OLYMPIC DATA FEED

ODF Snowboard Data Dictionary
Lausanne 2020 - Winter Youth Olympic Games
Technology and Information Department
© International Olympic Committee

ODF WYOG-2020-SBD-0.2 SFR
13 December 2019

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Table of Contents

1 Introduction

1.1 This document

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

1.2 Summary of Messages in this Discipline

1.2.1 Big Air, Half Pipe, Slopestyle

The competition consists of two phases: qualification and final. In qualification the result is calculated on the best of two runs. In Snowboard Halfpipe and Snowboard Slopestyle the final result is calculated on the best of three runs. In Snowboard Big Air the best two different runs are counted into the final result. If there is one qualification heat, the 12 best competitors will advance to the Final. If there are two qualification heats, the six best competitors from each heat will advance to the Final.

The messages containing results information are separated into two message, one DT_RESULT for each run and one DT_CUMULATIVE_RESULT for each phase.

1.2.2 Snowboard Cross, Team Ski Snowboard Cross

The Ski Cross competition consists of Group Heats, Semifinals, the Small Final and the Big Final. The Group Heats are a round robin format. The group heats are divided into heats of up to four competitors based on the FIS Seeding list. Each competitor competes against all others in their panel in a round robin scheme (20 heats). There is one DT_RESULT per race and one DT_CUMULATIVE_RESULT per panel. The top four competitors from each panel advance to the semifinals.

The top two competitors from each semifinal advance to the Big Final and the other competitors advance to the Small Final. There is one DT_RESULT per race in addition to a DT_BRACKET message.

The Team Ski-Snowboard Cross competition consists of finals only. The finals (Pre-heats, Quarterfinals, Semifinals, Big and Small Final) are divided into heats of up to four teams. The top two teams from each heat advance to the next phase. There is one DT_RESULT per race in addition to a DT_BRACKET message.

1.3 Objective

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

1.4 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.

1.5   Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.6   Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

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

- The column "Message type" indicates the DocumentType that identifies a message
- The column "Message name" is the message name identified by the message type
- The column "Message extended" indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS*	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Weather	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

* Indicates that this message is not relevant for Lausanne 2020 Winter Youth Olympics

2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

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

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, 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 note 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 in this message. The historical athletes will be used to match historical athlete information as it appears 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.

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 regardless of status.

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline 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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 message will all 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 day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.1.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Sample

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-SBD-1.10" Codes="SOG-2020-1.20" >

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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".

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Status	O	CC @ParticStatus	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)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
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
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	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	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
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

Element: Participant (1,N)

Attribute	M/O	Value	Description
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 @ResultsFunction	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	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or '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 participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each 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	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is an exception: substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available
Attribute	M/O	Value	Description

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)

Type	Code	Pos	Description
Value	M	S(4)	World Rank of the athlete
ENTRY	RANK_PTS	N/A	Element Expected: When available.

	Attribute	M/O	Value	Description
	Value	M	S(7)	FIS points (for this event) Usually in format ###0.00

Type	Code	Pos	Description
ENTRY	STANCE	N/A	Element Expected: When available in Snowboard

	Attribute	M/O	Value	Description
	Value	M	SC @Foot	Send code for stance

Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: When available in _UPDATE only

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	FIS Seed (for this event)

2.2.1.5 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating, or they could participate in one event.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams 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	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 message will all 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 day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.2.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Team (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)

Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Element: Team /Discipline /RegisteredEvent (0,1)
Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)

Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: When available in _UPDATE only

	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	FIS Seed (for this event)

2.2.2.5　Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1   Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors.

The Event Unit Start List and Results is a mandatory message for all sports.

This is always a full message and all applicable elements and attributes are always sent.

2.2.3.2   Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the header values.
DocumentType	DT_RESULT (unit level)	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). Expected statuses are: START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL PROTESTED
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	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 message will all 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 day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3   Trigger and Frequency

This message is sent:
- As soon as the start list is available and any for changes [inc. IRMs] (START_LIST)
- Send with all updates during the unit (LIVE)
- In Slopestyle: Send after each athlete completes one section and judges have entered the scores (LIVE)
- Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) (LIVE)
- In messages with multiple heats or runs then send after each heat/run (INTERMEDIATE)
- After the unit is finished. In detail
    - UNCONFIRMED: In cases of photofinish (Cross Events)
    - UNOFFICIAL: As soon as an competition is finished
    - OFFICIAL: After results are validated.
- After any change (status as appropriate)

2.2.3.4   Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until competition starts.

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	FORERUNNER	Numeric #0	Pos Description: Send the sequential number, 1.., to sort the forerunners. Element Expected: Always if forerunner.
	Attribute	**M/O**	**Value**	**Description**

Attribute	M/O	Value	Description
Value	M	S(3)	Forerunners code F1, F2.

Type	Code	Pos	Description
UI	GATES_NUM	N/A	Element Expected: Parallel

Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the number of gates.

Type	Code	Pos	Description
UI	LAST_QUAL	N/A	Element Expected: When available in any phase where athletes progress and there is no DT_CUMULATIVE message. (ie not applicable in parallel)

Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Send the current last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

Type	Code	Pos	Description
UI	OVERALL	N/A	Element Expected: When available in slopestyle

Attribute	M/O	Value	Description
Value	M	Numeric ##0	Send the % that overall contributes to the total.

