Minor change (APP)
R3 v4.3	17 Apr 2013	Document generated using the CMS tool
R3 v5.0	10 May 2013	CR436 applied (external delivery)
R3 v5.1	28 May 2013	CR787 applied
R3 v5.2	07 Jun 2013	CR787 (#89678) updated, CR828 (#90068, #90476, #92030, #92059, #92521, #92590); CR862 (#92876); CR922 (#94200) and CR946 (#94449) applied
R3 v5.3	19 Jun 2013	CR666, CR906 and CR1069 (#93850) applied
R3 v5.4	09 Aug 2013	(#95714), (#96143), CR974, CR836, CR827 applied
R3 v5.5	30 August 2013	CR001067, CR001240, CR001241 and CR001269 applied
R3 v5.6	20 September 2013	CR001455
R3 v5.7	20 September 2013	CR001408
R3 v5.8	12 December 2013	CR001687, CR001692, CR002496

Version	Date	Comments
R3 v5.9	12 December 2013	CR002433, CR001564

7.3 Change Log

Version	Status	Changes on version
R3 v1.0	SFR	• First version.
R3 v2.0	SFA	Freestyle Codes: • @BibColor added with Red, Green, Blue and Yellow. • @JudgeType removed as no longer used. • @WeatherPoints added for Weather Areas. • @SnowConditions and @WeatherConditions removed. Start List: • Start /Competitor /Composition /Athlete /EventUnitEntry updated with @BibColor information. • FR_HEIGHT changed to FR_HEIGHT_WALLS, FR_INCLINATION_VERT changed to FR_VERT_INCLINATION. • FR_JUMPS_NUM, FR_JIBBING_NUM and FR_FEATURES_NUM added. • Competitor / PreviousResult /ExtendedDataItem ED_FR_NOTE updated with up to 5 judges (not 6). ED_FR_RANK updated with previous rank for MO and AE. • Start /Competitor /PreviousResults element moved to Start /Competitor /Composition /Athlete /PreviousResults. Results: • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult updated with FR_MOGULS_TURNS, FR_MOGULS_AIR, FR_AERIALS_AIR_FORM, FR_AERIALS_LANDING, FR_CURRENT, FR_LAST_FINISHED, FR_NEXT, FR_JUDGE_DISCARD, FR_REACTION_TIME, FR_REACTION_RANK, FR_SPLIT_RESULT_TIME, FR_SPLIT_RESULT_RANK codes. FR_MOGULS_JUDGES, FR_AERIALS_JUDGES, FR_BEST_SCORE, FR_JUDGES, FR_JUDGES_RANK and FR_JUDGES_RANK_EQUAL removed. • Result /UnitInfos /UnitInfo updated with LAST_QUALIFIED information. • Formats updated. Result Summary: • CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult ER_FR / FR_TIEBRK_PTS updated with expected description 'Used in aerials and moguls. In Ski-cross, for run-offs ' • CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult updated with FR_BEST_RUN added with information of the best run result. RT Trigger updated. Weather: • Competition /Weather /Conditions updated with @WeatherPoints value.

Version	Status	Changes on version
		• Competition /Weather /Conditions /Temperature updated: only information for Air and Snow is needed.
R3 v2.1	SFR	Freestyle Codes: • @SnowConditions included again. • @ResultType includes the RANK code. • @JumpCode removed. • @SpeedUnit added. Section 5.1 Applicable Messages: DT_PARTIC_TEAMS and DT_PARTIC_TEAMS_UPDATE messages are not used. Start List: • Start /Competitor /Composition /Athlete /EventUnitEntry updated with FR_HEAT for SX Finals. • Start /@StartOrder comment updated. • Start /Competitor /Composition /Athlete /PreviousResults, and Start /Competitor /Composition /Athlete /PreviousResults / ExtendedDataItem removed, elements not used. Previous results can be taken from RESULTS for previous units. • Some other comments and values updated. Event Unit Results (also for RT) sort updated: • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult, FR_TIEBRK_PTS updated. Results Summary (also for RT): • Description and Header revised and updated with a clarification on DocumentCode and DocumentType. • CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult, FR_BEST_RUN updated with Pos (1, 2) and Value (Y, N). • Some other comments updated. Event Final Ranking: • Triggers and Frequency updated • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult new Code FR_HEAT_RANK with the rank in the last heat where the athlete finished his/her competition. • Some other comments updated. Brackets: • Triggers and Frequency updated. Weather: Message Structure and Values updated with Freestyle Codes. RT Event Unit Results: Trigger and Frequency updated. RT Results Summary: Header values, comments and Trigger and Frequency updated.
R3 v2.2	SFR	Start List: • UnitInfo: FR_HOMOLOGATION_NUM added. Event Final Ranking: • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult, FR_HEAT_RANK updated. For MO and AE it is the last round where the athlete finished his/her competition.

