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OLYMPIC
COMMITTEE

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Olympic Data Feed



Snowboard ODF Data Dictionary

Technology and Information Department
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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 this discipline.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Snowboard Overview

MESSAGES IN EACH EVENT

* Big Air, Half Pipe, Slopestyle

Each of these events can be conducted with single heat or two heats in qualification (best of two runs), and up to 3 runs during finals.

Each run (or each run in each heat if heats apply) in the competition is scheduled as a separate schedule item. They can also be conducted in “double-up” format where athletes in qualification are in two heats running alternately or two genders running alternately.

Note that Slopestyle default judging format is Section-by-Section, but it can be conducted as overall judging (no sections).

Alternative Formats will be available in the DT_CONFIG.

The messages containing results information are separated into two message, one DT_RESULT for qualification and one DT_RESULT for the finals. These messages contain all the competitors participating in the phase, with their results, regardless of the number of runs or heats or formats. The runs and heats are scheduled separately.

* Snowboard Cross

The initial phase will be qualification or seeding depending on the number of competitors. There are up to two runs. There is a single DT_RESULT for qualification. [this phase does not exist in team event].

The finals consist of multiple heats with leaders progressing to the next phase. There is one DT_RESULT per heat in addition to a DT_BRACKET message.

* Parallel

The initial round consists of two runs with the leading competitors progressing to the finals. The phase will have one DT_RESULT per run and a cumulative message for the combined result.

The finals consist of head-to-head pairs with winner progressing. All finals are singles run only. All results of the finals will be in a single DT_BRACKETS and a DT_RESULT for each pair.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE will include every heat & run/jump in qualification and finals as well as at phase level (matching the DT_RESULT messages above).

PARALYMPIC

Note that snowboard for the Paralympic Games is in a separate document due to the considerable difference in the competition.

2.2 Applicable Messages

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

- 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



- follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\nextended
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 / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 List of participants by discipline / List of participants by discipline update

2.3.1.1 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.

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full 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. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to 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.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen Sport Codes				
	Participant (1.N)	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation BirthDate Height			



Weight				
PlaceofBirth				
CountryofBirth				
PlaceofResidence				
CountryofResidence				
Nationality				
MainFunctionId				
Current				
OlympicSolidarity				
ModificationIndicator				
Discipline (1,1)				
		Code		
		IFId		
		RegisteredEvent (0,N)		
			Event	
			EventEntry (0,N)	
				Type
				Code
				Pos
				Value

2.3.1.5 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 /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start</p>



			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 critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
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.



			Do not send attribute if data 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
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: Competition /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	Full RSC of the 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 if it is assigned).

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

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

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

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



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
ENTRY	SEED	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	Numeric ###0	FIS Seed Rank (for this event)

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of teams / List of teams update

2.3.2.1 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 be 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.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Discipline	Full 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. Ascending 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. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.2.3 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.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)	Gen Sport Codes				
	Team (1,N)	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		Composition (0,1)	Athlete (0,N)		
				Code Order	
		Discipline (0,1)	Code IFId RegisteredEvent (0,1)		
				Event EventEntry (0,N)	
					Type Code Pos Value

2.3.2.5 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 /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID
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 name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages.
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: Competition /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: Competition /Team /Discipline (0,1)
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"



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

Element: Competition /Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event.

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

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

Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	Numeric ###0
			Description
			FIS Seed Rank (for this event)

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase CC @Unit	Full RSC at phase or unit level as appropriate. The DocumentCode will be sent according to the header values.
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 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)