Type	Code	Pos	Description
UI	SECTIONS	N/A	Element Expected: When available in Slopestyle SBD

Attribute	M/O	Value	Description
Value	M	Numeric ##0	Send the % that sections contributes to the total.

Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: Always after status START_LIST where athletes compete one by one

Attribute	M/O	Value	Description
Value	M	Numeric ##0	Sent the number of competitors on the start list

Sub Element: Result /Competitor /Composition /Athlete /EventUnitEntry
Expected: Always after status START_LIST in units where athletes compete one by one

Attribute	Value	Description
Code	COMPLETE	
Pos	N/A	
Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
DISPLAY	LAST_COMP	S(1)	Pos Description: N/A Element Expected: When available and only when the unit is LIVE, UNOFFICIAL or UNCONFIRMED

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.

Element: ExtendedInfos /ExtendedInfo /Competitor (0,N)

Used for forerunners and similar who do not participate in the competition. Not usually part of DT_PARTIC.

Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Organisations ID of the forerunner.
Order	M	Numeric #0	Order of the competitor associated to the ExtendedInfo, if more than one competitor associated. Send 1 if only one.

Element: ExtendedInfos /ExtendedInfo /Competitor /Composition /Athlete (1,N)

Used when the ExtendedInfo is related to a person or a team member.
The FamilyName and GivenName because, in many cases, the person related to the ExtendedInfo is not an athlete.

Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name of the forerunner
GivenName	O	S(25)	Given name of the forerunner

```xml
<ExtendedInfos>
    <UnitDateTime StartDate="2014-02-10T11:00:00+04:00" />
    <ExtendedInfo Type="UI" Code="GATES_NUM" Value="19" />
    <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="F1">
        <Competitor Organisation="RUS">
            <Composition>
                <Athlete FamilyName="ZAYTSEV" GivenName="Steve" />
            </Composition>
        </Competitor>
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="F2">
        <Competitor Organisation="RUS">
            <Composition>
                <Athlete FamilyName="NIKITIN" GivenName="Pedro" />
            </Composition>
        </Competitor> </ExtendedInfo>
```

Element: ExtendedInfos /SportDescription (0,1)
Sport Descriptions in Text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1)
Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Order of officials.

Element: Officials /Official /Description (1,1)
Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

Element: Officials /Official /ExtOfficial (0,N)

Type	Code	Pos	Description
EO	POSITION	Numeric 0	Pos Description: Judge Position, 1, 2.. Element Expected: Always for Judges (not Head) else do not send.

	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the position for the judge (J1, J2...)

Type	Code	Pos	Description
EO	SECTOR	N/A	Element Expected: Slopestyle SBD

	Attribute	M/O	Value	Description
	Value	M	S(5)	Send sectors related with Judge

EO	TYPE	N/A	Element Expected: Moguls and Slopestyle
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @JudgeType	Send the judge type

Sample

```
<Officials>
    <Official Code="2004409" Function="TCH_DEL" Order="1">
        <Description GivenName="Jack" FamilyName="Blocker" Gender="M" Organisation="GER" />
    </Official>
    ....
    <Official Code="2004405" Function="JU" Order="7">
        <Description GivenName="Tom" FamilyName="Jones" Gender="M" Organisation="USA" />
        <ExtOfficial Type="EO" Code="POSITION" Pos="1" Value="J1" />
        <ExtOfficial Type="EO" Code="TYPE" Value="P1" />
        <ExtOfficial Type="EO" Code="SECTOR" Value="1-3" />
    </Official>
    <Official Code="4110000" Function="JU" Order="8">
        <Description GivenName="Barry" FamilyName="Norman" Gender="M" Organisation="BEL" />
        <ExtOfficial Type="EO" Code="POSITION" Pos="2" Value="J2" />
        <ExtOfficial Type="EO" Code="TYPE" Value="P1" />
        <ExtOfficial Type="EO" Code="SECTOR" Value="1-3" />
    </Official>
    ....
    <Official Code="2004414" Function="JU" Order="11">
        <Description GivenName="Mary" FamilyName="Smith" Gender="W" Organisation="IRE" />
        <ExtOfficial Type="EO" Code="JUDGE" Pos="5" Value="J6" />
        <ExtOfficial Type="EO" Code="TYPE" Value="P2" />
        <ExtOfficial Type="EO" Code="SECTOR" Value="4-6" />
    </Official>
</Officials>
```

Element: Result (1,N)

Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send. (They are not considered equal for the special cases above).
Result	O	m:ss.ff or ##0.00	Result for the particular event unit (not cumulative). Send in the case @ResultType is TIME or POINTS
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualifying Mark. Only send if applicable and this is only unit in the phase (Applicable in SS, HP and BA).
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the 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. Prior to the unit the order is the same as StartSortOrder. (even if some have IRM) Updated during the race with the current order, which is those with rank followed by those with IRM followed by those who have not started. In the case of units with heats the heat 2 will follow heat 1.

Element: Result (1,N)

Attribute	M/O	Value	Description
StartOrder	O	S(3)	The start order of the unit. For Cross Finals this field is the Lane Choice In the case of multiple heats numbers will be repeated.
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit. Same as SortOrder before the start of the competition.
ResultType	O	SC @ResultType	Result type. Result type, either TIME or POINTS or IRM for the corresponding event unit.
Diff	O	+m:ss.ff	Time behind leader in the unit (only for those with a result). 0.00 for the leader. Do not send leading zeros. Only send in the case @ResultType is TIME Ski Cross: - In qualification: time difference compared to the leader. Do not send for the Run leader. - In Finals: time difference compared to the Heat leader. Do not send for the leader

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	ADVANCED	N/A	Element Expected: If applicable

	Attribute	M/O	Value	Description
	Value	M	S(1)	'Y' to indicate the competitor is advanced to the next phase as a result of a tie-break or judge decision else do not send.

