Olympic Data Feed

Freestyle Skiing
ODF Data Dictionary
Technology and Information Department

WYOG-2024-FRS-3.4 SFA
22 December 2023

License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

1 Introduction

1.1 This document

This document includes the ODF Freestyle Skiing 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 Freestyle Skiing 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 Freestyle Skiing 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 the Final.
Each run (or each run in each heat if heats apply) in the competition is scheduled as a separate schedule item.
Some 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).
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.

* Ski Cross
The individual qualification has DT_RESULT for each race and DT_PHASE_RESULT for the qualification standings.
The finals (and team) consist of multiple heats with leaders progressing to the next phase. There is one DT_RESULT per heat in addition to a DT_BRACKETS message.

* Dual Moguls
DT_RESULT for each pairing, DT_PHASE_RESULT for the qualification standings and DT_BRACKET for the finals

* Dual Team Moguls
DT_RESULT for each pairing and DT_BRACKET for the event.

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).

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\n extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_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_IMAGE	Image	X
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_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
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.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists 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 includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their 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	
				Bib	

	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

Sample (Version)

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that 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).

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.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Bib number from OVR.

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

Type		Code	Pos	Description
ENTRY		RANK_WLD	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Rank of the athlete
ENTRY		RANK_PTS	N/A	Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(7)	FIS points (for this event) Usually in format ###0.00
ENTRY		SEED_PTS	N/A	Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(7)	FIS seed points (for this event) Usually in format ###0.00

ENTRY		SEED	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	FIS Seed Rank (for this event). Usually in format ###0

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 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.

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. Always use ORG in this discipline.
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
IFId	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. Historical teams will not be registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.			
Type	**Code**	**Pos**	**Description**
ENTRY	SEED	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	S(4)	FIS Seed Rank (for this event). Usually in format ###0

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 in one (individual or team) event unit.

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

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

2.3.3.2 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, runs or jumps then send after each heat/run/jump group (INTERMEDIATE)
* After the competition related to the message is finished. In detail
  - UNCONFIRMED: In cases of photofinish (Cross Event)
  - UNOFFICIAL: As soon as an Event Unit 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				
			LocationName				
	Officials (0,1)						

	Official (1,N)			
		Code		
		Function		
		Order		
		Description (1,1)		
			GivenName	
			FamilyName	
			Gender	
			Organisation	
		ExtOfficial (0,N)		
			Type	
			Code	
			Pos	
			Value	
	Result (1,N)			
	Rank			
	RankEqual			
	Result			
	IRM			
	QualificationMark			
	SortOrder			
	StartOrder			
	StartSortOrder			
	ResultType			
	Diff			
	ExtendedResults (0,1)			
		ExtendedResult (1,N)		
			Type	
			Code	
			Pos	
			Value	
			Rank	
			RankEqual	
			Diff	
	ResultItems (0,1)			
		ResultItem (1,N)		
			Unit	
			Order	
			Result (1,1)	
				Rank

				RankEqual		
				ResultType		
				Result		
				IRM		
				QualificationMark		
				Diff		
				SortOrder		
				StartOrder		
				StartSortOrder		
				ExtendedResults (0,1)		
					ExtendedResult (1,N)	
						Type
						Code
						Pos
						Value
						Value2
						IRM
						Rank
						RankEqual
						SortOrder
						Diff
						Discard
	Competitor (1,1)					
		Code				
		Type				
		Bib				
		Organisation				
		Description (0,1)				
			TeamName			
			IFId			
		Composition (0,1)				
			Athlete (0,N)			
				Code		
				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
				Discard

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	LAST_QUAL	CC @Unit	Pos Description: Full RSC of the heat/run as applicable or not included when the single group. Element Expected: When available where athletes progress

