International Olympic Committee

Olympic Data Feed

Freestyle Skiing and Snowboard, Judged Events
ODF Data Dictionary
Technology and Information Department
© International Olympic Committee

OWG2026-FRSSBD_J-1.3, APP
31 July 2025

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
Language Guidelines and Participant Names	The document describes the different Name formats
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 and Freestyle Skiing, Judged Events Overview

MESSAGES IN EACH EVENT

- Big Air, Half Pipe, Slopestyle (SBD/FRS)

Each of these events can be conducted with single heat or two heats in qualification (best of two runs in HP, SS) or two best out of three (BA), and up to 3 Runs during the final.
Each run (or each run in each heat if heats apply) in the competition is scheduled as a separate schedule item. Some can also be conducted in "double-up" format where athletes in qualification are in two heats running alternately. Or two genders running alternately.
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.
DT_RESULT message is applicable to each run (or heat run if heats are applied) and DT_PHASE_RESULT message is created for the Phase.

- Individual Aerials (FRS)

Qualification in aerials is conducted in two rounds, Qualification 1 and Qualification 2. DT_RESULT is applicable to each Qualification Round (Qualification 1 and Qualification 2). In the finals there are two independent rounds, Final 1 and Final 2.
Final 1 includes 2 jumps and DT_RESULT is applicable to each F1 Jump unit.
For Qualification and Final 1 the DT_PHASE_RESULT message is applicable, summarizing the rank and score of the two Jumps. For Final 2 there is only one Jump and only the DT_RESULT is applicable.

- Team Aerials (FRS)

Team aerials have straight finals there are two independent rounds, Final 1 and Final 2. There is a single DT_RESULT for each final. Individual athlete results appear under the athlete element, not by run.

- Moguls (FRS)

Qualification in moguls is conducted with two rounds, Qualification 1 and Qualification 2. There is a single DT_RESULT for each qualification. In the finals there are three independent runs, Final 1, Final 2 and Final 3. There is a single DT_RESULT for each run. DT_PHASE_RESULT is applicable only on the Qualification Round.

- Dual Moguls (FRS)

The Dual Moguls competition consists of Finals only (1/16 Finals, 1/8 Finals, Quarterfinals, Semifinals, Small Final and Big Final). DT_RESULTS is created for each Heat and DT_BRACKET is created for the event. DT_CURRENT is not expected.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE will include every heat & run/jump in qualification and finals as well as at phase level.
ScheduleStatus "SCHEDULE_BREAK" is applicable to the Phase RSCs and the Heat Event Unit RSCs, to be used in the case of long breaks along the competition (i.e. training session between two competition units or in case of long break between the runs). Phase and Heat Event Unit ScheduleStatus should be consistent. For example, the Heat cannot be "RUNNING" while the Phase "SCHEDULE_BREAK".

PARALYMPIC
No judged events are part of the Paralympic program.

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 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_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of Entries by Event	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_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements 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 any individual athlete (participating or not in the current games) or any official or a competitor being part of a team (team member).

Although the athlete or official 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 personal information of the participant and along with discipline related information.

This message includes, when applicable, historical athletes that do not participate in the current competition. These participants are distinguished by the status value. The historical athletes will be used to match historical information as in the records message.

It is important to note that all the sport messages that make references to athletes (entries, start list, event unit results, etc.) has always to match the Participant @Code in this message.

This message includes the different name types/formats of the participant. The definition of all these types is available in the Global Document “Language Guidelines & Participant Names”.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one discipline. The arrival of this message resets all the previous participants' information for one discipline.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list but only the data being modified.

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition

Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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 for any modification in the data.
DT_PARTIC with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems 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			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		Organisation			
		BirthDate			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			

	CountryofResidence		
	Nationality		
	MainFunctionId		
	OlympicSolidarity		
	Discipline (1,1)		
		Code	
		IFId	
		DisciplineEntry (0,1)	
			Type
			Code
			Pos
			Value

2.3.1.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Sample (Versions):

```
<Competition Gen="OWG2026-GEN-2.6" Sport=" OWG2026-FRSSBD_J-1.10" Codes="OWG2026-3.6">
```

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Participant's ID/Registration Number It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) without leading zeros	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.

			The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if participant is historical.
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print name
PrintInitialName	M	S(18)	Print Initial name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	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)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY Id	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main function
OlympicSolidarity	O	Y	Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

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

All participating athletes or officials will be assigned at least one discipline, it could be more. If an athlete or official are assigned to more than one discipline, it will be included in the participant message of each disciplines.

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Discipline RSC, expected to be the same as the one used in OdfBody @DocumentCode.
IFId	O	S(16)	International Federation Id

Element: Competition /Participant /Discipline /DisciplineEntry (0,1)			
Type	**Code**	**Pos**	**Description**
ENTRY	STANCE	N/A	Element Expected: when available in SBD only
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@Foot Code	Stance Code

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

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

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid and their participation is defined by the status attribute.

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_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

Teams are managed directly by OVR and sent as DT_PARTIC_TEAMS_UPDATE to create or modify them.