Type	Code	Pos	Description
ER	DSQ_DESC	N/A	Element Expected: If applicable

	Attribute	M/O	Value	Description
	Value	M	Text	Text description of the reason for disqualification.

Type	Code	Pos	Description
ER	RE_RUN	N/A	Element Expected: If applicable

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send 'Y' if the competitor is granted a Re-Run else do not send. Do not send after Re-Run complete

Type	Code	Pos	Description
ER	PHOTO	N/A	Element Expected: If applicable

	Attribute	M/O	Value	Description
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send E for Photo evaluated Send P for Pending Status Otherwise do not send If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4...

Type	Code	Pos	Description
ER	POT_DSQ	N/A	Element Expected: If applicable

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor is a potential disqualification in this unit else do not send.

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	TIEBREAK_FOR	N/A	Element Expected: If applicable for athlete in a tie

	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or Numeric ###0.00	Tied rank (HP, Slopestyle, Cross)

Type	Code	Pos	Description
ER	TIEBREAK_PTS	N/A	Element Expected: If applicable in BA, HP and SS all phases for athletes in a tie

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00#	Should be the tie-break points of the run which breaks the tie, or the total score of worst run depending on the criteria which breaks the tie.

Type	Code	Pos	Description
ER	YC	N/A	Element Expected: If applicable

	Attribute	M/O	Value	Description
	Value	M	S(1)	Yellow card indicator, send Y if applicable

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2..F). For Ski Cross, intermediate S will manage the reaction time. Element Expected: When data is available

	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time at the intermediate point
	Rank	M	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	Diff	M	+s.ff or -s.ff	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.

Type	Code	Pos	Description
PROGRESS	SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (2.. F). For example 2 is the section from intermediate 1 to intermediate 2 etc. Element Expected: When data is available

	Attribute	M/O	Value	Description
	Value	M	s.ff	Time for the section ending at the intermediate point @Pos.
	Rank	M	S(2)	Send the rank of the competitor in the section not considering IRMs
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.

Type	Code	Pos	Description
PROGRESS	SPEED	N/A	Element Expected: When available in cross

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Average speed in km/h

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	JUMP	Numeric 0	Pos Description: Send the jump/trick number in the run. 1...n Element Expected: Slopestyle. Send as soon as available.

	Attribute	M/O	Value	Description
	Value	M	S(15)	Code of the jump or trick

Type	Code	Pos	Description
JUDGE	[Judge Position (J1, J2, ...)]	S(1)	Code Description: Send Judge Position (J1..J2) Pos Description: Judge order 1, 2,... Element Expected: When data is available in BA, HP, SS

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or 0.0	Judge score

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: If applicable in BA, HP and SS

	Attribute	Value	Description
	Code	DISCARDED	
	Pos	N/A	
	Value	S(1)	Send 'Y' if this score is discarded else do not send

Type	Code	Pos	Description
JUDGE	OVERALL	N/A	Element Expected: Slopestyle SBD

	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score from the overall judges in slopestyle without considering DD.

Type	Code	Pos	Description
JUDGE	SECT	N/A	Pos Description: The section of the course scored. Element Expected: Slopestyle SBD

	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score for the section
	Rank	M	S(2)	Send the rank in the section
	RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.

Type	Code	Pos	Description
JUDGE	SECT_PROG	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle SBD

	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Cumulative score to the end of the section.
	Rank	M	S(2)	Send the rank to the end of the section
	RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.

Sample (BA)

```
<Result Rank="1" Result="174.25" ResultType="POINTS" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="SBDMBA----------------FNL-000100--">
      <Result Rank="1" Result="88.50" ResultType="POINTS" SortOrder="1" StartOrder="6" StartSortOrder="6">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="BEST" Value="Y" />
          <ExtendedResult Type="JUDGE" Code="J1" Value="90" Pos="1" Discard="Y"/>
          <ExtendedResult Type="JUDGE" Code="J2" Value="89" Pos="2" />
          <ExtendedResult Type="JUDGE" Code="J3" Value="89" Pos="3" />
          <ExtendedResult Type="JUDGE" Code="J4" Value="88" Pos="4" />
          <ExtendedResult Type="JUDGE" Code="J5" Value="88" Pos="5" />
          <ExtendedResult Type="JUDGE" Code="J6" Value="87" Pos="6" Discarded="Y"/>
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="SBDMBA----------------FNL-000200--">
      <Result Rank="1" Result="88.50" ResultType="POINTS" SortOrder="1" StartOrder="6" StartSortOrder="6">
        <ExtendedResults>
          <ExtendedResult Type="JUDGE" Code="J1" Value="90" Pos="1" Discard="Y"/>
          <ExtendedResult Type="JUDGE" Code="J2" Value="89" Pos="2" />
          <ExtendedResult Type="JUDGE" Code="J3" Value="89" Pos="3" />
```

Element: Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	A for athlete, T for Team
Organisation	M	CC @Organisation	Competitor's organisation
Bib	O	S(5)	Bib number of the team in team events

Element: Result /Competitor /Description (0,1)			
Used in Team events only			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team