	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the current last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.
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	Sent 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	CC @Unit	Pos Description: 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	Organisation 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 (Forerunner)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2014-02-10T11:00:00+04:00" />
  <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>
```

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 (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	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: Moguls and Slopestyle where judging is by sections
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @JudgeType	Send the judge type
EO		SUB	Numeric #0	Pos Description: Sequential number for the judge for each unit 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 and Qual phase for MO and AE (Final 1) this element only contains the phase result information.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Rank of the competitor. In the case of BA, HP and SS qualifications there may also be athletes with the same rank in the case that qualifications are conducted in heats. This rank is the heat rank in BA/HP/SS. In AE & MO it is the rank considering both runs/jumps where 2 runs/jumps apply. In the case of the finals in cross the rank in the message is the final overall rank.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send. (They are not considered equal for the special case above).
Result	O	m:ss.ff or ##0.00 or 0	Result of data in the message Send in the case @ResultType is TIME or POINTS Cross Group-Heats: send heat points when available
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualifying Mark.
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.

			n the case of Snowseed this should be updated with the correct order.
StartOrder	O	S(3)	The start order of the unit. For Ski 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. 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 Ski Cross: - 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**	**Description**
	Value	M	S(1)	'Y' to indicate the competitor is advanced to the next phase as a result of a tie-break or judge decision else do not send.
ER		DSQ_DESC	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Text	Text description of the reason for disqualification.
ER		RE_RUN	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor is granted a Re-Run else do not send. Do not send after Re-Run complete
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send E for Photo evaluated Send P for Pending Status Otherwise do not send If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4...
ER		POT_DSQ	N/A	Element Expected: If applicable

	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the competitor is a potential disqualification in this unit else do not send.
ER		TIEBREAK_FOR	N/A	Element Expected: If applicable for athlete in a tie
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 or ###0.00	Tied rank (HP, Slopestyle, SX) to break or tied score (MO, AE)
ER		TIEBREAK_PTS	N/A	Element Expected: If applicable in AE, MO, BA, HP and SS all phases for athletes in a tie
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00#	Should be the tie-break points of the run which breaks the tie, or the total score of worst run depending on the criteria which breaks the tie.
ER		CARD	SC @Card	Pos Description: Send card for each card received Element Expected: If applicable in the unit (Cross)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send number of cards of this type
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2..F). For Ski Cross, intermediate S will manage the reaction time. Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Time at the intermediate point. 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) Cross Qualification, MO, AE (individual), BA, HP and SS regardless of the number of jumps, runs and heats required.

Attribute	M/O	Value	Description
Unit	M	CC @Unit	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
QualificationMark	O	SC @QualificationMark	Send if applicable in MO and AE.
Diff	O	[+]s.ff	Time behind leader. Send 0.00 for the leader.
SortOrder	M	Numeric ##0	Used to sort all results in an event unit or phase 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**	**Description**
	Value	O	m:ss.ff or ##0.00	Best score/cumulative result after this competitor has finished this ResultItem.
	IRM	O	SC @IRM	The invalid result mark
	Rank	O	S(3)	Rank of the competitor after this ResultItem for this competitor. MO/AE: Based on existing results from the previous unit if applicable starting from 1.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	Numeric ##0	Used to sort all athletes who have completed the run (or have IRM) MO/AE: Based on existing results from the previous unit if applicable starting from 1.
ER		TIEBREAK_PTS	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00 or ##0.000	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		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 jumped 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: MO, SS, BA, HP Send as soon as available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(15) or SC @Trick	Code of the jump or trick
	Sub Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	DD		
	Pos	N/A		
	Value	Numeric 0.00#	Degree of difficulty of the jump. 0.000	
	Sub Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	DESC		
	Pos	N/A		
	Value	S(50)	Text description of the jump	
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	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.
JUDGE		[Judge Positon (J1, J2, ...)] or TOTAL	S(5)	Code Description: Send Judge Position (J1, J2, ...) Pos Description: Judge order 1, 2, ...in HP, SS, BA and Score type in AE, AIR, FORM or LAND Element Expected: When data is available in MO, AE, HP, BA, Slopestyle

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0 or #0.0	Judge score (Base Score for MO, do not send for J6, J7).
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send (AE, BA, HP, MO)
	Sub Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable			
	Attribute	**Value**	**Description**	
	Code	AIR		
	Pos	Numeric 0	Send jump number in MO. Send 0 for discarded result otherwise 1 in AE	
	Value	Numeric 0.0	Judge score for air.	
	Sub Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable			
	Attribute	**Value**	**Description**	
	Code	DED		
	Pos	Numeric 0	Send 0 for discarded deductions otherwise 1.	
	Value	Numeric -0.0	Deduction value for turns in moguls.	
JUDGE		AIR	N/A	Element Expected: AE and MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00 or #0.0	Total air score
JUDGE		FORM	N/A	Element Expected: AE only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Total air score
JUDGE		LAND	N/A	Element Expected: AE only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Total landing score
JUDGE		BASE	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Total base value scores from judges.
JUDGE		DED	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Total deduction value for turns.

			-#0.0	
JUDGE		TURNS	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Total turns score in MO (base & deductions)
ER		TIME	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	ss.ff	Time for the run-in moguls
	Value2	M	Numeric #0.00	Time points for the run-in moguls
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
	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.
ER		DSQ_DESC	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Text	Text description of the reason for disqualification.
ER		POT_DSQ	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**

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

Sample (BA)