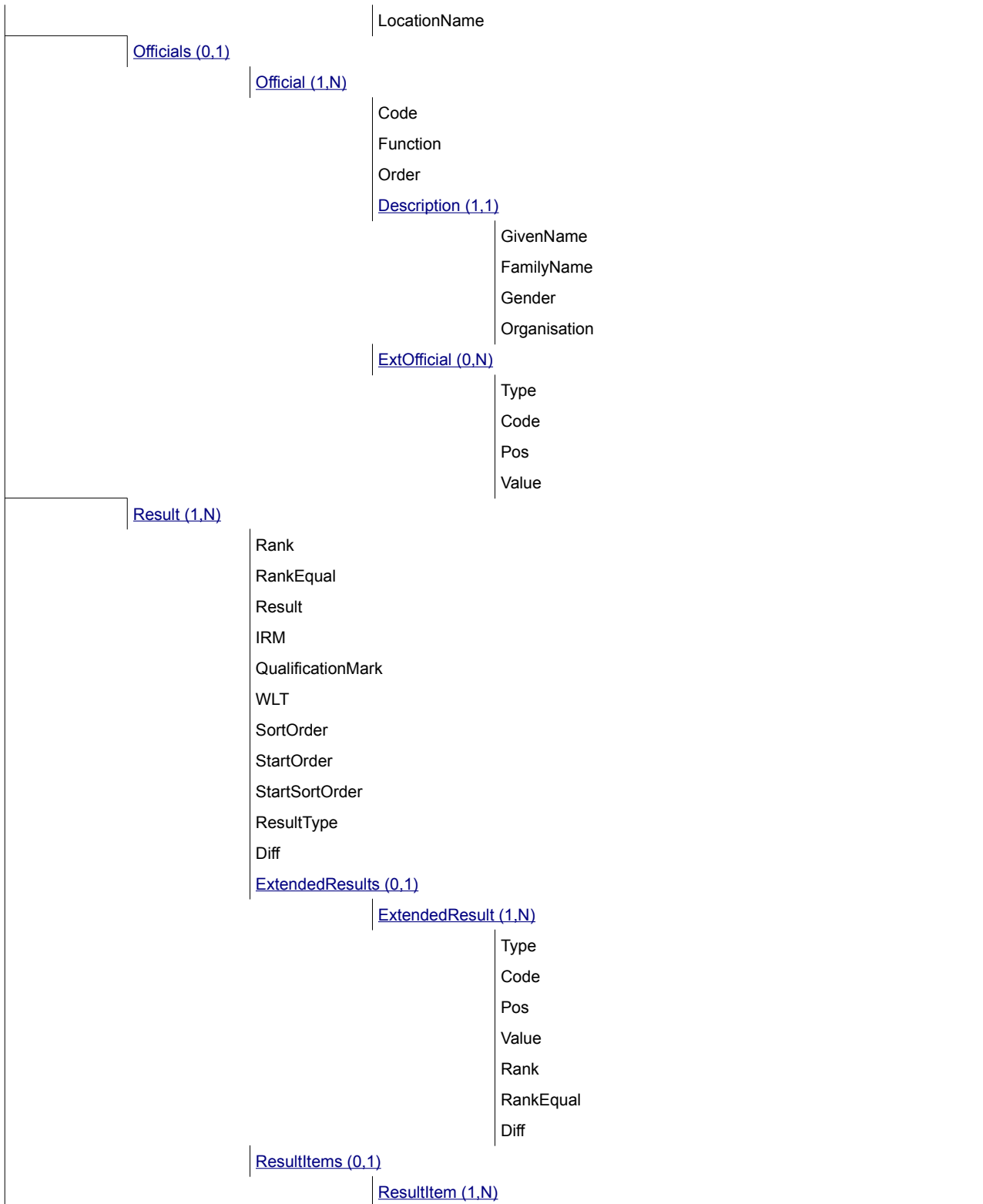


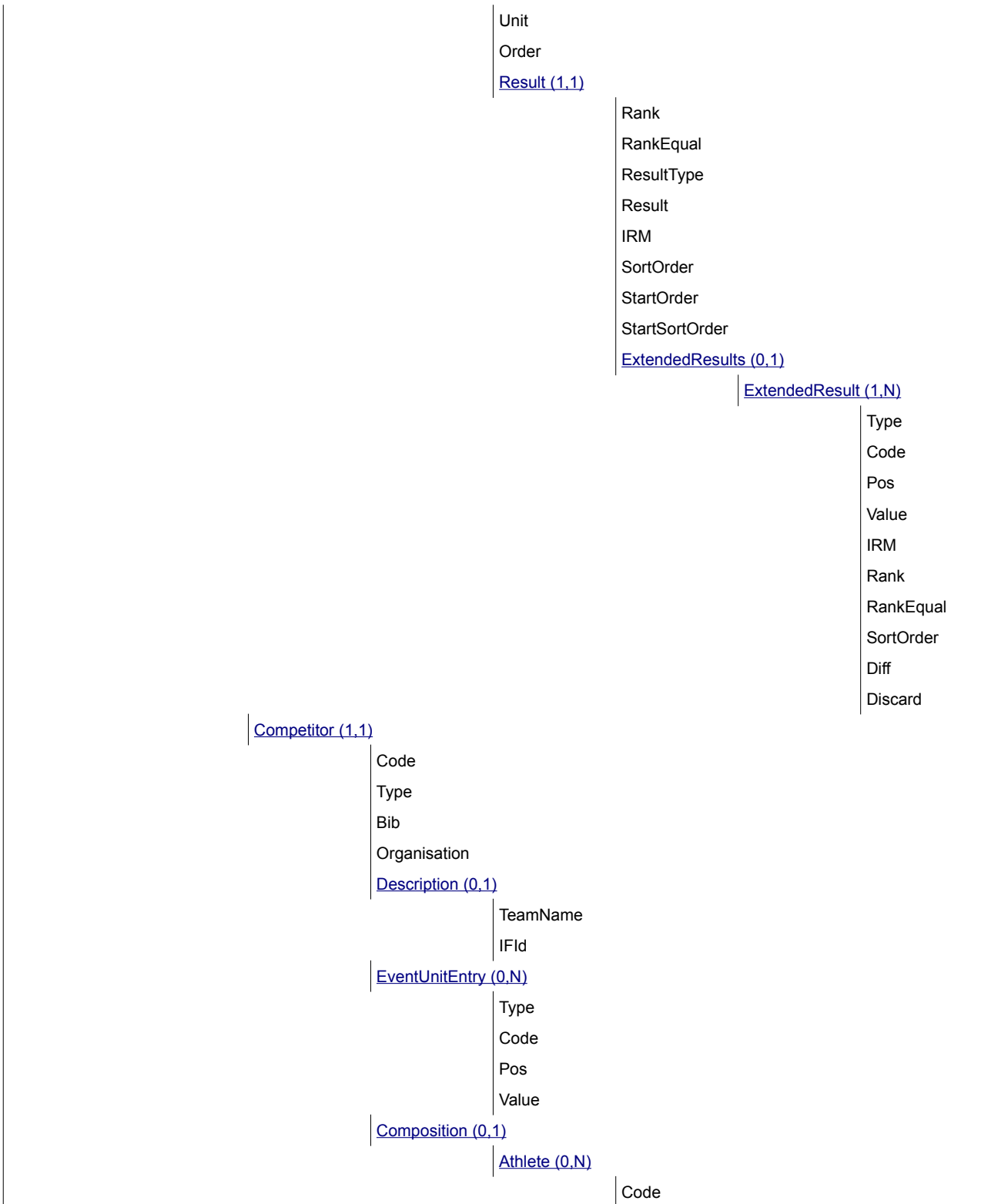
- * Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) (LIVE)
- * In messages with multiple heats or runs then send after each heat/run (INTERMEDIATE)
- * After the competition related to the message is finished. In detail
 - UNCONFIRMED: In cases of photofinish (Cross Events)
 - UNOFFICIAL: As soon as an competition is finished
 - OFFICIAL: After results are validated.
- * Send as PROTESTED if applicable
- * After any change (status as appropriate)

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Competitor (0,N)				
				Organisation			
				Order			
				Composition (0,1)			
					Athlete (1,N)		
						FamilyName	
						GivenName	
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				







Order	
Bib	
Description (1,1)	
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
EventUnitEntry (0,N)	
	Type
	Code
	Pos
	Value
ExtendedResults (0,1)	
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	IRM

2.3.3.5 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 /ExtendedInfos /UnitDateTime (0,1)			
Actual start date and time / end date and time. (do not include until unit starts)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until competition starts.

Element: Competition /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
	Value	M	S(3)	Forerunners code F1, F2.
UI		GATES_NUM	N/A	Element Expected: Parallel
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of gates.
UI		LAST_QUAL	CC @Unit	Pos Description: Send the full RSC of the heat/run as applicable or not included when single group. 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.
UI		OVERALL	N/A	Element Expected: When available in slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the % that overall contributes to the total.
UI		SECTIONS	N/A	Element Expected: When available in Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the % that sections contributes to the total.
UI		STARTERS	CC @Unit	Pos Description: Full RSC of the heat/run as applicable or not included when the extension included overall. Element Expected: Always where athletes compete one by one As a minimum the overall (no @Pos) is sent, additional inclusions depending on heats/runs applicable.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of competitors on the start list
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after status START_LIST in units where athletes compete one by one. Send immediately when unit is LIVE and include any IRMs already assigned.				
	Attribute	Value	Description	
	Code	COMPLETE		



	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY		LAST_COMP	S(1) or CC @Unit	Pos Description: Send R and B in the case of Parallel. (concurrent competitors) for Red and Blue. For other events the full RSC of the heat/run as applicable or not included when the extension included overall. Element Expected: When available and only when the unit is LIVE, INTERMEDIATE, 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: Competition /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: Competition /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

Sample (ExtendedInfos)

```
<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" Order="1">
      <Composition>
        <Athlete FamilyName="ZAYTSEV" GivenName="Steve" />
      </Composition>
    </Competitor>
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="F2">
    <Competitor Organisation="RUS" Order="2">
      <Composition>
        <Athlete FamilyName="NIKITIN" GivenName="Pedro" />
      </Composition>
    </Competitor>
  </ExtendedInfo>
</ExtendedInfos>
```




Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes This is the name related to the DocumentCode of the message.

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /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. Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Order of officials

Element: Competition /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	Official's organisation

Element: Competition /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...)
EO		SECTOR	N/A	Element Expected: Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	S(5)	Send sectors related with Judge
EO		TYPE	N/A	Element Expected: Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	SC @JudgeType	Send the judge type
EO		SUB	Numeric #0	Element Expected: Only if this official did not participate in all heats/runs of the competition of this message (all is assumed without this extension)
	Attribute	M/O	Value	Description
	Value	M	CC @Unit	RSC of the run/heat unit where this official did officiate.
EO		VIDEO	N/A	Element Expected: If the official has access to video review
	Attribute	M/O	Value	Description
	Value	M	SC @VideoReview	Send applicable code