Element: Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Type	**Code**	**Pos**	**Description**
EUE	BIB_COLOUR	N/A	Element Expected: If applicable in the unit. Always snowboard teams
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BibColour	Send colour

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number
Element: Result /Competitor /Composition /Athlete /Description (1,1) Athletes extended information.			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.			
Type	**Code**	**Pos**	**Description**
EUE	BIB_COLOUR	N/A	Element Expected: If applicable in the unit. Always in Parallel (related with lane colour). Final phases in individual cross.
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @BibColour	Send colour
EUE	SNOWSEED	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" if the athlete is assigned a Snowseed else do not send.
EUE	STANCE	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @Foot	Send code for stance
EUE	RESERVE	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" if the athlete is a reserve

2.2.3.5   Message Sort

Sort by Result @SortOrder

2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information.

This message should only be used to build a standalone current table and not used to merge data with the DT_RESULT message. If the message is merged there is be conflicts where multiple people can have the same intermediate rank and the full DT_RESULT is only updated after each athlete.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (unit level)	Sent according to the ODF Header values document
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 message will all 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 day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

This message is sent in Individual Events

- At any time a competitor starts. (This athlete/pair will be considered current) and there will be a new 'next' (unless last athlete). Not applicable in SBX finals.
- Immediately after every addition/change in data during the run.
- Immediately after each competitor completes the course and the data is available.

Each message will only include the athletes currently on the course and the one/pair to follow 'Next'; this is usually not more than four athletes.

2.2.4.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
DISPLAY	CURRENT	S(1)	Pos Description: Use 1, 2... depending number of athletes on track at the same time. Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current competitor(s).
DISPLAY	NEXT	S(1)	Pos Description: Use 1. Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor(s).

Sample

```
<ExtendedInfos>
 <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="R" Value="123456" />
 <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="B" Value="123444" />
 <ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="R" Value="123555" />
 <ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="B" Value="123666" />
</ExtendedInfos>
```

Element: Result (0,N)

Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit. In the case of BA, HP and SS qualifications there may also be athletes with the same rank in the case that qualifications are conducted in heats. This rank is the heat rank in BA/HP/SS.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send. (They are not considered equal for the special case above).
Result	O	m:ss.ff or ##0.00	Result of data in the message Send in the case @ResultType is TIME or POINTS
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualifying Mark.
StartOrder	O	S(3)	The start order of the unit. For Ski Cross Finals this field is the Lane Choice
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Result type. Result type, either TIME or POINTS or IRM for the corresponding event unit.
Diff	O	+m:ss.ff	Time behind leader in the unit (only for those with a result). 0.00 for the leader. Do not send leading zeros. Only send in the case @ResultType is TIME Ski Cross: - In seeding: time difference compared to the leader. Do not send 0.00 for the leader. - In Finals: time difference compared to the Heat leader. Do not send 0.00 for the Heat leader.
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. Prior to the unit the order is the same as StartSortOrder. (even if some have IRM) Updated during the race with the current order, which is those with rank followed by those with IRM followed by those who have not started.

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	JUMP	Numeric 0	Pos Description: Send the jump/trick number in the run. 1...n Element Expected: Slopestyle. Send as soon as available. Do not send for Aerials in case of IRM

	Attribute	M/O	Value	Description
	Value	M	S(15)	Code of the jump or trick

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
JUDGE	[Judge Position (J1, J2, ...)]	S(1)	Code Description: Send Judge Position (J1..J2) Pos Description: Judge order 1, 2,... Element Expected: When data is available in BA, HP, SS

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or 0.0	Judge score

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: If applicable in BA, HP and SS

Attribute	Value	Description
Code	DISCARDED	
Pos	N/A	
Value	S(1)	Send 'Y' if this score is discarded else do not send

Type	Code	Pos	Description
JUDGE	OVERALL	N/A	Element Expected: Slopestyle SBD

	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score from the overall judges in slopestyle without considering DD.

Type	Code	Pos	Description
JUDGE	SECT	N/A	Pos Description: The section of the course scored. Element Expected: Slopestyle SBD

	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score for the section
	Rank	M	S(2)	Send the rank in the section
	RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.

Type	Code	Pos	Description
JUDGE	SECT_PROG	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle SBD

	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Cumulative score to the end of the section.
	Rank	M	S(2)	Send the rank to the end of the section
	RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). For Ski Cross, intermediate S will manage the reaction time. Element Expected: Only in events with split times

	Attribute	M/O	Value	Description

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
Value	M	m:ss.ff	Time at the intermediate point
Rank	M	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
Diff	M	s.ff or -s.ff	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.
PROGRESS	SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (2...F). For example 2 is the section from intermediate 1 to intermediate 2 etc. Element Expected: When data is available

Attribute	M/O	Value	Description
Value	M	s.ff	Time for the section ending at the intermediate point @Pos.
Rank	M	S(2)	Send the rank of the competitor in the section not considering IRMs
RankEqual	M	S(1)	Send 'Y' if rank is equalled, otherwise do not send.

Type	Code	Pos	Description
PROGRESS	SPEED	N/A	Element Expected: When available in cross

Attribute	M/O	Value	Description
Value	M	Numeric ##0.00	Average speed in km/h

Element: Result /Competitor (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	S(1)	T for team, A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

2.2.4.5 Message Sort

Sort by Result @SortOrder.

2.2.5 Cumulative Results

2.2.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units. This message is used when the competitor scores accumulate over the different units.