```
<Result Rank="1" Result="174.25" ResultType="POINTS" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="FRSMBA----------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" Discard="Y"/>
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="FRSMBA----------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 SC @CompetitorPlace	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	O	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
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
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: Final phases in individual cross.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BibColour	Send colour
EUE		SNOWSEED	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the athlete is assigned a Snowseed else do not send.
EUE		RESERVE	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send "Y" if the athlete is a reserve
EUE		PR	N/A	Element Expected: Moguls except qualification 1
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Result in previous round, could be rank or IRM.

Element: Competition / Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		SCORE	N/A	Element Expected: When available in dual team moguls
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Athlete score
	IRM	O	SC @IRM	If applicable
ER		RESULT	S(1)	Pos Description: Run number for the athlete, 1 or 2 Element Expected: Mixed Team Ski 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.

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:
* 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).
* 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
				Value2
				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	CC @Unit or S(1)	Pos Description: 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)
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Moguls			
Attribute	**Value**	**Description**	
Code	TO_BEAT		
Pos	Numeric #0	Send the rank which the competitor is trying to beat (1..3) competitions and 1..3 plus <last qualification rank> in units where a fixed number of athletes progress to the next unit/phase. Only included if a competitor is in this rank. Send if the position exists and is better than the current position of the competitor	
Value	Numeric ##0.00	Send the points needed (to beat) for the corresponding rank (in @Pos)	
DISPLAY	NEXT	CC @Unit	Pos Description: 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 (Big Air)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="1" Value="123456" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" 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 #0	Pos Description: Send the jump/trick number in the run. 1...n Element Expected: Slopestyle, moguls, BA, HP. Send as soon as available.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(15) or SC @Trick	Code of the jump or trick (in slopestyle)
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Moguls.			
Attribute	**Value**	**Description**	
Code	DD		
Pos	N/A		
Value	Numeric 0.000	Degree of difficulty of the jump	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
Attribute	**Value**	**Description**	
Code	DESC		
Pos	N/A		
Value	S(50)	Text description of the jump	
ER	JUMP_ID	N/A	Element Expected: Big Air
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Jump ID
JUDGE	[Judge Position (J1, J2, ...)] or TOTAL	S(5)	Code Description: Send Judge Position (J1, J2, ..) Pos Description: Score type: AIR, FORM, LAND Element Expected: When data is available in MO, SS, AE, AET
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0 or 0.0	Judge score (Base Score for MO, do not send for J6, J7).
Discard	O	S(1)	Send 'Y' if this score is discarded else do not send (MO)
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected MO only			
Attribute	**Value**	**Description**	
Code	AIR		
Pos	Numeric 0	Send jump number in MO.	
Value	Numeric 0.0	Judge score for air.	

	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected MO only**			
	Attribute	**Value**	**Description**	
	Code	DED		
	Pos	Numeric 0	Send 0 for discarded deductions otherwise 1.	
	Value	Numeric -0.0	Deduction value for turns.	
JUDGE		AIR	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00	Total air score
JUDGE		BASE	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Total base value scores from judges.
JUDGE		DED	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric -#0.0	Total deduction value for turns.
JUDGE		TURNS	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Total turns score in MO (base & deductions)
ER		TIME	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	ss.ff	Time for the run-in moguls
	Value2	M	Numeric #0.00	Time points for the run-in moguls
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	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.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). For Ski Cross, intermediate S will manage the reaction time. Element Expected: Only in events with split times
	Attribute	**M/O**	**Value**	**Description**
	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	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (2...F). For example 2 is the section from intermediate 1 to intermediate 2 etc. Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	s.ff	Time for the section ending at the intermediate point @Pos.
	Rank	M	S(2)	Send the rank of the competitor in the section not considering IRMs
	RankEqual	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)

Competitor related to the result of one event unit.