Version	Status	Changes on version
		Other minor changes: • Chapter 4. Messages definition. • Brackets message order: Now it follows the Results Summary message, and it is before the Event Final Ranking message
R3 v2.3	SFA	Freestyle Codes: • CC @Bracket added. Start List: • Structure upgrade to the latest changes. Event Unit Results (also for RT): • UnitInfo Element not used. FR_LAST_QUALIFIED information is moved to Results Summary. • @ResultType is Optional. Value description clarified. • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: FR_LAST_FINISHED becomes FR_LAST_SCORED. • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: FR_CURRENT, FR_NEXT and FR_LAST_SCORED descriptions clarified. Results Summary: • @ResultType is Optional. Value description clarified. • CumulativeResult / @QualificationMark: RT Trigger updated clarification. • CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: new code FR_LAST_QUALIFIED added to inform that the athlete is the last one qualified at a certain point according to sport rules. Medallists: • Competitor /Composition /Athlete it is used now. RT Event Unit Result: • Trigger T4 removed as it is not used. RT Results Summary: • Triggers list updated. No trigger at the final of the event unit/phase/event.
R3 v3.0	SFA (DRAFT)	Event Unit Results (and RT). Changes about the new scoring format for Aerials. • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element upgraded. New messages proposal: Added the definition of DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages (marked in blue color). These messages should be used (instead of DT_RESULTS_SUMMARY and DT_RT_RESULTS_SUMMARY) at the moment that these changes are approved until then the deprecated messages should be still used. Deletion messages proposal: DT_RESULTS_SUMMARY and DT_RT_RESULTS_ SUMMARY (marked in pink color). These messages should be deleted at the moment that these changes are approved until then the deprecated messages should be still used. Deletion extensions proposal: ODF Light extensions from the DT_START_LIST Message. Marked in pink color the ODF Light extensions. These extensions should be deleted at the moment that

Version	Status	Changes on version
		these changes are approved until then they should be still used.
R3 v3.1	SFA (DRAFT)	Event Unit Results (also for RT): • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element with new codes FR_MOGULS_PERCENT and FR_AERIALS_OVERALL. Code FR_DIFF deleted as no longer used.
R3 v3.2	SFR	• Deletion messages proposal approved: DT_RESULTS_SUMMARY and DT_RT_RESULTS_ SUMMARY. No longer included. • Light extension: ODF Light extensions from the DT_START_LIST, DT_PHASE_RESULT Message 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. • Light Extensions: DT_START_LIST PreviousResults re-defined as non-light extension. • New messages: Added the definition of DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages. These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY). DT_EXTRA_DATA renamed to DT_PLAY_BY_PLAY DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages structure merged: • PhaseInfos and PhaseInfos/PhaseInfo elements of DT_PHASE_RESULT and DT_RT_PHASE_RESULT renamed to ExtendedInfos, ExtendedInfos/ExtendedInfo. • Bib attribute added to Competitor and Athlete element of the DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages. SortOrder attribute clarified so that any result sort order change from the initial start list order will be provided in the SortOrder attribute (or any extension used to sort competitors) of the DT_RT_RESULT and DT_PHASE_RESULT message (this includes ranked, none-ranked and IRM athletes). Phase Results: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. FR_LAST_QUALIFIED Code not applicable for MO and AE. RT Phase Results: Full message should not be sent for MO and AE. Event Unit Results (+RT): Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. FR_DIFF removed for SX. FR_LAST_QUALIFIED Code used just in case MO and AE.
R3 v3.3	SFA	• Start List: - Non-light extension: The PreviousResults elements are defined as part of the message. - SortOrder of Start /Competitor /Composition /Athlete /PreviousResult has been removed. • Event Unit Results: - UnitDateTime element is not used for Real Time. - Result / Competitor / Composition /Athlete /ExtendedResults /ExtendedResult Element new codes FR_DQP (Potentially DSQ, only RT) and FR_PFR (Photo Finish Required, only RT).