In snowboard this message is used for Big Air, Halfpipe and Slopestyle. In Ski Cross this message is used for group phase.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (phase level)	Full RSC of the phase Note that this message is not applicable for training.
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
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	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 message will all 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 day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

The cumulative results accumulate scores/results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (usually using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

- The first version is triggered at the same time as the start list of the first unit is triggered. (INTERMEDIATE)
- Send after each athlete completes the course (and has all data) during each unit. (LIVE)
- Send after non-last units is unofficial or official. (INTERMEDIATE)
- Send after the last unit is complete.
    - UNCONFIRMED: In cases of photofinish
    - UNOFFICIAL: As soon as an event unit is finished
    - OFFICIAL: After results are validated.

2.2.5.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /ExtendedInfo (0,N)

	Type	Code	Pos	Description
EI		LAST_QUAL	N/A	Element Expected: When available in any phase where athletes progress.

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the current last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

Element: ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	M	CC @Unit	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.

Element: ExtendedInfos /SportDescription (0,1)

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text. DO NOT INCLUDE unless all at single venue.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the cumulative result. In Ski Cross group phase: cumulated rank over all completed runs. In BA, HP and SS: rank based on best result over all completed runs Rank can be filled as soon as a competitor has completed one run. For "best of" events, "Summary" or "Phase" Rank may apply in case or ResultType=IRM and IRM=DNF or DNS as per sport rules. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	O	SC @ResultType	Result type
Result	O	m:ss.ff or ##0.00	Best score/cumulative result. Send in the case @ResultType is TIME or POINTS
IRM	O	SC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualifying Mark
Diff	O	+s.ff	Time behind leader Do not send for leader.
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the cumulative result, 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. During second and subsequent units those without rank will be ordered following their start order in the current unit.

Element: Result /ResultItems /ResultItem (1,N)

Identifier of the unit which is included the result summary. ResultItem /Result will be for one previous unit.

Attribute	M/O	Value	Description
Unit	M	CC @Unit	RSC of the unit
Order	M	Numeric #0	Logical order of the units, usually schedule order.

Element: Result /ResultItems /ResultItem /Result (1,1)

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
Result	O	m:ss.ff or ##0.00	Best score/cumulative result. Send in the case @ResultType is TIME or POINTS
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
Diff	O	+s.ff	Time behind leader. Do not send for the leader.
SortOrder	M	Numeric ##0	Used to sort all results in an event unit identified by /ResultItems /ResultItem

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	BEST	N/A	Element Expected: If applicable in BA, HP, SS
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	O	S(1)	Send 'Y' if this run is the current best(s) for the competitor else do not send. Consider two in Big Air Finals

Sample (Parallel)

```
<Result Rank="2" Result="1:24.97" ResultType="TIME" SortOrder="2" QualificationMark="Q" Diff="+0.19">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RED" Value="42.94" Rank="18" SortOrder="18" />
    <ExtendedResult Type="ER" Code="BLUE" Value="42.03" Rank="3" SortOrder="3" />
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="SBDMPGS--------------QUAL000100--" Order="1" >
      <Result Rank="3" Result="42.03" ResultType="TIME" SortOrder="7" Diff="+0.30">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="COURSE" Value="BLUE" />
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="SBDMPGS--------------QUAL000200--" Order="2" >
      <Result Rank="7" Result="42.94" ResultType="TIME" SortOrder="8" Diff="+0.67">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="COURSE" Value="RED" />
        </ExtendedResults>
      </Result>
    </ResultItem>
  </ResultItems>
  <Competitor Type="A" Code="3043121" Organisation="SLO">
    <Composition>
      <Athlete Code="3043121" Order="1" Bib="20">
        <Description GivenName="Zan" FamilyName="Kosir" Gender="M" Organisation="SLO" BirthDate="1984-04-11" IFId="1659088" />
```

Sample (BA, HP, SS)

```
<Result SortOrder="1" ResultType="POINTS" Result="129.00" Rank="1">
 <ResultItems>
  <ResultItem Unit="SBDWBA---------------FNL-000100--">
   <Result SortOrder="2" ResultType="POINTS" Result="63.25" Rank="2">
    <ExtendedResults>
     <ExtendedResult Value="Y" Code="BEST" Type="ER"/>
    </ExtendedResults>
   </ResultItem>
   <ResultItem Unit="SBDWBA---------------FNL-000200--">
    <Result SortOrder="1" ResultType="POINTS" Result="65.75" Rank="1">
     <ExtendedResults>
      <ExtendedResult Value="Y" Code="BEST" Type="ER"/>
     </ExtendedResults>
    </Result>
   </ResultItem>
  </ResultItems>
```

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	1 as the competitor is @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.2.5.5 Message Sort

Result/SortOrder

2.2.6 Image

2.2.6.1 Description

The 'Image message' is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Unit level RSC.
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight.

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 message will all 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 day of the correction.

Logical Date is expressed in the local time zone where the message was produced. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.2.6.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message
Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png
Element: Competition /Image /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	O	S(1)	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	O	S(73)	Name of the team

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)
Only sent in the case of individual events. Team members are not sent in team events.

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Send 1
Bib	O	S(5)	Bib number

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)

Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
    <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
        <Competitor Code="1234567" Type="T" Organisation="GBR" >
            <Description TeamName="Great Britain"/>
    </Result>
    <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
        <Competitor Code="1234444" Type="T" Organisation="ESP" >
            <Description TeamName="Spain"/>
    </Result>
    <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.2.6.5   Message Sort

Sort by Competition /Image /Pos and SortOrder within image.

