

Olympic Data Feed

Snowboard
ODF Data Dictionary
Technology and Information Department
© International Olympic Committee

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Snowboard Overview

MESSAGES IN EACH EVENT

* Big Air, Half Pipe, Slopestyle

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

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

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

Alternative Formats will be available in the DT_CONFIG.

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

* Snowboard Cross

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

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

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

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of status.

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			

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

2.3.1.5 Message Values

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

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

			<p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>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".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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)	<p>Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
Weight	O	S(3)	<p>Weight in kilograms. It will be included if this information is available.</p> <p>This information is not needed in the case of officials/referees.</p> <p>Do not send attribute if data not available.</p>
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	<p>Participant's nationality.</p> <p>Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.</p>

MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Competition /Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).

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

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

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

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

Type	Code	Pos	Description
ENTRY	STANCE	N/A	Element Expected: When available in Snowboard
	Attribute	M/O	Value
	Value	M	SC @Foot
ENTRY	RANK_WLD	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	S(4)

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	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
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

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team

after the transfer of control to OVR.

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

2.3.2.5 Message Values

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

Element: Competition /Team (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

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

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

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

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

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

Each current team is assigned to one event.

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

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase CC @Unit	Full RSC at phase or unit level as appropriate. The DocumentCode will be sent according to the header values.
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). Expected statuses are: START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message is sent:

- * As soon as the start list is available and any for changes [inc. IRMs] (START_LIST)
- * Send with all updates during the unit (LIVE)
- * In Slopestyle: Send after each athlete completes one section and judges have entered the scores (LIVE)
- * Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) (LIVE)
- * In messages with multiple heats or runs then send after each heat/run (INTERMEDIATE)

- * After the competition related to the message is finished. In detail
 - UNCONFIRMED: In cases of photofinish (Cross Events)
 - UNOFFICIAL: As soon as a competition is finished
 - OFFICIAL: After results are validated.
- * Send as PROTESTED if applicable
- * After any change (status as appropriate)

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
	UnitDateTime (0,1)						
			StartDate				
	ExtendedInfo (0,N)						
			Type				
			Code				
			Pos				
			Value				
			Competitor (0,N)				
				Organisation			
				Order			
				Composition (0,1)			
					Athlete (1,N)		
						FamilyName	
						GivenName	
	SportDescription (0,1)						
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
	VenueDescription (0,1)						
			Venue				
			VenueName				
			Location				
			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	
	WLT	
	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
	SortOrder
	StartOrder
	StartSortOrder
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Discard
Competitor (1,1)	
Code	
Type	
Bib	
Organisation	
Description (0,1)	
TeamName	
IFld	
EventUnitEntry (0,N)	
Type	
Code	
Pos	
Value	
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

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
	Value	M	S(3)
UI	LAST_QUAL	CC @Unit	Pos Description: Send the full RSC of the heat/run as applicable or not included when single group. Element Expected:

				When available in any phase where athletes progress and there is no DT_CUMULATIVE message.
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the current last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.
UI		OVERALL	N/A	Element Expected: When available in slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the % that overall contributes to the total.
UI		SECTIONS	N/A	Element Expected: When available in Slopestyle where judging is by sections
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the % that sections contributes to the total.
UI		STARTERS	CC @Unit	Pos Description: Full RSC of the heat/run as applicable or not included when the extension included overall. Element Expected: Always where athletes compete one by one As a minimum the overall (no @Pos) is sent, additional inclusions depending on heats/runs applicable.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of competitors on the start list
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after status START_LIST in units where athletes compete one by one. Send immediately when unit is LIVE and include any IRMs already assigned.				
	Attribute	Value	Description	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY		LAST_COMP	S(1) or CC @Unit	Pos Description: Send the full RSC of the heat/run as applicable or not included when the extension included overall. Element Expected: When available and only when the unit is LIVE, INTERMEDIATE, UNOFFICIAL or UNCONFIRMED
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.