Sample (Slopestyle)

```
<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: Competition /Result (1,N)

In Cross, BA, HP and SS this element only contains the phase result information.



Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor. Note that in the case of the Parallel Qualification Run, ranks are assigned independently for red course / blue course, and for this reason, two competitors could have the same rank despite of having different times, according to their participation in either the red course or the blue course. 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.
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. 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
WLT	O	SC @WLT	The code whether a competitor won, lost or tied the race (parallel finals)
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. In the case of Snowseed this should be updated with the correct order.
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. In the case of multiple runs (but not multiple heats) this will be the start order of the first run.
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit. Same as SortOrder before the start of the competition. In the case of Snowseed this should be updated with the correct order.
ResultType	O	SC @ResultType	Result type as appropriate.
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 PGS: - In qualification: time difference compared to the best rider on the same course. Do not send for the leader - In finals: time difference compared to the competitor from the same pair, but on the other course. Do not send for the pair leader. Send 0.00 for both in case of tie. SBX(SBD): - In seeding: time difference compared to the leader. - In Finals: time difference compared to the Heat leader.

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



Type	Code	Pos	Description
ER	ADVANCED	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	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.
ER	DSQ_DESC	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	String
			Text description of the reason for disqualification.
ER	PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	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...
ER	POT_DSQ	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	S(1)
			Send "Y" if the competitor is a potential disqualification in this unit else do not send.
ER	TIEBREAK_FOR	N/A	Element Expected: If applicable for athlete in a tie
	Attribute	M/O	Value
	Value	M	m:ss.ff or Numeric #0
			Tied time (Parallel) or tied rank (HP, Slopestyle, Cross)
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
	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.
ER	CARD	SC @Card	Pos Description: Send card for each card received Element Expected: If applicable in the unit (Cross)
	Attribute	M/O	Value
	Value	M	Numeric
			Send number of cards of this type



			0	
ER		RE-RUN	N/A	Element Expected: If applicable for Parallel Giant Slalom
	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 is complete
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2..F). Element Expected: When data is available
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time at the intermediate point Not included in Cross finals phases
	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	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader. Not included in Cross finals phases
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.
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: Competition /Result /ResultItems /ResultItem (1,N)

The ResultItems element is ALWAYS used in (once the start order is available) SBX Qualification, BA, HP and SS regardless of the number of runs and heats required.

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



Element: Competition /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	Result for this ResultItem Send in the case @ResultType is TIME or POINTS
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
SortOrder	M	Numeric ##0	Used to sort all results in an event unit identified by /ResultItems /ResultItem
StartOrder	O	S(3)	The start order as displayed
StartSortOrder	M	Numeric #0	Used to sort all start list competitors

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	AFTER	N/A	Element Expected: Always. This is the result for the competitor up to and including this ResultItem. Included for each competitor when that competitor finishes this run. Attribute values may change in case of IRMs that impact the phase.
	Attribute	M/O	Value
	Value	O	m:ss.ff or ##0.00
	IRM	O	SC @IRM
	Rank	O	S(3)
	RankEqual	O	S(1)
	SortOrder	M	Numeric ##0
ER	TIEBREAK_PTS	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	Numeric ##0.00 or ##0.000
ER	BEST	N/A	Element Expected:



				If applicable
	Attribute	M/O	Value	Description
	Value	M	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 if applicable in the format
ER		DISCARD	N/A	Element Expected: In Big Air when score discarded
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send 'Y' if this jump is discarded
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 is complete
ER		JUMP	Numeric 0	Pos Description: Send the jump/trick number in the run. 1.. Always 1 for BA. Element Expected: SS, BA and HP Send as soon as available.
	Attribute	M/O	Value	Description
	Value	M	S(15)	Code of the jump or trick.
ER		JUMP_ID	N/A	Element Expected: Big Air
	Attribute	M/O	Value	Description
	Value	M	S(1)	Jump ID
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2..F). Intermediate S will manage the reaction time. Element Expected: Cross Qualification
	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 0.00	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.
JUDGE		[Judge Positon (J1, J2, ...)]	S(1)	Code Description: Send Judge Position (J1, J2, ..) Pos Description: Judge order 1, 2, ... (For Slopestyle SBD send section number related with scoring) Element Expected: When data is available in HP, BA, Slopestyle



	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or 0.0	Judge score
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send (BA, HP)
JUDGE		OVERALL	N/A	Element Expected: Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score from the overall judges in slopestyle
	Rank	M	S(2)	Send the overall judges rank
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
JUDGE		SECT	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score for the section (sum of all scores of the section)
	Rank	M	S(2)	Send the rank in the section.
	RankEqual	O	S(1)	Send 'Y' where Rank at this Section is equalled else not sent.
JUDGE		SECT_PROG	S(1)	Pos Description: The Section of the course scored. Element Expected: Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Cumulative score of the section.
	Rank	M	S(2)	Send the rank to the end of the section.
	RankEqual	O	S(1)	Send 'Y' if Rank is equalled, otherwise do not send.

Sample (BA)



```
<Result Rank="1" Result="174.25" ResultType="POINTS" SortOrder="1">
<ResultItem>
<ResultItem Unit="SBD MBA-----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>
</ResultItem>
</ResultItem>
<ResultItem Unit="SBD MBA-----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: Competition /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
Bib	O	S(5)	Bib number of the team in team events
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)
Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFld	O	S(16)	IFld of the team

Element: Competition /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: Competition /Result /Competitor /Composition /Athlete (0,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: Competition /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: Competition /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
	Value	M	SC @BibColour Send colour
EUE	COURSE	N/A	Element Expected: In parallel events
	Attribute	M/O	Value
	Value	M	S(4) RED or BLUE depending on the course.
EUE	SNOWSEED	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	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
	Value	M	SC @Foot Send code for stance
EUE	HEAT	N/A	Element Expected: If the qualification phase is conducted in heats
	Attribute	M/O	Value
	Value	M	



	Value	M	S(1)	Heat number
--	-------	---	------	-------------

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member extended result.				
Type	Code	Pos	Description	
ER	RESULT	S(1)	Pos Description: Run number for the athlete, 1 or 2 Element Expected: Mixed Team Snowboard Cross	
Attribute	M/O	Value	Description	
Value	O	+s.ff or 0.00	Time difference / Penalty	
IRM	O	SC @IRM	IRM if applicable	

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 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.

This message is expected in Parallel, HP, SS, BA and SBX Qualification

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Phase CC_@Unit	Full RSC at phase or unit level as appropriate. The DocumentCode will be sent according to the header values.
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. Ascending 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. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent in Individual Events

- * Before the competition or run starts with the value of NEXT
- * 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 ski cross finals.
- * For PGS the pair will remain current until the next heat starts.
- * 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.



2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen Sport Codes			
	ExtendedInfos (0,1)			
		ExtendedInfo (1,N)		Type Code Pos Value
	Result (0,N)			
		SortOrder StartSortOrder ExtendedResults (0,1)		
			ExtendedResult (1,N)	Type Code Pos Value Rank RankEqual Diff Discard
		Competitor (1,N)		
			Code Type Organisation	