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 Phase Results

2.3.5.1 Description

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

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

In the Youth Olympic Winter Games it is used in the Qualification (Group Heats) phase of SBX and DM.

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
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase 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 INTERMEDIATE (after race unit except the last) UNOFFICIAL (if applicable after the last) 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.

2.3.5.3 Trigger and Frequency

- Send as soon as the starters are available (START_LIST)
- Send after each race in the phase (INTERMEDIATE).
- Send as OFFICIAL when all races are complete.

Trigger also after any change.

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
Competition (0,1)						

	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		Progress (0,1)			
			LastUnit		
		SportDescription (0,1)			
			DisciplineName		
			EventName		
			SubEventName		
			Gender		
		VenueDescription (0,1)			
			Venue		
			VenueName		
			Location		
			LocationName		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		QualificationMark			
		SortOrder			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Rank	
				RankEqual	
				SortOrder	
		Competitor (1,1)			
			Code		
			Type		
			Organisation		
			Composition (0,1)		
				Athlete (0,N)	
					Code
					Order

	Bib	
	Description (1,1)	
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId

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 /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	M	CC @Unit	Full RSC of the most recent unit information included in the message

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.
SubEventName	O	S(40)	Phase ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit

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 /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(2)	Rank of the competitor in the phase.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute
Result	O	Numeric #0	Result for the phase
QualificationMark	O	SC @QualificationMark	Send qualification mark if applicable
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the phase, if they were to be presented. It follows Rank but allows to order those with the same rank. Those who have not raced are ordered by Bib.
StartOrder	M	Numeric 0	Send Panel number.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		PANEL	N/A	Element Expected: Always after panel assigned
	Attribute	**M/O**	**Value**	**Description**
	Rank	O	S(2)	Rank of the competitor in the panel
	RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
	SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the panel, if they were to be presented. It follows Rank but allows to order those with the same rank. Those who have not raced are ordered by Bib.

Element: Competition /Result /Competitor (1,1) Competitor related to one phase result.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team, 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 for 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

2.3.5.6 Message Sort

Sort by 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.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							

	Gen						
	Sport						
	Codes						
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Type			
				Organisation			
				Description (0,1)			
					TeamName		
				Composition (0,1)			
					Athlete (1,N)		
						Code	
						Order	
						Bib	
						Description (1,1)	
							GivenName
							FamilyName
		ImageData (1,1)					
			-				

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. (if 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)

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

2.3.6.6 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 Cross and moguls 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) 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
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				
					Rank				
					IRM				
					QualificationMark				
					StrikeOut				
					StartOrder				
					ExtCompPlaces (0,1)				
						ExtCompPlace (1,N)			
							Type		
							Code		
							Pos		
							Value		

	PreviousUnit (0,1)				
		Unit			
	Competitor (0,1)				
		Code			
		Type			
		Seed			
		Organisation			
		Composition (0,1)			
			Athlete (1,N)		
				Code	
				Order	
				Bib	
				Description (1,1)	
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId

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	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

Element: 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)
Rank	O	S(5)	The rank in cross and dual moguls (inc. team) In the case of the finals in cross the rank in the message is the final overall rank.
Result	O	Numeric #0	Score in dual moguls (inc. team)
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

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 (Cross)
	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.			
Attribute	**M/O**	**Value**	**Description**
Unit	O	CC @Unit	Full RSC of the unit where the competitor progresses/progressed from

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 or 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.