Element: Competition /ExtendedInfos /ExtendedInfo /Competitor (0,N)			
Used for forerunners and similar who do not participate in the competition. Not usually part of DT_PARTIC.			
Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Organisations ID of the forerunner.
Order	M	Numeric #0	Order of the competitor associated to the ExtendedInfo, if more than one competitor associated. Send 1 if only one.

Element: Competition /ExtendedInfos /ExtendedInfo /Competitor /Composition /Athlete (1,N)			
Used when the ExtendedInfo is related to a person or a team member. The FamilyName and GivenName because, in many cases, the person related to the ExtendedInfo is not an athlete.			
Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name of the forerunner
GivenName	O	S(25)	Given name of the forerunner

Sample (ExtendedInfos)

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

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

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

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Order of officials

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation

Element: Competition /Officials /Official /ExtOfficial (0,N)				
Type	Code	Pos	Description	
EO	POSITION	Numeric 0	Pos Description: Judge Position, 1, 2.. Element Expected: Always for Judges (not Head) else do not send.	
EO	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	
EO	Attribute	M/O	Value	Description
	Value	M	S(5)	Send sectors related with Judge
EO	TYPE	N/A	Element Expected: Slopestyle where judging is by sections	
EO	Attribute	M/O	Value	Description
	Value	M	SC @JudgeType	Send the judge type
EO	SUB	Numeric #0	Element Expected: Only if this official did not participate in all heats/runs of the competition of this message (all is assumed without this extension)	
EO	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	
EO	Attribute	M/O	Value	Description
	Value	M	SC @VideoReview	Send applicable code

Sample (Slopestyle)

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

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor. 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. 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 cases above).
Result	O	m:ss.ff or ##0.00 or 0	Result for the particular event unit. 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. Only send if applicable
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. (even if some have IRM) Updated during the race with the current order, which is those with rank followed by those with IRM followed by those who have not started. In the case of units with heats the heat 2 will follow heat 1. In the case of Snowseed this should be updated with the correct order.

StartOrder	O	S(3)	The start order of the unit. For Cross Finals this field is the Lane Choice In the case of multiple heats numbers will be repeated. In the case of multiple runs (but not multiple heats) this will be the start order of the first run.
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit. Same as SortOrder before the start of the competition. In the case of Snowseed this should be updated with the correct order.
ResultType	O	SC @ResultType	Result type as appropriate.
Diff	O	+m:ss.ff	Time behind leader in the unit (only for those with a result). 0.00 for the leader. Do not send leading zeros. Only send in the case @ResultType is TIME SBX(SBD): - In seeding: time difference compared to the leader. - In Finals: time difference compared to the Heat leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		ADVANCED	N/A	Element Expected: If applicable
	Attribute	M/O	Value	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	String	Text description of the reason for disqualification.
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	Tied rank (HP, Slopestyle, Cross)

			#0	
ER		TIEBREAK_PTS	N/A	Element Expected: If applicable in BA, HP and SS all phases for athletes in a tie
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00#	Should be the tie-break points of the run which breaks the tie, or the total score of worst run depending on the criteria which breaks the tie.
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). Element Expected: When data is available
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time at the intermediate point Not included in Cross finals phases
	Rank	M	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	Diff	M	[+/-]s.ff	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader. Not included in Cross finals phases
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (2.. F). For example 2 is the section from intermediate 1 to intermediate 2 etc. Element Expected: When data is available
	Attribute	M/O	Value	Description
	Value	M	s.ff	Time for the section ending at the intermediate point @Pos.
	Rank	M	S(2)	Send the rank of the competitor in the section not considering IRMs
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
PROGRESS		SPEED	N/A	Element Expected: When available in cross
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Average speed in km/h

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

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

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

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

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
Result	O	m:ss.ff or ##0.00	Result for this ResultItem Send in the case @ResultType is TIME or POINTS
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
SortOrder	M	Numeric ##0	Used to sort all results in an event unit identified by /ResultItems /ResultItem
StartOrder	O	S(3)	The start order as displayed
StartSortOrder	M	Numeric #0	Used to sort all start list competitors