2.3.4.5 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 /ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	S(1) or CC @Unit	Pos Description: Send R and B in the case of parallel events. (concurrent competitors) for Red and Blue. For other events the full RSC of the heat/run as applicable or 1,2 etc. when a single group (for multiple competitors). 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) CC @Unit	Pos Description: Send R and B in the case of parallel events. (concurrent competitors) for Red and Blue. For other events Full RSC of the heat/run as applicable or not included when the single group. 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 (Parallel)

```
<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: Competition /Result (0,N)				
Attribute	M/O	Value	Description	
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.	
StartSortOrder	M	Numeric ##0	Used to sort all start list competitors in an event unit.	

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	JUMP	Numeric	Pos Description:	



			0	Send the jump/trick number in the run. 1...n Element Expected: SS, BA and HP. Send as soon as available.
	Attribute	M/O	Value	Description
	Value	M	S(15)	Code of the jump or trick
ER		JUMP_ID	N/A	Element Expected: Bir Air
	Attribute	M/O	Value	Description
	Value	M	S(1)	Jump ID
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 HP, BA, Slopestyle
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or 0.0	Judge score
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send (BA, HP)
JUDGE		OVERALL	N/A	Element Expected: Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score from the overall judges in slopestyle without considering DD.
JUDGE		SECT	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle where judging is by sections
	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	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
JUDGE		SECT_PROG	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Cumulative score to the end of the section.
	Rank	M	Numeric #0.0	Cumulative score to the end of the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.



PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). For Cross, intermediate S will manage the reaction time. Element Expected: Only in events with split times
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 0.00	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader. 0.00 for the leader.
PROGRESS	SECTION	S(2)	Element Expected: 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.
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.
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: Competition /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)	A for athlete, T for team
Organisation	M	CC @Organisation	Competitor's organisation

2.3.4.6 Message Sort

Sort by Result @SortOrder.



2.3.5 Cumulative Results

2.3.5.1 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 only used in parallel qualification.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC of the phase Note that this message is not applicable for training.
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results START_LIST LIVE INTERMEDIATE 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 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. (START_LIST)
- * 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.
 - UNOFFICIAL: As soon as an event unit is finished

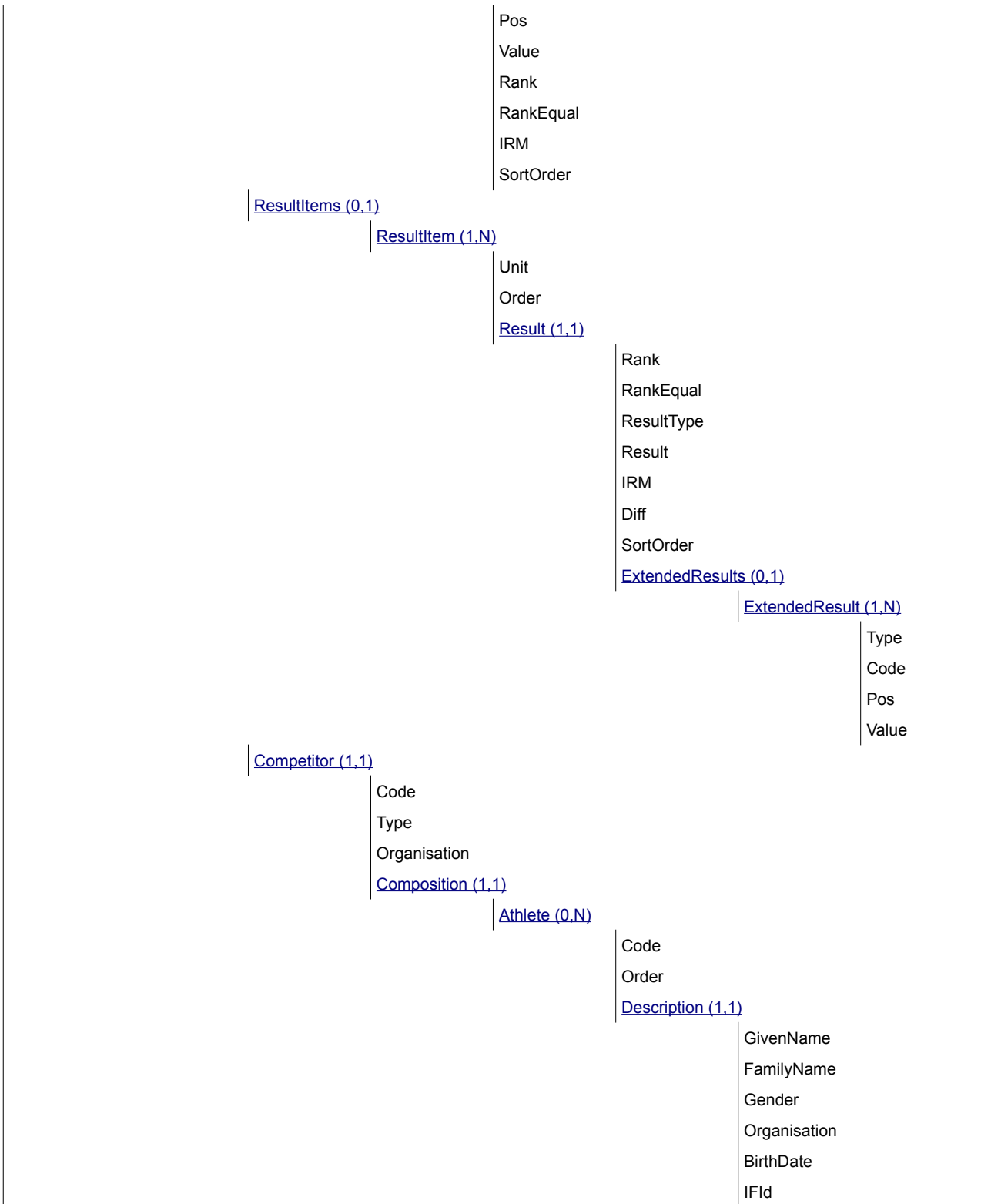


- OFFICIAL: After results are validated.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		Progress (0,1)					
			LastUnit				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		Diff					
		SortOrder					
		ExtendedResults (0,1)					
			ExtendedResult (1,N)				
				Type			
				Code			





2.3.5.5 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 /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
EI	LAST_QUAL	N/A	Element Expected: During Parallel Elimination Run	
	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: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit

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

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description



Rank	O	S(3)	Rank of the competitor in the cumulative result. In Parallel: Do not include the rank during the second and subsequent units until the competitor has completed the unit as rank after one run has no meaning. 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 else not sent.
ResultType	O	SC.@ResultType	Result type
Result	O	m:ss.ff	Cumulative result. Send in the case @ResultType is TIME
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 0.00 for the 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: Competition /Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	RED BLUE	N/A	Element Expected: Only for qualification in parallel events to provide result by course and not by unit
Attribute	M/O	Value	Description
Value	O	m:ss.ff	Time on the course
Rank	O	S(3)	Rank of the competitor on the course
RankEqual	O	S(1)	Send Y if course rank is equalled else not sent.
IRM	O	SC.@IRM	IRM on the course if applicable
SortOrder	M	Numeric ##0	Order of the competitors on the course considering all competitors

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

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

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

Element: Competition /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	Unit result. Send in the case @ResultType is TIME
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 or 0.00	Time behind leader. Send 0.00 for the leader.
SortOrder	M	Numeric ##0	Used to sort all results in an event unit identified by /ResultItems /ResultItem

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	COURSE	N/A	Element Expected: Only in parallel events	
	Attribute	M/O	Value	Description
	Value	O	S(4)	Course colour, RED or BLUE

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" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```



Element: Competition /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: Competition /Result /Competitor /Composition /Athlete (0,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: Competition /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

2.3.5.6 Message Sort

Result/SortOrder



2.3.6 Image

2.3.6.1 Description

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

Each message contains only one photofinish picture.

Multiple messages may be sent for the same DocumentCode (a single race [RSC]) when more than one photofinish cases/photos occur in the same race depending on the circumstances of the unit/race.

2.3.6.2 Header Values

The following table describes the message header attributes.

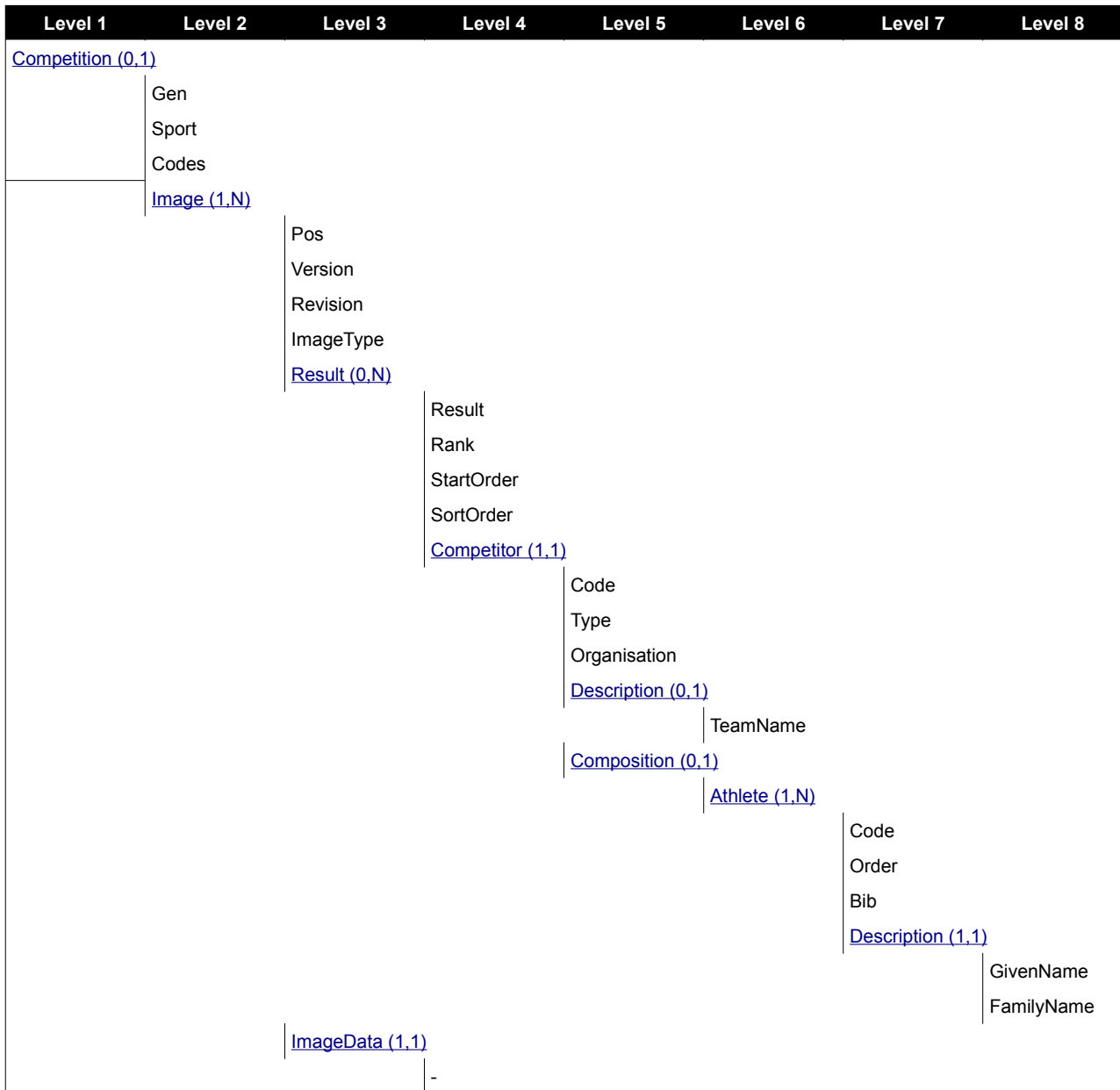
Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	CC.@Unit	Full RSC of the unit
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 ... Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascending number. Values beyond 1 are only used if a message needs to be resent for a second or subsequent image/result with the same DocumentSubcode to replace the original image (to resolve the same rank).
ResultStatus	CC.@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. See full explanation in ODF Foundation.
Source	SC.@Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.



2.3.6.5 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)			
Always only one image per message			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Always send 1
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)			
This element should always appear and must only include the information of those competitors appearing in the image.			
Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	S(3)	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	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	M	S(20) with no leading zeroes	Competitor's ID (Team or individual)
Type	M	S(1)	A for athlete or T for team.
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	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	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Value is 1
Bib	M	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 (Photo Finish)