2.2.7 Brackets

2.2.7.1 Description

The brackets message contains the brackets information for one 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.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event.
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight.

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 message will all 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 day of the correction.

Logical Date is expressed in the local time zone where the message was produced. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.7.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a match/event unit is completed. The message should be updated including information on each competitor in the different bracket items. Only trigger once after each unit unless there are changes in the contents.

The @ResultStatus attribute will vary depending on the competition status.
- Send with ResultStatus = "START_LIST" when bracket available and no units are complete
- Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal unit) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = "UNCONFIRMED" when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has Unofficial status.
- Send with ResultStatus = "OFFICIAL" when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.2.7.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /SportDescription (0,1) Sport Description in Text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location Code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element: Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Bracket /BracketItems /BracketItem (1,N)

Attribute	M/O	Value	Description
Code	O	Numeric #0	Unique number for all BracketItems in the message 1,…
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)
- 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	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). (Order changes before and after following ORIS)
Code	O	SC @CompetitorPlace	If there is no competitor (BYE) or when it is not known yet (TBD) or when both competitors are disqualified or Withdraw (NCT)
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when applicable and known
Rank	O	S(5)	The rank in Cross or IRM if applicable
Diff	O	+s.ff or 0.00	In parallel send the time behind or 0.00 if equal. Do not send if won the race.
IRM	O	SC @IRM	The invalid rank mark, if applicable
QualificationMark	O	SC @QualificationMark	Send in cross where the competitor has qualified to the next phase.
StrikeOut	O	S(1)	Send if the competitor should be struck out in the bracket item.
StartOrder	O	SC @BibColour	Send colour in cross and course in parallel.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)

Type	Code	Pos	Description
ECP	LANE	N/A	Element Expected: If applicable in the unit (Cross)
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Lane number
ECP	YC	N/A	Element Expected: If applicable in the unit (Cross)
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y for yellow card indicator

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)
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 unless coming from a pool.

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC of the unit where the competitor progresses/progressed from
WLT	O	S(1)	W or L for winner or loser of previous unit in Parallel.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete T for team
Seed	O	S(2)	Rank of the competitor in the qualification
Organisation	O	CC @Organisation	Competitors' organisation if known
Bib	O	S(5)	Bib of the team is applicable

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team (for Type = T).

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Order	M	Numeric 0	Order of the athlete in the team, 1 in individual events.
Bib	O	S(5)	Bib number of the athlete

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Cross)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="13" Order="1" Position="1" Date="2014-02-22" Time="15:22" Unit="xxxx.." >
      <CompetitorPlace Pos="1" Result="1" QualificationMark="BF" StartOrder="BLACK" >
      <ExtCompPlaces>
        <ExtCompPlace Type="ECP" Code="LANE" Value="3" />
      </ExtCompPlaces>
      <PreviousUnit Unit="xxx…" />
      <Competitor Code="2000996" Type="A" Organisation="GER">
        <Composition>
          <Athlete Code="2000996" Order="1" Bib="123" >
            <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2" Result="2" QualificationMark="BF" StartOrder="BLUE" >
      <ExtCompPlaces>
        <ExtCompPlace Type="ECP" Code="LANE" Value="6" />
      </ExtCompPlaces>
      <PreviousUnit Unit="xxx…" />
      <Competitor Code="2019181" Type="A" Organisation="SUI">
        <Composition>
          <Athlete Code="2019181" Order="1" Bib="723" >
            <Description GivenName="John" FamilyName="Malone" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
…
```

2.2.7.5   Message Values

The following order applies:

- Bracket: by @Code FNL and BRN.
- BracketItems: It will be referred to BracketItems /BracketItem /Unit (all BracketItem should be grouped by the BracketItem /Unit attribute).
- Then, the BracketItem /Unit are sorted according to their scheduled start time.

2.2.8 Event Final Ranking

2.2.8.1 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.

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	One message is sent for each event.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 message will all 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 day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.8.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that ranking is not subject to change or some ranking in that unit are not subject to change.

The message is expected at the end of each unit during finals along with each change.

- After a non-final unit which affects the final ranking is official and that ranking is not subject to change. (PARTIAL)
- After last unit of the competition is official. (OFFICIAL)

2.2.8.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit.

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(3)	Final rank of the competitor in the event. This attribute is optional because the competitor could be unranked in the case of a red card, for example.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
ResultType	O	SC @ResultType	Send CODE unless IRM applies
IRM	O	SC @IRM	Send if the competitor has an IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event, 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.

Element: Result /ExtendedResults /ExtendedResult (1,N)

	Type	Code	Pos	Description
ER		RACE_PTS	N/A	Element Expected: If data exists
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Race points earned for each competitor
ER		LAST_UNIT	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Full RSC	Send the full RSC of the final unit in which the competitor participated.
ER		UNIT_RANK	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Rank in the heat where athlete finished the competition. Applies for SBX Finals.

Element: Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for Team A for athlete
Organisation	M	CC @Organisation	Competitors' organisation

Element: Result /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample

```
<Result Rank="2" ResultType="CODE" SortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="800" />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="2" />
    <ExtendedResult Type="ER" Code="LAST_UNIT" Value= SBDMSBX--------------FNL-0001----" />
  </ExtendedResults>
  <Competitor Code="2000996" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2000996" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="3" ResultType="CODE" SortOrder="3">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="600" />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="3" />
    <ExtendedResult Type="ER" Code="LAST_UNIT" Value= SBDMSBX--------------FNL-0001----" />
  </ExtendedResults>
  <Competitor Code="2030033" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="2030033" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.2.8.5   Message Sort

Sort by Result @SortOrder

2.2.9 Weather

2.2.9.1 Description

The Weather Conditions is a message containing the current weather conditions in the venue.