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)	Athlete Bib 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
IFId	O	S(16)	International Federation ID

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete / ExtBracketAths / ExtBracketAth (1,N)				
Type		**Code**	**Pos**	**Description**
EBA		RESULT	N/A	Element Expected: When available in dual team moguls or team ski cross
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0 (Dual Team moguls) +s.ff or 0.00 (Team Ski Cross)	Dual Team Moguls: Athlete score Team Ski Cross: Time difference / Penalty
EBA		IRM	N/A	Element Expected: If the athlete has an IRM(team ski cross)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	IRM code if applicable

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" Rank="1" QualificationMark="BF" StartOrder="BLUE" >
      <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" Rank="2" QualificationMark="BF" StartOrder="RED" >
      <ExtCompPlaces>
        <ExtCompPlace Type="ECP" Code="LANE" Value="6" />
      </ExtCompPlaces>
      <PreviousUnit Unit="xxx…" />
      <Competitor Code="2019181" Type="A" Organisation="SUI">
        <Composition>
          <Athlete Code="2019181" Order="1" Bib="723" >
            <Description GivenName="John" FamilyName="Malone" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
…
```

2.3.7.6 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	Full RSC, one message is sent for each event.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. 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	O	S(40)	Event ENG Description (not code) from Common Codes
Gender	O	CC @SportGender	Gender code for the event.

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	M	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 /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	O	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. Team members should be participating in the event.
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)	Athlete Bib

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 (Final Ranking)

```
<Result Rank="2" ResultType="CODE" SortOrder="2">
  <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">
  <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 CC @Unit	Full RSC at phase or unit level as appropriate.
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 unit.

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 CC @Unit	Full RSC (34) at phase level in HP/BA/SS/Cross Full RSC (34) at unit level in AE, AET & MO In the case of AE Final 1 (two jumps) this is at the level covering both jumps (FRS?AE----------FNL-000100--)

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 available
	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 ##0.0	HP inner height of walls in metres	

	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		MOGULS	NA	Element Expected: Always in the case of moguls
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	GATE_WIDTH		
	Pos	N/A		
	Value	Numeric #0.0	Width of gate.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	GRAD_AVG		
	Pos	N/A		
	Value	Numeric #0	Average gradient	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			

	Attribute	Value	Description	
	Code	PACE		
	Pos	N/A		
	Value	ss.ff	Pace time	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	WIDTH		
	Pos	N/A		
	Value	Numeric #0.0	Width of course in m.	
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	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 #0.0	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	
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 jump 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 AE, BA, MO 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	
EC		INTERMEDIATES_NUM	N/A	Element Expected: Ski 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	O	String	Name of the intermediate point in ENG. Not applicable for S or F (not included).
EC		HEATS_NUM	N/A	Element Expected: Send by phase if not 1.
	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
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 judged events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of judges for the unit referenced at Configs /Config /Unit
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		FROM_RANK	S(2)	Pos Description: Send according to the round to progress: Send F (Final) Send Q2 (Qualification 2) 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		TO_RANK	S(2)	Element Expected: Send according to the round to progress: Send F (Final) Send Q2 (Qualification 2) Send A (Big Final) Send B (Small Final) Send SF for Semifinal Send QF for Quarterfinal Send 8 for 1/8 Final
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
EC		BRACKET_SIZE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BracketItems	Send the code for the first phase of the event