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

Type	Code	Pos	Description
ER	AFTER	N/A	Element Expected: Always. This is the result for the competitor up to and including this ResultItem. Included for each competitor when that competitor finishes this run. Attribute values may change in case of IRMs that impact the phase.
Attribute	M/O	Value	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.
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)
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 jump is discarded
ER		RE_RUN	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send 'Y' if the competitor is granted a Re-Run else do not send. Do not send after Re-Run is complete
ER		JUMP	Numeric #0	Pos Description: Send the jump/trick number in the run. 1.. Always 1 for BA. Element Expected: SS, BA and HP Send as soon as available.
	Attribute	M/O	Value	Description
	Value	M	S(15)	Code of the jump or trick.
ER		JUMP_ID	N/A	Element Expected: Big Air
	Attribute	M/O	Value	Description
	Value	M	S(1)	Jump ID
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2..F). Intermediate S will manage the reaction time. Element Expected: Cross Qualification
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time at the intermediate point.
	Rank	M	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	Diff	M	[+/-]s.ff or 0.00	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.
JUDGE		[Judge Positon (J1, J2, ...)]	S(1)	Code Description: Send Judge Position (J1, J2, ..)

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

Sample (BA)

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

Element: Competition /Result /Competitor (1,1)

Competitor related to the result of one event unit.

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

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

Competitors extended information.

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)

For team event information

Type		Code	Pos	Description
EUE		BIB_COLOUR	N/A	Element Expected: If applicable in the unit. Always snowboard teams
	Attribute	M/O	Value	Description
	Value	M	SC @BibColour	Send colour

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

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

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

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 Description

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

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

This message is expected in HP, SS, BA Qualification

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase CC @Unit	Full RSC at phase or unit level as appropriate. The DocumentCode will be sent according to the header values.
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent in Individual Events

- * Before the competition or run starts with the value of NEXT
- * At any time a competitor starts. (This athlete/pair will be considered current) and there will be a new 'next' (unless last athlete). Not applicable in ski cross finals.
- * Immediately after every addition/change in data during the run.
- * Immediately after each competitor completes the course and the data is available.

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

2.3.4.4 Message Structure

The following table defines the structure of the message.

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

2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	S(1) or CC @Unit	Pos Description: Send the full RSC of the heat/run as applicable or 1,2 etc. when a single group (for multiple competitors). Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current competitor(s).
DISPLAY	NEXT	S(1) CC @Unit	Pos Description: Send 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).

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: SS, BA and HP. Send as soon as available.	
ER	Attribute	M/O	Value	Description
	Value	M	S(15)	Code of the jump or trick
ER	JUMP_ID	N/A	Element Expected: Bir Air	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Jump ID
JUDGE	[Judge Position (J1, J2, ...)]	S(1)	Code Description: Send Judge Position (J1, J2, ..) Pos Description: Judge order 1, 2,... Element Expected: When data is available in HP, BA, Slopestyle	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0 or 0.0	Judge score
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send (BA, HP)
JUDGE	OVERALL	N/A	Element Expected: Slopestyle where judging is by sections	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score from the overall judges in slopestyle without considering DD.
JUDGE	SECT	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle where judging is by sections	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Score for the section
	Rank	M	S(2)	Send the rank in the section
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
JUDGE	SECT_PROG	S(1)	Pos Description: The section of the course scored. Element Expected: Slopestyle where judging is by sections	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Cumulative score to the end of the section.
	Rank	M	Numeric #0.0	Cumulative score to the end of the section.