Version	Status	Changes on version
		• Phase Results - Updated comment for SortOrder of the Result element (the comment regarding start list has been deleted). - Result/@Result comment updated: Result for MO is the Score. - Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element new code FR_MOGULS_PERCENT, as in Event Unit Results message. • Discipline Configuration - Clarified how to manage information not know before competition.
R3 v3.4	SFA	• 2.2: End to End data flow. Removed old sentence about previous messages. • Defects: #83896, #83226, #84035
R3 v3.5	SFA	• Defect #83226 (cancelled) • Start List: - Start /Competitor /Composition /Athlete /EventUnitEntry Element type updated to EUE_FR. Code FR_JUMP_DESC and FR_JUMP_DD description and value updated. (Defect #87422) • Event Unit Results (+RT): - Result Element, SortOrder description and trigger updated. (Defect #87111) - Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. Codes FR_DD, FR_JUMP_DESC and FR_LAST_QUALIFIED descriptions updated. (Include defects #83818 and #83775) • Phase Results (+RT): - Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. Code FR_LAST_QUALIFIED description updated. (Include defects #83818 and #83775) • Event Final Ranking: - Definition, Result Element and Result /Competitor Element updated
R3 v4.0	APP	• Start List: - Start /Competitor /Composition /Athlete /EventUnitEntry Element. Code FR_JUMP_DESC description updated. • Event Unit Results (Pit and RT): - Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. Code FR_JUMP_DESC description updated.
R3 v4.1	APP	• Sentences starting with “Each ODF Sport Data Dictionary” removed because this it is the ODF Sport Data Dictionary which it is being defined. • Freestyle Codes, alphabetically ordered as Global Codes and Sport Codes: - CC @Function updated. • Start List: - Start /Competitor /Composition /Athlete /EventUnitEntry Element. • Code FR_JUMP_DESC value updated to S(50) (defect #85592). • New code FR_JUMP_KICKER added (defect #87934). - Official Element. CC @Function comment updated.

Version	Status	Changes on version
		• Event Unit Results (+RT) - Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. • Code FR_JUMP_DESC value updated to S(50) (defect #85592). • Codes FR_JUMP_CODE, FR_DD trigger T2 and T3 added (defect #88590) • Code FR_CURRENT updated with Pos (0-3) only for SX, for AE and MO set to 0. • Code FR_TIEBRK_PTS comments updated. • New code FR_TIEBRKNG_FOR added. • Code FR_LAST_QUALIFIED comments updated (defect #89825~#88646) • Phase Results (+RT): - Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. • Code FR_MOGULS_PERCENT value updated.
R3 v4.2	APP	• Start List - Official Element. Attribute Function comments updated
R3 v4.3	APP	Document generated using the CMS tool
R3 v5.0	APP	• Event Unit Results: - Result /Competitor /Composition /Athlete /ExtendedRests /ExtendedResult . FR_DSQ_REASON attribute code added
R3 v5.1	APP	• Event Unit Results: - Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult . FR_CURRENT attribute clarifies its description
R3 v5.2	APP	• Start List: - UnitInfos /UnitInfo: . FR_COURSE_NAME updated to be S(50) (CR828) . FR_ALTITUDE_START, FR_ALTITUDE_FINISH, FR_ALTITUDE_DROP Expected column updated (CR862) • Event Unit Results: - Header Values adds DocumentSubtype Value (CR922) - Trigger and Frequency updated for tie breaking (CR922) - Result: . Rank, RankEqual, Result, IRM, QualificationMark and ResultType, trigger update (CR946) . QualificationMark removes the situation for run-off (CR828) - Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult: . FR_AERIALS_LANDING updated to be 9.0 (CR828) . FR_TIEBRK_PTS updated it description (CR828) . FR_AERIALS_AF_DISCARD, FR_AERIALS_AF_TOTAL, FR_AERIALS_LA_DISCARD, FR_AERIALS_LA_TOTAL New Codes for a tie breaking case in Aerials (#94200) . FR_CURRENT @Pos description updated (CR787) • Phase Results: - Result: . QualificationMark removes the situation for run-off (CR828) • Event Final Ranking - PiT Trigger updated for AE and MO (CR828)