Sample (Cross)

```
<Configs>
  <Config Unit="FRSWSX----------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 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)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Temperature type, send AIR, 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)			
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 ##0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

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.

3 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	1 Sep 2019	First version
V0.2	16 Mar 2020	Updated after review
V0.3	22 Jul 2020	Updated after PT0 Judging
V0.4	18 Sep 2020	Updated after PT0 Timing
V1.0	16 Oct 2020	Approved
V1.1	8 Jan 2021	Timeline added
V1.2	1 Apr 2021	Updated with CR021830
V1.3	14 May 2021	Updated with CR022136 [DT_IMAGE only]
V1.4	10 Sep 2021	Updated after Homologation
V3.0	7 Jun 2023	First version for Gangwon
V3.1	20 Jul 2023	Updated
V3.2	28 Jul 2023	Updated
V3.3	17 Nov 2023	Updated
V3.4	22 Dec 2023	Updated

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	Change Moguls Structure 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
V0.3	SFR	Applicable Messages: Add note about message responsibilities and missing messages DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_IMAGE: Update with the standard changes for consistency DT_RESULT: Update triggering DT_RESULT: Update UI/STARTERS & COMPLETED at ExtendedInfos /ExtendedInfo DT_RESULT: Update expected at DISPLAY/LAST at ExtendedInfos /ExtendedInfo DT_RESULT: Correct description of Result /ResultItems /ResultItem /Result /Result DT_RESULT: Clarify ER/AFTER at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_RESULT: Add @Pos for DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo DT_RESULT: Clarify ExtendedInfos /SportDescription /SubEventName DT_BRACKETS: Update the description at 2.2.6.2 to indicate the message is only applicable in Cross. DT_BRACKETS: Remove UNCONFIRMED from ResultStatus in the header values DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Seed DT_RANKING: Update ER/UNIT to add @Pos at Result /ExtendedResults /ExtendedResult DT_CONFIG: Clarify that Value not required at COURSE/ALTITUDE @: Configs /Config /ExtendedConfig DT_CONFIG: Update Value at EC/HEATS_NUM @: Configs /Config /ExtendedConfig DT_CONFIG: Update DocumentCode to phase level DT_CONFIG: Update Configs/Config/Unit to unit level DT_CONFIG: Update precision of distances and angles to match ORIS DT_CONFIG: Remove COURSE/AERIALS/TABLE_GRAD at Configs /Config /ExtendedConfig DT_RESULT: Update Expected for UI/STARTERS/COMPLETE at ExtendedInfos /ExtendedInfo

		DT_RESULT: Change ER/YC to ER/CARD DT_RESULT: Update Expected for ER/JUMP at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value at ER/JUMP @: Result /ExtendedResults /ExtendedResult to support codes DT_RESULT: Update Value at ER/JUMP @: Result /ExtendedResults /ExtendedResult to support codes DT_CURRENT: Update Value at ER/JUMP @: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to support codes DT_CURRENT: Update DISPLAY/CURRENT and DISPLAY/NEXT Value at ExtendedInfos /ExtendedInfo DT_CURRENT: Update Expected for ER/JUMP at Result /ExtendedResults /ExtendedResult DT_BRACKETS: Change ECP/YC to ECP/CARD at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace Update M/O as needed throughout Other typographical corrections as needed DT_RESULT: Add @Pos at UI/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_RESULT: Update Expected at UI/OVERALL & SECTIONS @ExtendedInfos /ExtendedInfo DT_RESULT: Update Expected at EO/SECTOR & TYPE at Officials /Official /ExtOfficial DT_RESULT: Update Expected at JUDGE/OVERALL & SECT & SECT_PROG @ Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_RESULT: Update Result/Diff Description DT_CURRENT: Update Expected at JUDGE/OVERALL & SECT & SECT_PROG @ Result /ExtendedResults /ExtendedResult DT_BRACKETS: Remove UNCONFIRMED from Triggering DT_RANKING: Change NOCOMP to NO_AWARD at Result /Competitor /Code DT_CONFIG: Add EC/DOUBLE_UP & JUDGES at Configs /Config /ExtendedConfig Typographical corrections and clarifications as needed DT_RESULT: Add Result /ResultItems /ResultItem /Result/StartOrder and StartSortOrder DT_CURRENT: Add @Pos for DISPLAY/CURRENT @ExtendedInfos /ExtendedInfo DT_CURRENT: Add @Pos for DISPLAY/NEXT @ExtendedInfos /ExtendedInfo DT_CURRENT: Add ER/JUMP_ID @Result /ExtendedResults /ExtendedResult DT_CONFIG: Add EC/JUDGES_NUM at Configs /Config /ExtendedConfig