	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). For Cross, intermediate S will manage the reaction time. Element Expected: Only in events with split times
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time at the intermediate point
	Rank	M	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	Diff	M	[+/-]s.ff or 0.00	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader. 0.00 for the leader.
PROGRESS		SECTION	S(2)	Element Expected: Intermediate point at the end of the section where section time is taken (2...F). For example 2 is the section from intermediate 1 to intermediate 2 etc.
	Attribute	M/O	Value	Description
	Value	M	s.ff	Time for the section ending at the intermediate point @Pos.
	Rank	M	S(2)	Send the rank of the competitor in the section not considering IRMs
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
PROGRESS		SPEED	N/A	Element Expected: When available in cross
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Average speed in km/h

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

2.3.4.6 Message Sort

Sort by Result @SortOrder.

2.3.5 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.

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
	IFld

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.

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Value is 1
Bib	M	S(5)	Bib number

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (Photo Finish)

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

2.3.6.6 Message Sort

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

2.3.7 Brackets

2.3.7.1 Description

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

This message is only applicable in SBX and SBT if brackets are used.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

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

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

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

- * Send with ResultStatus = "START_LIST" when bracket available and no units are complete
- * Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal unit) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- * Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has Unofficial status.
- * Send with ResultStatus = "OFFICIAL" when the last event unit for an event (Gold Medal match) has Official

status.

Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
	SportDescription (0,1)									
		DisciplineName								
		EventName								
		Gender								
	Bracket (1,N)									
	Code									
	BracketItems (1,N)									
		Code								
		BracketItem (1,N)								
			Code							
			Order							
			Position							
			Date							
			Time							
			Unit							
			CompetitorPlace (1,N)							
				Pos						
				Code						
				WLT						
				Rank						
				Diff						
				IRM						
				QualificationMark						
				StrikeOut						
				StartOrder						
				ExtCompPlaces (0,1)						
					ExtCompPlace (1,N)					
						Type				

		Code
		Pos
		Value
	PreviousUnit (0,1)	
	Unit	
	WLT	
	Competitor (0,1)	
	Code	
	Type	
	Seed	
	Organisation	
	Bib	
	Description (0,1)	
	TeamName	
	IFId	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFId	
	ExtBracketAths (0,1)	
	ExtBracketAth (1,N)	
	Type	
	Code	
	Pos	
	Value	

2.3.7.5 Message Values

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

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

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket.			
- If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). (Order changes before and after following ORIS)
Code	O	SC @CompetitorPlace	If there is no competitor (BYE) or when it is not known yet (TBD) or when both competitors are disqualified or Withdraw (NCT)
Rank	O	S(5)	The rank in cross In the case of the finals in cross the rank in the message is the final overall rank.
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	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send number of cards of this type

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless.			
Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC of the unit where the competitor progresses/progressed from

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)			
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Seed	O	S(2)	Rank of the competitor in the qualification Only send for first phase of the brackets.
Organisation	O	CC @Organisation	Competitors' organisation if known.
Bib	O	S(5)	Bib of the team

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	Order of the athlete in the team, 1 in individual events.
Bib	O	S(5)	Bib number of the athlete

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)				
Only for team Cross				
Type	Code	Pos	Description	
EBA	RESULT	N/A	Element Expected: If the athlete has a Diff or Penalty Time at the end of the run or won after Run 2	
Attribute	M/O	Value	Description	
Value	M	+s.ff or 0.00	Time difference / Penalty	
EBA	IRM	N/A	Element Expected: If the athlete has an IRM	
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="xxx.." >
      <CompetitorPlace Pos="1" Result="1" QualificationMark="BF" StartOrder="BLACK" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="LANE" Value="3" />
        </ExtCompPlaces>
        <PreviousUnit Unit="xxx.." />
        <Competitor Code="2000996" Type="A" Organisation="GER">
          <Composition>
            <Athlete Code="2000996" Order="1" Bib="123" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Result="2" QualificationMark="BF" StartOrder="BLUE" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="LANE" Value="6" />
        </ExtCompPlaces>
        <PreviousUnit Unit="xxx.." />
        <Competitor Code="2019181" Type="A" Organisation="SUI">
          <Composition>
            <Athlete Code="2019181" Order="1" Bib="723" >
              <Description GivenName="John" FamilyName="Malone" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

2.3.7.6 Message Sort

The following order applies:

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

2.3.8 Event Final Ranking

2.3.8.1 Description

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

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	One message is sent for each event, full RSC.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

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

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

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

* After last unit of the competition is official. (OFFICIAL)

2.3.8.4 Message Structure

The following table defines the structure of the message.