```
<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/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
  </Image>
```

2.3.6.6 Message Sort

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



2.3.7 Brackets

2.3.7.1 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.

This message is only applicable in PGS, SBX and SBT in this discipline.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Event	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC_@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. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.7.3 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 = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has Unofficial status.

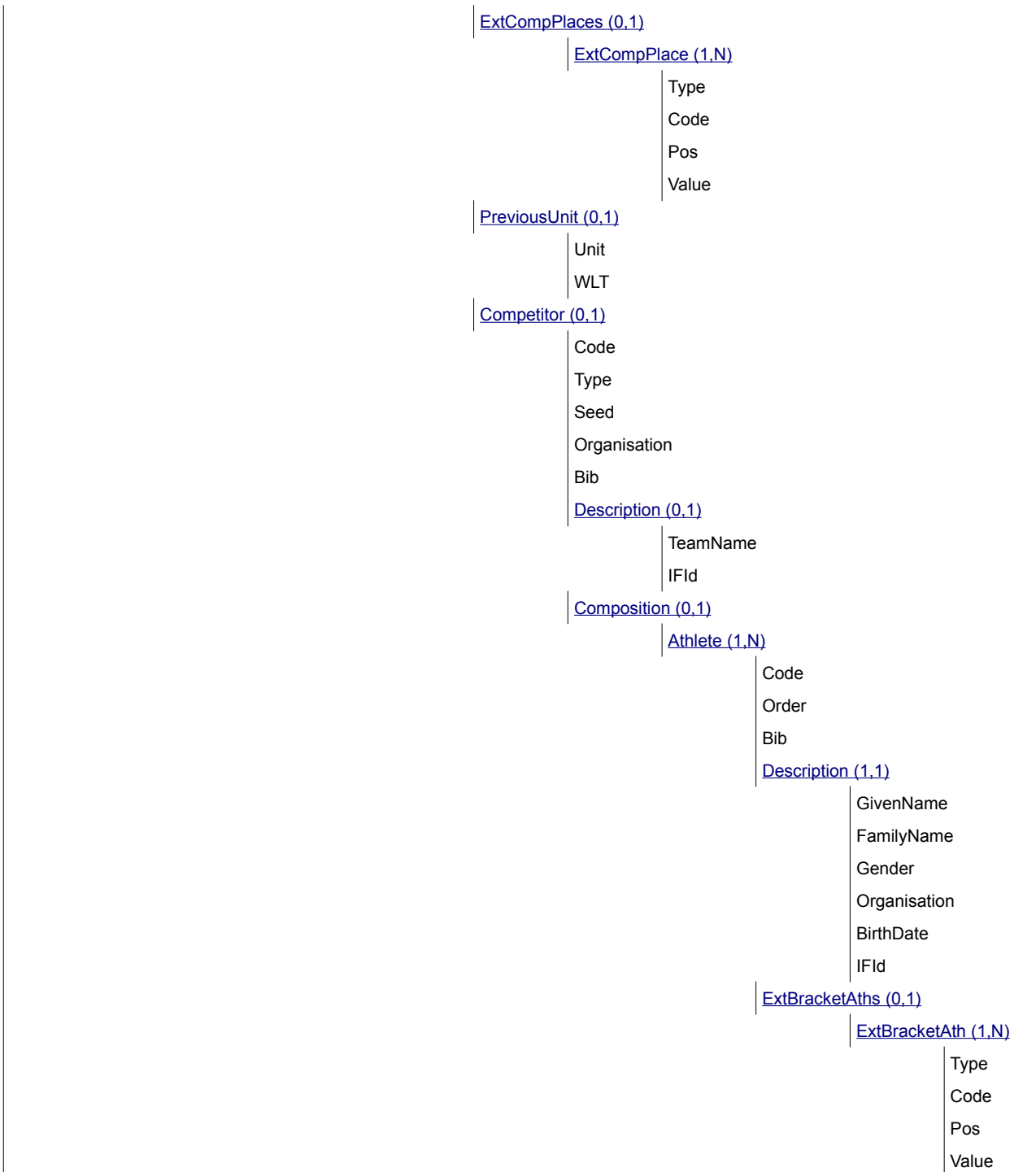
* Send with ResultStatus = "OFFICIAL" when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (0.1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0.1)									
		SportDescription (0.1)								
			DisciplineName							
			EventName							
			Gender							
	Bracket (1.N)									
		Code								
		BracketItems (1.N)								
			Code							
			BracketItem (1.N)							
				Code						
				Order						
				Position						
				Date						
				Time						
				Unit						
				CompetitorPlace (1.N)						
					Pos					
					Code					
					WLT					
					Rank					
					Diff					
					IRM					
					QualificationMark					
					StrikeOut					
					StartOrder					



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

Element: Competition /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: Competition /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: Competition /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	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

Element: Competition /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. Only applicable in Parallel
Rank	O	S(5)	The rank in Cross or IRM if applicable
Diff	O	+s.ff or 0.00	Only applicable in parallel send the time behind or 0.00 if equal. Do not send if won the race.
IRM	O	SC @IRM	The invalid result 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: Competition /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	CARD	SC @Card	Pos Description: Send card for each card received Element Expected: If applicable in the unit	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send number of cards of this type

Element: Competition /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.				
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: Competition /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 Only send for first phase of the brackets.
Organisation	O	CC @Organisation	Competitors' organisation if known.
Bib	O	S(5)	Bib of the team

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team (for Type = T).
IFld	O	S(16)	IFld of the team

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /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 of the athlete in the team, 1 in individual events.
Bib	O	S(5)	Bib number of the athlete

Element: Competition /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
IFld	O	S(16)	International Federation ID

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)			
Only for team Cross			
Type	Code	Pos	Description
EBA	RESULT	N/A	Element Expected: If the athlete has a Diff or Penalty Time at the end of the run or won after Run 2
	Attribute	M/O	Value
	Value	O	+s.ff or 0.00
EBA	IRM	N/A	Element Expected: If the athlete has an IRM
	Attribute	M/O	Value
	Value	O	SC @IRM

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" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

2.3.7.6 Message Sort

The following order applies:

- * Bracket: by @Code FNL and CFNL.
- * 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.

2.3.8 Event Final Ranking

2.3.8.1 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).

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Event	One message is sent for each event, full RSC.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC_@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. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.8.3 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)

2.3.8.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0.1)	Gen Sport Codes					
	ExtendedInfos (0.1)	SportDescription (0.1)	DisciplineName EventName Gender			
	Result (1.N)	Rank RankEqual ResultType IRM SortOrder ExtendedResults (0.1)		ExtendedResult (1.N)	Type Code Pos Value	
		Competitor (1.1)	Code Type Organisation Description (0.1)		TeamName IFId	
			Composition (1.1)	Athlete (0.N)	Code Order Bib Description (1.1)	GivenName FamilyName Gender Organisation



	BirthDate
	IFId

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

Element: Competition /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: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	RACE_PTS	N/A	Element Expected: If data exists
	Attribute	M/O	Value
	Value	M	Numeric ###0
			Race points earned for each competitor
ER	LAST_UNIT	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	CC @Unit
			Send the full RSC of the last 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.
ER		QUAL_RANK	N/A	Element Expected: Snowboard Cross
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Rank in qualification.

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID. "NO_AWARD" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	IFId of the team

Element: Competition /Result /Competitor /Composition /Athlete (0,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: Competition /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 (Ranking)