V0.4	SFA	Clarified Overview at 2.1 Add Team IFId in DT_RESULT and DT_RANKING 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 ER/JUMPS at Result /ExtendedResults /ExtendedResult DT_CURRENT: Update triggering for prior to the run DT_CURRENT: Add extensions for AE and AET to match implementation DT_CURRENT: Add DISPLAY/CURRENT/TO_BEAT @ExtendedInfos /ExtendedInfo DT_BRACKETS: Correct typographical error in Sort
V1.0	APP	No changes, updated to Approved
V1.1	APP	DT_CONFIG: Change AET to be unit level at Configs/Config/Unit (typographical correction, change to match implementation) DT_CONFIG: Update Expected value for COURSE/AERIALS Configs /Config /ExtendedConfig to add AET (typographical correction, change to match implementation) Timeline Added
V1.2	APP	DT_RESULT: Update expected for Result /ResultItems /ResultItem to add clarity DT_RESULT: Update Value Description JUDGE/[Judge Positon (J1, J2, ...)] or TOTAL at Result /ExtendedResults /ExtendedResult to add clarity. DT_RESULT: Update expected for Competition/Result (clarity) DT_RESULT: Update description of Result/Rank (clarity) DT_RESULT: Update Result/SortOrder and Result/StartSortOrder to clarify managment of snowseed (add clarity) DT_RESULT: Update ER/AFTER at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_RESULT: Add Result /ResultItems /ResultItem /Result /QualificationMark [match event progression] DT_RESULT: Add EO/VIDEO at Officials /Official /ExtOfficial [CR021847] DT_BRACKET: Update Bracket /BracketItems /BracketItem /CompetitorPlace /StartOrder to O (consistency with DT_RESULT) DT_CURRENT: Update Value Description JUDGE/[Judge Positon (J1, J2, ...)] or TOTAL at Result /ExtendedResults /ExtendedResult to add clarity. DT_CURRENT: Add ER/TIME Result /ExtendedResults /ExtendedResult to match the OVR implementation.

		DT_CURRENT: Add JUDGE/AIR + BASE + TURNS + DED + TURNS at Result /ExtendedResults /ExtendedResult to match OVR implementation and consistency with DT_RESULT. 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] DT_CONFIG: Add COURSE/ELEMENTS_NUM at Configs /Config /ExtendedConfig [CR021830] DT_CONFIG: Update COURSE/FEATURES_NUM at Configs /Config /ExtendedConfig [CR021830] Other minor editorial/typographical improvements without changing the data structures or content.
V1.3	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]
V1.4	APP	DT_RESULT: Update format of Value for ER/JUMP/DD at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (matches current implementation so no change in messages) [HPQC198488] DT_RESULT: Update Description at Result /ResultItems /ResultItem /Result /Diff to send 0.00 for the leader. [HPQC198497] DT_RESULT: Update Description at Result/Rank [HPQC198441] DT_RESULT: Update JUDGE/AIR and add JUDGE/FORM and JUDGE/LAND at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult to reflect current implementation in OVR [HPQC198581] DT_RESULT: Add JUDGE/AIR, JUDGE/FORM and JUDGE/LAND and remove JUDGE/TOTAL at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to reflect current implementation in OVR [HPQC198581] DT_RESULT: Update @Pos for ER/TRICK at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [HPQC198527] DT_CURRENT: Update @Pos for ER/TRICK at Result /ExtendedResults /ExtendedResult [HPQC198527] DT_BRACKETS: Update Description at Bracket /BracketItems /BracketItem /CompetitorPlace /Rank [HPQC198374] DT_BRACKETS: Update Description at Bracket /BracketItems /BracketItem /CompetitorPlace /Rank [HPQC198441] DT_CONFIG: Update EC/INTERMEDIATE at Configs /Config /ExtendedConfig to follow OVR implementation (no change in OVR) and be more clear [HPQC198489] DT_CONFIG: Clarify level for AE Final 1 at Configs /Config /Unit [HPQC197964]
V3.0	SFA	DT_PARTIC: Add ENTRY/SEED_PTS at Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Add Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_PHASE_RESULT: Message added DT_BRACKETS: Update Description DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Type DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Rank DT_BRACKETS: Add Bracket /BracketItems /BracketItem /CompetitorPlace /Result DT_BRACKETS: Add /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete / ExtBracketAths / ExtBracketAth DT_RANKING: Remove Result /ExtendedResults /ExtendedResult Remove all references to aerials
V3.1	SFA	DT_RESULT: Add ER/RESULT at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_BRACKETS: Update EBA/RESULT and add EBA/IRM at Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete / ExtBracketAths / ExtBracketAth DT_PHASE_RESULT: Update ResultStatus DT_PHASE_RESULT: Update triggering
V3.2	SFA	DT_PHASE_RESULT: Add Result / QualificationMark DT_PHASE_RESULT: Add Result /ExtendedResults /ExtendedResult
V3.3	SFA	DT_CONFIG: Add EC/BRACKET_SIZE at Configs /Config /ExtendedConfig
V3.4	SFA	DT_RESULT: Update Value at Result/Result