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

	Gen		
	Sport		
	Codes		
	ExtendedInfos (0,1)		
	SportDescription (0,1)		
	DisciplineName		
	EventName		
	Gender		
	Result (1,N)		
	Rank		
	RankEqual		
	ResultType		
	IRM		
	SortOrder		
	ExtendedResults (0,1)		
	ExtendedResult (1,N)		
	Type		
	Code		
	Pos		
	Value		
	Competitor (1,1)		
	Code		
	Type		
	Organisation		
	Description (0,1)		
	TeamName		
	IFId		
	Composition (1,1)		
	Athlete (0,N)		
	Code		
	Order		
	Bib		
	Description (1,1)		
	GivenName		
	FamilyName		
	Gender		
	Organisation		
	BirthDate		
	IFId		

2.3.8.5 Message Values

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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	S(3)	Final rank of the competitor in the event. This attribute is optional because the competitor could be unranked in the case of a red card, for example.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
ResultType	O	SC @ResultType	Send CODE unless IRM applies
IRM	O	SC @IRM	Send if the competitor has an IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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

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

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Ranking)

```
<Result Rank="2" ResultType="CODE" SortOrder="2">
  <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	Send one message per phase with the phase level RSC.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

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

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

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			
		Config (1,N)		
			Unit	
			ExtendedConfig (1,N)	

	Type
	Code
	Pos
	Value

2.3.9.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
FIS		HOMOLOGATION	N/A	Element Expected: When Available
	Attribute	M/O	Value	Description
	Value	M	String	FIS Homologation number
COURSE		NAME	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	String	Name of the course in ENG
COURSE		LENGTH	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the total length of the course in m.
COURSE		HALF_PIPE	N/A	Element Expected: In halfpipe only
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description	
	Code	HEIGHT		
	Pos	N/A		
	Value	Numeric ##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		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	Landing gradient in degrees
COURSE		SLOPESTYLE	N/A Element Expected: Always in the case of slopestyle
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description
	Code	JIBBING_NUM	
	Pos	N/A	
	Value	Numeric #0	Number of jibbing features
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description
	Code	JUMPS_NUM	
	Pos	N/A	
	Value	Numeric #0	Number of jump features
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description
	Code	FEATURES_NUM	
	Pos	N/A	
	Value	Numeric #0	Number of features
COURSE		FEATURES_NUM	N/A Element Expected: Cross, if different from number of elements
	Attribute	M/O	Value Description
	Value	M	Numeric #0 Number of features
COURSE		ELEMENTS_NUM	N/A Element Expected:

				Cross
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of elements
COURSE		ALTITUDE	N/A	Element Expected: When applicable (not BA and HP)
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description	
	Code	DROP		
	Pos	N/A		
	Value	Numeric ###0	Send the total vertical drop in metres	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description	
	Code	FINISH		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the finish in metres	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	Value	Description	
	Code	START		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the start point in metres	
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always if there are intermediate points. May apply to Cross.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.
EC		INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, S for start then 1 to n for intermediates along the course and F for the finish point. Element Expected: If there are intermediate points where time is recorded.