```
<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>
```

2.3.8.6 Message Sort

Sort by Result @SortOrder



2.3.9 Configuration

2.3.9.1 Description

The Configuration is a message containing general configuration.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	CC.@Phase	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. Ascending 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. See full explanation in ODF Foundation.
Source	SC.@Source	Code indicating the system which generated the message.

2.3.9.3 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.

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0.1)	Gen			
	Sport			
	Codes			
	Configs (1.1)			
		Config (1.N)		



	Unit
	ExtendedConfig (1,N)
	Type
	Code
	Pos
	Value

2.3.9.5 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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Phase	Full RSC (34) at phase level in HP/BA/SS/Parallel/Cross

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



		##0	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	INCLIN		
Pos	N/A		
Value	Numeric #0	HP degrees of inclination	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	INCLIN_VERT		
Pos	N/A		
Value	Numeric #0	HP degrees of vertical inclination	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	LENGTH		
Pos	N/A		
Value	Numeric ###0	HP length in metres	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
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
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	HEIGHT		
Pos	N/A		
Value	Numeric #0	Jump height in metres	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	IN_RUN_DIST		
Pos	N/A		
Value	Numeric #0	In run distance in metres	



Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	IN_RUN_GRAD		
Pos	N/A		
Value	Numeric #0	In run gradient in degrees	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	KNOLL		
Pos	N/A		
Value	Numeric #0.0	Take off to knoll distance in metres	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	LAND_GRAD		
Pos	N/A		
Value	Numeric #0	Landing gradient in degrees	
COURSE	SLOPESTYLE	N/A	Element Expected: Always in the case of slopestyle
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	JIBBING_NUM		
Pos	N/A		
Value	Numeric #0	Number of jibbing features	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	JUMPS_NUM		
Pos	N/A		
Value	Numeric #0	Number of jump features	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	Value	Description	
Code	FEATURES_NUM		
Pos	N/A		
Value	Numeric #0	Number of features	
COURSE	FEATURES_NUM	N/A	Element Expected:



				Cross, if different from number of elements
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of features
COURSE		ELEMENTS_NUM	N/A	Element Expected: Cross
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of elements
COURSE		ALTITUDE	N/A	Element Expected: When applicable (not BA and HP)
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	DROP		
	Pos	N/A		
	Value	Numeric ###0	Send the total vertical drop in metres	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	FINISH		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the finish in metres	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	START		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the start point in metres	
COURSE		TURNS	N/A	Element Expected: Always in Parallel Giant Slalom.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of turns.
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.
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.
EC		DOUBLE_UP	N/A	Element Expected: When double-up format used in HP/BA/SS
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if double-up format is used.
EC		JUDGES	N/A	Element Expected: Always in Slopestyle for Judging format
	Attribute	M/O	Value	Description
	Value	M	String	Send SECTION or OVERALL for judging by section or overall
EC		JUDGES_NUM	N/A	Element Expected: Always in judges events
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of judges for the unit referenced at Configs /Config /Unit
QUALIFICATION		FROM_RANK	S(2)	Pos Description: Send according to the round to progress: Send F (for Final) 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 F (for Final) 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 (Config)

```
<Configs>
<Config Unit="SBDWSBX-----SFNL-----" >
  <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>
```

2.3.9.6 Message Sort

There is no general message sorting rule.



2.3.10 Weather conditions

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (location level)
DocumentType	DT_WEATHER	Weather conditions in the location as referred to in DocumentSubcode.
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

The message is sent for each session:

* 30 - 60 minutes before the start of the session and then hourly until the end of the session

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0.1)	Gen			
	Sport			
	Codes			
	Weather (1.1)	Date		
		Conditions (1.N)		
			Code	
			Humidity	



Wind_Direction		
Condition (0,3)	Code	Value
Temperature (0,N)	Code	Unit
	Value	
Wind (0,N)	Code	Unit
	Value	

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

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

Element: Competition /Weather /Conditions /Condition (0,3)			
Send three times in the case of Winter conditions.			
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: Competition /Weather /Conditions /Temperature (0,N)			
--	--	--	--



Send with different @Code in the case of winter conditions as needed.

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 or ##C.0	Temperature of the @Code. Negative is applicable

Element: Competition /Weather /Conditions /Wind (0,N)

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)