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in venue
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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight.

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 message will all 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 day of the correction.

Logical Date is expressed in the local time zone where the message was produced. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.9.3 Trigger and Frequency

The message is sent
- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.2.9.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Weather (1,1)			
Attribute	**M/O**	**Value**	**Description**
Date	M	DateTime	Date/time of the conditions

Element: Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather points, send START and FINISH or GEN as applicable
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @SnowConditions or CC @WeatherCondition	Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW

Element: Weather /Conditions /Temperature (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Temperature type, send AIR, SNOW
Unit	M	SC @TemperatureUnit	Unit for temperature, send both
Value	M	Numeric #0.0	Temperature of the @Code. Negative is applicable

Element: Weather /Conditions /Wind (0,N) If data available			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Unit for Wind. Use MS and KMH
Value	M	Numeric ##0.0	Wind speed in @Unit degrees.

Sample

```
<Weather Date="2006-02-06T13:00:00+01:00" >
    <Conditions Code="START" Humidity="49" Wind_Direction="SE">
        <Condition Code="SKY" Value="pc" />
        <Condition Code="SNOW" Value="hrd" />
        <Temperature Code="AIR" Unit="C" Value="2.8" />
        <Temperature Code="AIR" Unit="F" Value="37.0" />
        <Temperature Code="SNOW" Unit="C" Value="-2.4" />
        <Temperature Code="SNOW" Unit="F" Value="27.7" />
        <Wind Code="SPEED" Unit="KMH" Value="7.2" />
        <Wind Code="SPEED" Unit="MS" Value="2.0" />
    </Conditions>
    <Conditions Code="FINISH" Humidity="37" Wind_Direction="VR">
        <Condition Code="SKY" Value="pc" />
        <Condition Code="SNOW" Value="hrd" />
        <Temperature Code="AIR" Unit="C" Value="8.8" />
        <Temperature Code="AIR" Unit="F" Value="47.8" />
        <Temperature Code="SNOW" Unit="C" Value="0.3" />
        <Temperature Code="SNOW" Unit="F" Value="32.5" />
        <Wind Code="SPEED" Unit="KMH" Value="0.0" />
        <Wind Code="SPEED" Unit="MS" Value="0.0" />
    </Conditions>
</Weather>
</Weather>
```

2.2.9.5   Message Sort

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

2.2.10 Configuration

2.2.10.1 Description

The Configuration is a message containing general configuration.

2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Send one message per phase with the phase level RSC.
DocumentType	DT_CONFIG	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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight.
		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 message will all 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 day of the correction.
		Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.10.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each phase.

Trigger also after any change, but considering that, if possible, the configuration must be provided before the start list.

If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.2.10.4   Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Phase	Full RSC (34) at phase level

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
FIS	HOMOLOGATION	N/A	Element Expected: When Available
Attribute	**M/O**	**Value**	**Description**
Value	M	String	FIS Homologation number
COURSE	NAME	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Name of the course in ENG
COURSE	LENGTH	N/A	Element Expected: When applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ###0	Send the total length of the course in m.
COURSE	HALF_PIPE	N/A	Element Expected: In halfpipe only
Attribute	**M/O**	**Value**	**Description**

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem		
Attribute	**Value**	**Description**
Code	HEIGHT	
Pos	N/A	
Value	Numeric ##0.0	HP inner height of walls in metres

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem		
Attribute	**Value**	**Description**
Code	INCLIN	
Pos	N/A	
Value	Numeric #0	HP degrees of inclination

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem		
Attribute	**Value**	**Description**

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description
Code	INCLIN_VERT		
Pos	N/A		
Value	Numeric #0	HP degrees of vertical inclination	

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem

Attribute	Value	Description
Code	LENGTH	
Pos	N/A	
Value	Numeric ###0	HP length in metres

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem

Attribute	Value	Description
Code	WIDTH	
Pos	N/A	
Value	Numeric ###0.0	HP width wall to wall in metres

COURSE	BIGAIR	N/A	Element Expected: Always in the case of big air
Attribute	M/O	Value	Description

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:

Attribute	Value	Description
Code	HEIGHT	
Pos	N/A	Kicker number
Value	Numeric #0.0	Jump height in metres

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:

Attribute	Value	Description
Code	IN_RUN_DIST	
Pos	N/A	
Value	Numeric #0.0	In run distance in metres

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:

Attribute	Value	Description
Code	IN_RUN_GRAD	
Pos	N/A	
Value	Numeric #0.0	In run gradient in degrees