	Attribute	M/O	Value	Description
	Value	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. (Snowboard events)
	Attribute	M/O	Value	Description

	Value	M	Numeric #0	Send the number of heats for that phase.
EC		RUNS_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the number of runs for that phase.
EC		DOUBLE_UP	N/A	Element Expected: When double-up format used in HP/BA/SS
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if double-up format is used.
EC		JUDGES	N/A	Element Expected: Always in Slopestyle for Judging format
	Attribute	M/O	Value	Description
	Value	M	String	Send SECTION or OVERALL for judging by section or overall
EC		JUDGES_NUM	N/A	Element Expected: Always in judges events
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of judges for the unit referenced at Configs /Config /Unit
QUALIFICATION		FROM_RANK	S(2)	Pos Description: Send according to the round to progress: Send F (for Final) Send A (Big Final) Send B (Small Final) Send SF for Semifinal Send QF for Quarterfinal Send 8 for 1/8 Final Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Send the code for the qualification rule.
QUALIFICATION		TO_RANK	S(2)	Pos Description: Send according to the round to progress: Send F (for Final) Send A (Big Final) Send B (Small Final) Send SF for Semifinal Send QF for Quarterfinal Send 8 for 1/8 Final Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify

Sample (Config)

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

2.3.9.6 Message Sort

There is no general message sorting rule.

2.3.10 Weather conditions

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (location level)
DocumentType	DT_WEATHER	Weather conditions in the location as referred to in DocumentSubcode.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

The message is sent for each session:

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

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	
			Humidity	
			Wind_Direction	
			Condition (0,3)	

	Code
	Value
Temperature (0,N)	
	Code
	Unit
	Value
Wind (0,N)	
	Code
	Unit
	Value

2.3.10.5 Message Values

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

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

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

Element: Competition /Weather /Conditions /Condition (0,3)			
Send three times in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @SnowConditions or CC @WeatherCondition	Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW

Element: Competition /Weather /Conditions /Temperature (0,N)			
Send with different @Code in the case of winter conditions as needed.			
Attribute	M/O	Value	Description
Code	M	S(4)	Temperature type, send AIR, SNOW
Unit	M	SC @TemperatureUnit	Unit for temperature, send both
Value	M	Numeric -##0.0 or ##0.0	Temperature of the @Code. Negative is applicable

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

Sample (Weather)

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

2.3.10.6 Message Sort

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

3 Document Control

Version history		
Version	Date	Comments
V0.1	16 Mar 2020	First version
V0.2	22 Jul 2020	Updated after PT0 Judging
V0.3	18 Sep 2020	Updated after PT0 Timing
V0.4	9 Oct 2020	Updated to align cross
V1.0	16 Oct 2020	Approved
V1.1	1 Apr 2021	Updated with CR021847
V1.2	14 May 2021	Updated with CR022136 [DT_IMAGE only]
V1.3	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	22 Dec 2023	Updated

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version DT_RESULT: Add EO/SUB @Officials /Official /ExtOfficial DT_RESULT: Update @Pos at UI/STARTERS @ExtendedInfos /ExtendedInfo DT_RESULT: Add ER/AFTER @Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult

Change Log		
Version	Status	Changes on version