```
<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>
```

2.3.10.6 Message Sort

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



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3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES		o	o	o		o
Periodically as soon as ODF operations start	DT_SCHEDULE		x		o		o
	DT_PARTIC		x				
	DT_PARTIC_NAME		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download, if any change	DT_PDF C08 Schedule		x				
After changes of schedule data	DT_SCHEDULE_UPDATE		x		o		o
After changes of athlete data	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
When athlete data is confirmed	DT_PDF C30 Number of entries by NOC		x				
	DT_PDF C32A Entry list by NOC		x				
	DT_PDF C32C Entry list by Event			x			
	DT_PDF C32E Entry Lists			x			
Event format defined	DT_CONFIG				x		
Brackets with start list of the first phase (only PGS, SBX and BXT)	DT_BRACKETS	START_LIST		x			
When Start List is known (SBX Qualifications, HP, BA and SS)	DT_RESULT for each unit (if startlist known for next unit)	START_LIST			x		
When Start List is known (SBX Finals, PGS and BXT)	DT_RESULT for each unit (if startlist known for next unit)	START_LIST					x
When Start List is known (PGS Qualifications)	DT_CUMULATIVE_RESULT	START_LIST			x		
	DT_PDF C51x Start List	START_LIST					x

3.3 During each Unit

Trigger	Message	Status	D	E	P	S	U
Before the unit starts	DT_WEATHER		x				
First athlete in position about 30s before start	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
First athlete leaves the gate	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
	DT_RESULT	LIVE			x		x
At any time a competitor starts with the current athlete and next to start	DT_CURRENT						x



(unless last athlete). Not applicable for Cross finals (repeated for each athlete)								
Immediately after every addition/change in data during the run (repeated for each athlete)	DT_CURRENT							x
Immediately after each competitor completes the course and the data is available (repeated for each athlete)	DT_CURRENT							x
Send with all updates during the unit. Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) (repeated for each athlete)	DT_RESULT	LIVE				x		x
In PGS Qualifications (repeated for each athlete)	DT_CUMULATIVE_RESULT	LIVE				x		

3.4 After each unit in a phase

Trigger	Message	Status	D	E	P	S	U
After the end of the unit	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
After last score/result (SBX Qualifications, HP, BA and SS)	DT_RESULT	UNOFFICIAL			x		
After last score/result (SBX Finals, PGS and BXT)	DT_RESULT	UNOFFICIAL					x
After last score/result (PGS Qualifications)	DT_CUMULATIVE_RESULT	UNOFFICIAL			x		
When unit Scores/Results are confirmed (SBX Qualifications, HP, BA and SS)	DT_RESULT	OFFICIAL			x		
When unit Scores/Results are confirmed (SBX Finals, PGS and BXT)	DT_RESULT	OFFICIAL					x
When unit Scores/Results are confirmed (Only PGS Qualifications)	DT_CUMULATIVE_RESULT	OFFICIAL			x		
Each run except the last one (SBX Qualifications, HP, BA and SS)	DT_RESULT	START_LIST			x		
If new startlist information is available after a run (e.g. BA after Run 2, startlist information for Run 3)	DT_RESULT	INTERMEDIATE			x		
Each run except the last one (SBX Finals, PGS and BXT)	DT_RESULT	START_LIST					x
	DT_PDF C51x Start List	START_LIST					x

3.5 At the end of a phase

Trigger	Message	Status	D	E	P	S	U
---------	---------	--------	---	---	---	---	---



After the end of the unit	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
After last score/result (SBX Qualifications, HP, BA and SS)	DT_RESULT	UNOFFICIAL			x		
After last score/result (SBX Finals, PGS and BXT)	DT_RESULT	UNOFFICIAL					x
After a final phase	DT_MEDALLISTS	UNOFFICIAL		x			
When unit Scores/Results are confirmed (SBX Qualifications, HP, BA and SS)	DT_RESULT	OFFICIAL			x		
When unit Scores/Results are confirmed (SBX Finals, PGS and BXT)	DT_RESULT	OFFICIAL					x
When unit Scores/Results are confirmed (PGS Qualifications)	DT_CUMULATIVE_RESULT	OFFICIAL			x		
	DT_PDF C73x Results	OFFICIAL			x		
For the next phase	DT_CONFIG				x		
For next phase (HP, BA and SS)	DT_RESULT	START_LIST			x		
For next phase (SBX Finals, PGS and BXT)	DT_RESULT	START_LIST					x
	DT_PDF C51 Start List	START_LIST					x
(HP, SS, SBX)	DT_PDF C77x Race Analysis	OFFICIAL					x
(PGS, SBX and BXT)	DT_BRACKETS	INTERMEDIATE		x			
	DT_PDF C75X	INTERMEDIATE		x			
After the last unit of the phase which affects the final ranking	DT_RANKING	PARTIAL		x			

3.6 At the end of the event

Trigger	Message	Status	D	E	P	S	U
After last unit Scores/Results (HP, BA and SS)	DT_RESULT	UNOFFICIAL			x		
After last unit Scores/Results (SBX, PGS and BXT)	DT_RESULT	UNOFFICIAL					x
(PGS, SBX and BXT)	DT_BRACKETS	UNOFFICIAL		x			
	DT_PDF C75X Brackets	UNOFFICIAL		x			
Before results are official	DT_MEDALLISTS	UNOFFICIAL		x			
When unit Scores/Results are confirmed (HP, BA and SS)	DT_RESULT	OFFICIAL			x		
When unit Scores/Results are confirmed (SBX, PGS and BXT)	DT_RESULT	OFFICIAL					x
After last unit is official	DT_RANKING	OFFICIAL		x			
	DT_PDF C74x Results Summar	OFFICIAL		x			
(PGS, SBX and BXT)	DT_BRACKETS	OFFICIAL		x			
	DT_PDF C75X Brackets	OFFICIAL		x			
Once results are official	DT_MEDALLISTS	OFFICIAL		x			



(All except BXT)	DT_PDF C92A Medallists (Individual)	OFFICIAL		x				
(BXT)	DT_PDF C92B Medallists (Team)	OFFICIAL		x				
	DT_MEDALLISTS_DISCIPLINE		x					
	DT_PDF C93 Medallists by Event	OFFICIAL	x					
	DT_MEDALS		x					
	DT_PDF C95 Medal Standings	OFFICIAL	x					

3.7 Exceptional Situations

Trigger	Message	Status	D	E	P	S	U
Photo-Finish (only SBX and BXT)	DT_RESULT	LIVE					x
	DT_RESULT	UNCONFIRMED					x
	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	OFFICIAL					x
	DT_IMAGE	OFFICIAL					x
	DT_PHOTOFINISH_LK	OFFICIAL					x
If a protest is lodged							
Once the protest has been made (SBX Qualifications, HP, BA and SS)	DT_RESULT	PROTESTED			x		
Once the protest has been made (SBX Finals, PGS and BXT)	DT_RESULT	PROTESTED					x
If the estimated time of additional checking, or resolution of other open issues, could exceed fifteen (15) minutes	DT_COMMUNICATION		x				
	DT_PDF C67 - Official Communication		x				
Only in case the protest is accepted and there is a change in the official results (SBX Qualifications, HP, BA and SS)	DT_RESULT	UNOFFICIAL			x		
Only in case the protest is accepted and there is a change in the official results (SBX Finals, PGS and BXT)	DT_RESULT	UNOFFICIAL					x
After the Jury decision about the protest (SBX Qualifications, HP, BA and SS)	DT_RESULT	OFFICIAL			x		
After the Jury decision about the protest (SBX Finals, PGS and BXT)	DT_RESULT	OFFICIAL					x
DQB after event and up to the Day after the Closing Ceremony							
(SBX Qualifications, HP, BA and SS)	DT_RESULT	OFFICIAL			x		
(SBX Finals, PGS and BXT)	DT_RESULT	OFFICIAL					x
	DT_PDF - C73x - Results	OFFICIAL					x
	DT_SCHEDULE_UPDATE	FINISHED	x		o		o



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	DT_RANKING		x			
	DT_PDF C74x Results Summary	OFFICIAL	x			
If affected by DQB (PGS, SBX and BXT)	DT_BRACKETS	OFFICIAL	x			
	DT_PDF C75X Brackets	OFFICIAL	x			
If affected by DQB	DT_MEDALLISTS	OFFICIAL	x			
If affected by DQB (All except BXT)	DT_PDF C92A Medallists (Individual)	OFFICIAL	x			