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem			
Attribute	**Value**	**Description**	
Code	KNOLL		
Pos	N/A		
Value	Numeric #0.0	Take off to knoll distance in metres	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem			
Attribute	**Value**	**Description**	
Code	LAND_GRAD		
Pos	N/A		
Value	Numeric #0.0	Landing gradient in degrees	
COURSE	SLOPESTYLE	N/A	Element Expected: Always in the case of slopestyle
Attribute	**M/O**	**Value**	**Description**
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	**Value**	**Description**	
Code	JIBBING_NUM		
Pos	N/A		
Value	Numeric #0	Number of jibbing features	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	**Value**	**Description**	
Code	JUMPS_NUM		
Pos	N/A		
Value	Numeric #0	Number of jump features	
COURSE	FEATURES_NUM	N/A	Element Expected: Cross
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Number of features

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description
COURSE	ALTITUDE	N/A	Element Expected: When applicable (not BA and HP)

Attribute	M/O	Value	Description
Value	O		Not sent

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:

Attribute	Value	Description
Code	DROP	
Pos	N/A	
Value	Numeric ###0	Send the total vertical drop in metres

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:

Attribute	Value	Description
Code	FINISH	
Pos	N/A	
Value	Numeric ###0	Send the altitude at the finish in metres

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:

Attribute	Value	Description
Code	START	
Pos	N/A	
Value	Numeric ###0	Send the altitude at the start point in metres

Type	Code	Pos	Description
EC	INTERMEDIATES_NUM	N/A	Element Expected: Always if there are intermediate points. May apply to Parallel Qualification and Elimination Runs and to Cross.

Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, S for start then 1 to n for intermediates along the course and F for the finish point. Element Expected: If there are intermediate points where time is recorded.
Attribute	**M/O**	**Value**	**Description**
Value	M	String	Name of the intermediate point in ENG. Not applicable for S or F (blank).
EC	HEATS_NUM	N/A	Element Expected: Send by phase if not 1. (Snowboard events)
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric 0	Send the number of heats for that phase.
EC	RUNS_NUM	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric 0	Send the number of runs for that phase.
QUALIFICATION	FROM_RANK	S(2)	Pos Description: Send according to the round to progress: Send A (Big Final) Send B (Small Final) Send SF for Semifinal Send QF for Quarterfinal Send 8 for 1/8 Final Element Expected: When applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION	QUAL_RULE	N/A	Element Expected: When applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @QualRule	Send the code for the qualification rule.
QUALIFICATION	TO_RANK	S(2)	Pos Description: Send according to the round to progress: Send A (Big Final) Send B (Small Final) Send SF for Semifinal Send QF for Quarterfinal Send 8 for 1/8 Final Element Expected: When applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify

Sample

```
<Configs>
    <Config Unit="SBDWSBX--------------FNL---------" >
        <ExtendedConfig Type="FIS" Code="HOMOLOGATION" Value="10722/11/12" />
        <ExtendedConfig Type="COURSE" Code="NAME" Value="Rosa Style" />
        <ExtendedConfig Type="COURSE" Code="LENGTH" Value="635" />
        <ExtendedConfig Type="COURSE" Code="FEATURES_NUM" Value="8" />
        <ExtendedConfig Type="COURSE" Code="ALTITUDE" >
            <ExtendedConfigItem Code="START" Value="1162" />
            <ExtendedConfigItem Code="FINISH" Value="1015" />
            <ExtendedConfigItem Code="DROP" Value="147" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="2" />
        <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="A" Value="1" />
        <ExtendedConfig Type="QUALIFICATION" Code="TO RANK" Pos="A" Value="6" />
        <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="B" Value="7" />
        <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="B" Value="12" />
    </Config>
</Configs>
```

2.2.10.5   Message Sort

There is no message sorting rule.

3   Document Control

Version history		
Version	**Date**	**Comments**
V0.1	06 Sep 2019	First version
V02	13 Dec 2019	Modifications for Lausanne

File Reference: ODF WYOG-2020-SBD-0.2 SFR

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	Updated 1.2 Summary of Messages in this Discipline Removed 1.2.3 Parallel DT_PARTIC • Updated definition to support world rank and FIS points of the athlete, added [Type="ENTRY" Code="RANK_WLD"], [Type="ENTRY" Code="RANK_PTS"] to Element Participant /Discipline /RegisteredEvent /EventEntry DT_CUMULATIVE_RESULT: • Updated definition to support Best Run, added Code="BEST" to Element Result/ResultItems/ResultItem/Result/ExtendedResults/ExtendedResult • added BA, HP, SS sample DT_RESULT • removed Element: Result, Attribute: WLT • removed Result /Competitor /Composition /Athlete /EventUnitEntry [Type="EUE" Code="HEAT"] • removed Result /Competitor /Composition /Athlete /EventUnitEntry [Type="COURSE" Code="HEAT"] • Updated definition to support reserve athletes, added [Type="EUE" Code="RESERVE"] to Element Result /Competitor /Composition /Athlete /EventUnitEntry • removed Result /ResultItems /ResultItem • removed Result /ResultItems /ResultItem /Result • removed Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult • removed Result /ExtendedResults /ExtendedResult [Type="ER" Code="RED / BLUE"] • removed Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [Type="ER" Code="COURSE"] • Updated definition to support re run, added [Type="ER" Code="RE_RUN"] to Element Result/ExtendedResults/ExtendedResult • Updated definition to support jump codes and judge score, added [Type="ER" Code="JUMP"], [Type="JUDGE" Code="[Judge Position (J1, J2, ...)]"], [Type=" JUDGE" Code=" OVERALL"], [Type=" JUDGE" Code=" SECT"], [Type=" JUDGE" Code=" SECT_PROG"], to Element Result/ExtendedResults/ExtendedResult • updated BA sample