V0.2	SFR	<p>Applicable Messages: Add note about message responsibilities and missing messages</p> <p>DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497]</p> <p>DT_RESULT: Update triggering (for PROTESTED)</p> <p>DT_RESULT: Update Expected for UI/STARTERS and UI/STARTERS/COMPLETE at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Update DISPLAY/LAST_COMP @Pos and Expected at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Update Description at ExtendedInfos /SportDescription /SubEventName</p> <p>DT_RESULT: Replace ER/YC with ER/CARD at Result /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Update Description of Result /ResultItems /ResultItem /Order</p> <p>DT_RESULT: Clarify ER/AFTER at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Update Expected at ER/JUMP at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Update Expected at ER/JUMP at Result /ExtendedResults /ExtendedResult</p> <p>DT_IMAGE: Update with the standard changes for consistency</p> <p>DT_BRACKETS: Update description to define applicable events</p> <p>DT_BRACKETS: Remove UNCONFIRMED as possible ResultStatus from header values.</p> <p>DT_BRACKETS: Replace ECP/YC with ER/CARD at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace</p> <p>DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Seed</p> <p>DT_CONFIG: Update precision of distances and angles to match ORIS</p> <p>Update M/O as needed throughout</p> <p>Other typographical corrections as needed</p> <p>Update summary of messages in the discipline at 2.1 (moved from introduction)</p> <p>DT_RESULT: Add @Pos at UI/LAST_QULA at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Update Result/QualificationMark Description</p> <p>DT_RESULT: Update Result/Diff Description</p> <p>DT_RESULT: Update Expected at EO/SECTOR & TYPE at Officials /Official /ExtOfficial</p> <p>DT_RESULT: Update Expected at UI/OVERALL & SECTIONS @ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Update Expected at JUDGE/OVERALL & SECT & SECT_PROG @ Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Update message description</p> <p>DT_CURRENT: Update @Pos Description @ DISPLAY/NEXT @ ExtendedInfos /ExtendedInfo</p> <p>DT_CURRENT: Remove ER/PREV @Result /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Update Expected at JUDGE/OVERALL & SECT & SECT_PROG @ Result /ExtendedResults /ExtendedResult</p> <p>DT_CUMULATIVE_RESULT: Remove UNCONFIRMED from ResultStatus and Triggering</p> <p>DT_CUMULATIVE_RESULT: START_LIST in ResultStatus and Triggering</p> <p>DT_CUMULATIVE_RESULT: Update Expected at EI/LAST_QUAL @ExtendedInfos /ExtendedInfo</p> <p>DT_CUMULATIVE_RESULT: Change Value to Optional at ER/RED/ & BLUE at Result /ExtendedResults /ExtendedResult</p> <p>DT_RANKING: Change NOCOMP to NO_AWARD at Result /Competitor /Code</p> <p>DT_BRACKETS: Remove UNCONFIRMED from Triggering</p> <p>DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /WLT to only include for Parallel</p> <p>DT_BRACKETS: Clarify that Bracket /BracketItems /BracketItem /CompetitorPlace /Diff is only applicable in Parallel</p> <p>DT_BRACKETS: Add Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth</p> <p>DT_CONFIG: Add F as an option for @Pos at QUALIFICATION/FROM_RANK and TO_RANK at Configs /Config /ExtendedConfig</p> <p>DT_CONFIG: Update Configs/Config/Unit</p> <p>DT_CONFIG: Add EC/DOUBLE_UP & JUDGES at Configs /Config /ExtendedConfig</p> <p>Typographical corrections as needed</p> <p>DT_RESULT: Add Result /ResultItems /ResultItem /Result/StartOrder and StartSortOrder</p> <p>DT_CURRENT: Add @Pos for DISPLAY/CURRENT @ExtendedInfos /ExtendedInfo</p> <p>DT_CURRENT: Add ER/JUMP_ID @Result /ExtendedResults /ExtendedResult</p> <p>DT_CONFIG: Add EC/JUDGES_NUM at Configs /Config /ExtendedConfig</p>

Change Log		
Version	Status	Changes on version
V0.3	SFA	<p>Clarified overview at 2.1</p> <p>Add Team IFld in DT_RESULT, DT_BRACKETS and DT_RANKING to match the implementation</p> <p>DT_RESULT: Add note that Result/ResultItems/ResultItem is used in SBX Qualification</p> <p>DT_RESULT: Update Result/StartOrder to clarify use with multiple runs</p> <p>DT_RESULT: Update PROGRESS/INTERMEDIATE at Result/ExtendedResults/ExtendedResult to exclude time in Cross finals phases</p> <p>DT_RESULT: Add PROGRESS/INTERMEDIATE at Result /ResultItems /ResultItem /Result</p> <p>DT_RESULT: Add Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Update triggering for prior to the run</p> <p>DT_CURRENT: Update PROGRESS/INTERMEDIATE at Result/ExtendedResults/ExtendedResult</p> <p>DT_BRACKET: Correct typo in Message sort</p>