If affected by DQB (BXT)	DT_PDF C92B Medallists (Team)	OFFICIAL	x			
If affected by DQB	DT_MEDALS		x			
	DT_PDF C95 Medal Standings	OFFICIAL	x			
	DT_PDF C67 - Official Communication		x			
	DT_COMMUNICATION		x			
Change of Schedule (Postponed, Re-scheduled..)	DT_SCHEDULE_UPDATE		x		o	o
	DT_PDF - C08 - Competition Schedule		x			
	DT_PDF C67 - Official Communication		x			
	DT_COMMUNICATION		x			

Legend:

D Discipline; **E** Event; **P** Phase; **S** Session; **U** Unit
x Sent on that level; **o** Includes info from that level



4 Document Control

Version history		
Version	Date	Comments
V0.1	16 Mar 2020	First version
V0.2	22 Jul 2020	Updated after PT0 Judging
V0.3	18 Sep 2020	Updated after PT0 Timing
V0.4	9 Oct 2020	Updated to align cross
V1.0	16 Oct 2020	Approved
V1.1	1 Apr 2021	Updated with CR021847
V1.2	14 May 2021	Updated with CR022136 [DT_IMAGE only]

File Reference: WOG-2022-SBD-1.2 APP

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version DT_RESULT: Add EO/SUB @Officials /Official /ExtOfficial DT_RESULT: Update @Pos at UI/STARTERS @ExtendedInfos /ExtendedInfo DT_RESULT: Add ER/AFTER @Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult
V0.2	SFR	Applicable Messages: Add note about message responsibilities and missing messages DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_RESULT: Update triggering (for PROTESTED) DT_RESULT: Update Expected for UI/STARTERS and UI/STARTERS/COMPLETE at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/LAST_COMP @Pos and Expected at ExtendedInfos /ExtendedInfo DT_RESULT: Update Description at ExtendedInfos /SportDescription /SubEventName DT_RESULT: Replace ER/YC with ER/CARD at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Description of Result /ResultItems /ResultItem /Order DT_RESULT: Clarify ER/AFTER at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_RESULT: Update Expected at ER/JUMP at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_CURRENT: Update Expected at ER/JUMP at Result /ExtendedResults /ExtendedResult DT_IMAGE: Update with the standard changes for consistency DT_BRACKETS: Update description to define applicable events DT_BRACKETS: Remove UNCONFIRMED as possible ResultStatus from header values. DT_BRACKETS: Replace ECP/YC with ER/CARD at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Seed DT_CONFIG: Update precision of distances and angles to match ORIS Update M/O as needed throughout Other typographical corrections as needed Update summary of messages in the discipline at 2.1 (moved from introduction) DT_RESULT: Add @Pos at UI/LAST_QUILA at ExtendedInfos /ExtendedInfo DT_RESULT: Update Result/QualificationMark Description DT_RESULT: Update Result/Diff Description DT_RESULT: Update Expected at EO/SECTOR & TYPE at Officials /Official /ExtOfficial DT_RESULT: Update Expected at UI/OVERALL & SECTIONS @ExtendedInfos /ExtendedInfo DT_RESULT: Update Expected at JUDGE/OVERALL & SECT & SECT_PROG @ Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_CURRENT: Update message description DT_CURRENT: Update @Pos Description @ DISPLAY/NEXT @ ExtendedInfos /ExtendedInfo



		<p>DT_CURRENT: Remove ER/PREV @Result /ExtendedResults /ExtendedResult DT_CURRENT: Update Expected at JUDGE/OVERALL & SECT & SECT_PROG @ Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Remove UNCONFIRMED from ResultStatus and Triggering DT_CUMULATIVE_RESULT: START_LIST in ResultStatus and Triggering DT_CUMULATIVE_RESULT: Update Expected at EI/LAST_QUAL @ExtendedInfos /ExtendedInfo DT_CUMULATIVE_RESULT: Change Value to Optional at ER/RED/ & BLUE at Result /ExtendedResults /ExtendedResult DT_RANKING: Change NOCOMP to NO_AWARD at Result /Competitor /Code DT_BRACKETS: Remove UNCONFIRMED from Triggering DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /WLT to only include for Parallel DT_BRACKETS: Clarify that Bracket /BracketItems /BracketItem /CompetitorPlace /Diff is only applicable in Parallel DT_BRACKETS: Add Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth DT_CONFIG: Add F as an option for @Pos at QUALIFICATION/FROM_RANK and TO_RANK at Configs /Config /ExtendedConfig DT_CONFIG: Update Configs/Config/Unit DT_CONFIG: Add EC/DOUBLE_UP & JUDGES at Configs /Config /ExtendedConfig Typographical corrections as needed DT_RESULT: Add Result /ResultItems /ResultItem /Result/StartOrder and StartSortOrder DT_CURRENT: Add @Pos for DISPLAY/CURRENT @ExtendedInfos /ExtendedInfo DT_CURRENT: Add ER/JUMP_ID @Result /ExtendedResults /ExtendedResult DT_CONFIG: Add EC/JUDGES_NUM at Configs /Config /ExtendedConfig</p>
V0.3	SFA	<p>Clarified overview at 2.1 Add Team IFId in DT_RESULT, DT_BRACKETS and DT_RANKING to match the implementation DT_RESULT: Add note that Result/ResultItems/ResultItem is used in SBX Qualification DT_RESULT: Update Result/StartOrder to clarify use with multiple runs DT_RESULT: Update PROGRESS/INTERMEDIATE at Result/ExtendedResults/ExtendedResult to exclude time in Cross finals phases DT_RESULT: Add PROGRESS/INTERMEDIATE at Result /ResultItems /ResultItem /Result DT_RESULT: Add Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_CURRENT: Update triggering for prior to the run DT_CURRENT: Update PROGRESS/INTERMEDIATE at Result/ExtendedResults/ExtendedResult DT_BRACKET: Correct typo in Message sort</p>
V0.4	SFA	<p>DT_RANKING: Add ER/QUAL_RANK at Result /ExtendedResults /ExtendedResult</p>
V1.0	APP	<p>DT_RESULT: Remove Result /ResultItems /ResultItem /Result /Diff as it does not apply</p>
V1.1	APP	<p>DT_RESULT: Update Result/SortOrder and Result/StartSortOrder to clarify management of snowseed (add clarity) DT_RESULT: Add ER/RE_RUN at Result /ExtendedResults /ExtendedResult (missing information) DT_RESULT: Update Expected for Result /ResultItems /ResultItem (add clarity) DT_RESULT: Update ER/AFTER at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/RESULT/IRM at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add EO/VIDEO at Officials /Official /ExtOfficial [CR021847] DT_RESULT: Update format of Value of ER/RESULT at Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to remove W [CR021847] DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /StartOrder to O (consistency with DT_RESULT) DT_BRACKETS: Change EBA/RESULT/Value to O at Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth DT_BRACKETS: Add EBA/IRM at Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth DT_BRACKETS: Update format of Value of EBA/RESULT at Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth to remove W [CR021847] DT_CONFIG: Add COURSE/TURNS at Configs /Config /ExtendedConfig DT_CONFIG: Add COURSE/ELEMENTS_NUM at Configs /Config /ExtendedConfig [CR021847] DT_CONFIG: Update COURSE/FEATURES_NUM at Configs /Config /ExtendedConfig [CR021847]</p>



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		DT_WEATHER: Update header values to send at location level [CR021512] DT_WEATHER: Update triggering [CR021512] DT_WEATHER: Update Weather/Conditions/Code to add GEN [CR021512]
V1.2	APP	DT_IMAGE: Update message description [CR022136] DT_IMAGE: Update DocumentSubcode & Version in header [CR022136] DT_IMAGE: Update expected in Competition/Image [CR022136] DT_IMAGE: Update expected and attributes in Competition/Image/Result [CR022136] Minor typographical corrections without changing any messages/data