Version	Status	Changes on version
		• Freestyle Skiing Cdes: - CC @QualificationMark: . Code QROF removed as no longer used (CR828) - CC @ResultPhase: . Code Q description separated between AE, MO and SX (CR828)
R3 v5.3	APP	• Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE message (CR666) • Removed ODF Light elements from DT_START_LIST and DT_PHASE_RESULTS messages (CR906) • Phase Results (also for RT): - • Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult, FR_BEST_RUN updated, Pos removed and Value (0,1, 2). (CR1069)
R3 v5.4	APP	• Added FR_SNOWSEED attribute to DT_START_LIST message 3.2.2.5 (CR000836) • Added new attributes to DT_CONFIG to clarify Qualification Rules and competition format (#95173) • CR974 - DT_WEATHER: Remove "+" symbol in weather attributes, when sending values above 0 degrees • (#96143) – FR_REACTION_IDX added. Needed to sort correctly screens by Reaction time. • CR827 - For DT_PARTIC / DT_PARTIC_UPDATE messages and for Participant /Discipline /RegisteredEvent /EventEntry element change entry FR_RANK by E_RANK and FR_RANK_POINTS by E_POINTS (consistency across sports)
R3 v5.5	APP	• (Event Unit Results) FR_AERIALS_OVERALL definition clarified (CR001067) • (Event Unit Results) FR_PFR definition updated to unify use of Photofinish (CR001240) • (Event Final Ranking) FR_HEAT_RANK definition updated according new requirements classification screens (CR001240) • (Event Final Ranking) Result definition updated according new requirements classification screens (CR001240/CR001241) • (Event Unit Results) FR_RE_RUN attribute added to manage Re-Run possibility in all events(CR001240) • (Event Unit Results) FR_LAST_FINISH attribute added according new requirements in results management (CR001240) • (Event Unit Results) FR_LAST_SCORED attribute definition updated according new requirements in results management (CR001240) • (Event Unit Results) FR_CURRENT attribute definition updated to manage correctly SX event (CR001269) • (Phase Result) PARTIAL ResultStatus added to definition (#98107)
R3 v5.6	APP	• (Discipline configuration) attributes added or updated (CR001455) • (FR Codes 5.2) SF Code added for SX event (CR001455)
R3 v5.7	APP	• (Start List) Judges definition updated (CR001408)
R3 v5.8	APP	• (Start List) FR_FORERUNNERS attribute added (CR001687 - 98052) • (Brackets) FR_Placement expected code updated according codes defined for BracketItems(CR001687 - 98053) • (Discipline configuration) FR_RANK_QUALIFY_RUN_OFF_FINALS

Version	Status	Changes on version
		removed and FR_INTERMEDIATES_NUMBER description updated (CR001692 - 99968) • ResultType definition updated, to clarify when use RANK value (CR002496 - 98056) • (Event Unit Results) FR_TIEBRK_PTS format updated, extra digits added (CR002496 – 100198, 101551)
R3 v5.9	APP	• (Phase Results) INTERIM status added to ResultStatus definition (CR002433) • (DT_WEATHER) Weather /Conditions /Condition@Value defined as CC @WeatherConditions for SKY Conditions and as CC @SnowConditions for SNOW conditions (CR001564) • (DT_WEATHER) Weather /Conditions /Wind@Value defined as N(3).N(1) without plus/min symbols (CR001564)

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