V0.4	SFA	DT_RANKING: Add ER/QUAL_RANK at Result /ExtendedResults /ExtendedResult
V1.0	APP	DT_RESULT: Remove Result /ResultItems /ResultItem /Result /Diff as it does not apply
V1.1	APP	<p>DT_RESULT: Update Result/SortOrder and Result/StartSortOrder to clarify managment of snowseed (add clarity)</p> <p>DT_RESULT: Add ER/RE_RUN at Result /ExtendedResults /ExtendedResult (missing information)</p> <p>DT_RESULT: Update Expected for Result /ResultItems /ResultItem (add clarity)</p> <p>DT_RESULT: Update ER/AFTER at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Add ER/RESULT/IRM at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Add EO/VIDEO at Officials /Official /ExtOfficial [CR021847]</p> <p>DT_RESULT: Update format of Value of ER/RESULT at Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to remove W [CR021847]</p> <p>DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /StartOrder to O (consistency with DT_RESULT)</p> <p>DT_BRACKETS: Change EBA/RESULT/Value to O at Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth</p> <p>DT_BRACKETS: Add EBA/IRM at Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth</p> <p>DT_BRACKETS: Update format of Value of EBA/RESULT at Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth to remove W [CR021847]</p> <p>DT_CONFIG: Add COURSE/TURNS at Configs /Config /ExtendedConfig</p> <p>DT_CONFIG: Add COURSE/ELEMENTS_NUM at Configs /Config /ExtendedConfig [CR021847]</p> <p>DT_CONFIG: Update COURSE/FEATURES_NUM at Configs /Config /ExtendedConfig [CR021847]</p> <p>DT_WEATHER: Update header values to send at location level [CR021512]</p> <p>DT_WEATHER: Update triggering [CR021512]</p> <p>DT_WEATHER: Update Weather/Conditions/Code to add GEN [CR021512]</p>
V1.2	APP	<p>DT_IMAGE: Update message description [CR022136]</p> <p>DT_IMAGE: Update DocumentSubcode & Version in header [CR022136]</p> <p>DT_IMAGE: Update expected in Competition/Image [CR022136]</p> <p>DT_IMAGE: Update expected and attributes in Competition/Image/Result [CR022136]</p> <p>Minor typographical corrections without changing any messages/data</p>

Change Log		
Version	Status	Changes on version
V1.3	APP	DT_RESULT: Update @Pos for ER/TRICK at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [HPQC198527] DT_RESULT: Update DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo to keep parallel pair together [HPQC198359] DT_RESULT: Remove UI/GATES_NUM from ExtendedInfos /ExtendedInfo [HPQC198353] DT_CURRENT: Update @Pos for ER/TRICK at Result /ExtendedResults /ExtendedResult [HPQC198527] DT_BRACKETS: Update Description at Bracket /BracketItems /BracketItem /CompetitorPlace /Rank [HPQC198374] DT_RESULT: Update Description at Result/Rank [HPQC198441] 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: Update typographical error at Value for COURSE/HALF_PIPE/HEIGHT at Configs /Config /ExtendedConfig (no change in OVR) [HPQC198557] DT_CONFIG: Update typographical error at Value for COURSE/BIGAIR/KNOLL at Configs /Config /ExtendedConfig (no change in OVR) [HPQC198559] DT_CONFIG: Add COURSE/GATES at Configs /Config /ExtendedConfig [HPQC198353]
V3.0	SFA	DT_PARTIC: Add ENTRY/RANK_WLD, ENTRY/RANK_PTS, ENTRY/SEED_PTS at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC: Remove ENTRY/SEED at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Remove Team /Discipline /RegisteredEvent /EventEntry DT_PHASE_RESULT: Message added DT_RANKING: Remove Result /ExtendedResults /ExtendedResult Remove DT_CUMULATIVE_RESULT Remove all references to parallel
V3.1	SFA	DT_PHASE_RESULT: Update ResultStatus DT_PHASE_RESULT: Update triggering
V3.2	SFA	DT_PARTIC: Add ENTRY/SEED at /Participant /Discipline /RegisteredEvent /EventEntry (following YORIS) DT_PHASE_RESULT: Add Result / QualificationMark DT_PHASE_RESULT: Add Result /ExtendedResults /ExtendedResult
V3.3	SFA	DT_RESULT: Update Value at Result/Result