DT_PARTIC_TEAMS with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems 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			
		Status			
		Organisation			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		Discipline (0,1)			
			Code		
			IFId		

2.3.2.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team’s entry status. To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.

PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type. Element expected: ORG This is how the name is constructed to allow clients to build in other languages.

Element: Competition /Team /Discipline (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline
IFId	O	S(16)	IF Id for the discipline if it is assigned.

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 List of Entries by Event

2.3.3.1 Description

The participant may participate in one or more than one event of a discipline. This message just contains the entry information for the specific event of the message, listing the specific event entry information of the participant.

List of entries by event (DT_ENTRIES) is provided for each event within a discipline. It is a complete event entry information message for one event. The arrival of this message resets all the previous participants' entry information for one event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

The DT_ENTRIES 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 the entries information is updated in the venue and the bulk message is triggered by the OVR.

For the Mixed Team Aerials the entries are managed by the OVR therefore the DT_ENTRIES for this event will be distributed after OVR becomes the owner of the data and based on the corresponding Team Captains' Meeting outcomes.

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	Level 9
Competition (0,1)								
	Gen							

| | | |

Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Competitor ID.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc).

Element: Competition /Entry /Description (0,1) Used in Team event only			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /ExtendedEntry (0,N)			
Type	**Code**	**Pos**	**Description**
IFRANK	SC@IFRank	N/A Or CC@EVENT Code	Pos Description: do not send when the SC@IFRank corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event that SC@IFRank refers to. Element Expected: when available.
Attribute	**M/O**	**Value**	**Description**
Value	M	Positive Integer	Seeding order used to create the start list

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status, if applicable

Element: Competition /Entry /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)				
Type		**Code**	**Pos**	**Description**
IFRANK		SC@IFRank	N/A Or CC@EVENT Code	Pos description: do not send when the SC@IFRank corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event that SC@IFRank refers. Element Expected: when applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Rank of the athlete for the specific event
IFPOINTS		SC@IFPoints	N/A Or CC@EVENT Code	Pos description: do not send when the SC@IFPoints corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event that SC@IFPoints refers. Element Expected: when applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	###0.00	Points of the athlete for the specific event

2.3.3.6 Message Sort

Sort by Entry @SortOrder

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNOFFICIAL

		OFFICIAL PROTESTED PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is expected after any update with ResultStatus:

- START_LIST: as soon as the start list is available and in case of any changes (including IRMs before the event unit starts)
- LIVE: when the competition starts
- INTERMEDIATE: in the case that the event unit is interrupted
- UNOFFICIAL/OFFICIAL: as soon as the event unit is finished as applicable
- PROTESTED if applicable.
- PROVISIONAL: if a CAS, IOC or IF decision is pending

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	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		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
				ResultType
				Result
				IRM
				SortOrder
				StartOrder
				StartSortOrder
				QualificationMark
				WLT
				ExtendedResults (0,1)
				ExtendedResult (1,N)
				Type
				Code
				Pos
				Value
				Value2
				Rank
				RankEqual
				Diff
				Discard
				Extension (0,N)
				Code
				Pos
				Value
				Competitor (1,1)
				Code
				Type

| | | |

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	LAST_QUAL	N/A	Element Expected: MO Final 1 and AET.

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Competitor ID of the current last qualifying place. If insufficient competitors have completed the phase the current last place is expected.

Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: always when athletes compete one by one

	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Number of competitors in the start list

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected Always after status START_LIST in units where athletes compete one by one and at least one competitor has completed the unit with a valid result. Send immediately when unit is LIVE and include any IRMs already assigned.

	Attribute	Value	Description
	Code	COMPLETE	
	Pos	N/A	
	Value	Positive Integer	Number of competitors whose event unit is completed (including IRMs)

Type	Code	Pos	Description
DISPLAY	LAST_COMP	SC@CourseColour Order N/A	Pos Description: applicable to DM only else N/A Element Expected: when available and if ResultStatus is LIVE, INTERMEDIATE, UNOFFICIAL

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Competitor ID of the last competitor to compete and receive a result. In DM the pair must be kept together in this extension and not separated.

Element: Competition /ExtendedInfos /SportDescription (0,1)

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description .
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription This is the name related to the DocumentCode of the message.

Element: Competition /ExtendedInfos /VenueDescription (0,1)

Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description

Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description

Element: Competition /Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Official's Code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's Function, it can be different from the one sent in the DT_PARTIC message.
Order	M	Positive Integer	Official's Order

Element: Competition /Officials /Official /Description (1,1)			
Attribute	**M/O**	**Value**	**Preferred Given Name**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation

Element: Competition /Officials /Official /ExtOfficial (0,N)				
Type		**Code**	**Pos**	**Description**
EO		POSITION	Positive Integer	Pos Description: Judge Position, 1, 2.. Element Expected: always for Judges (not Head- unless in exceptional scenario of missing judges) else do not send. In the exceptional scenario of a missing judge, that was included in the DT_CONFIG send the last position for the missing judge
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Judge Code	Code for the judge.
EO		SECTION	N/A	Element Expected: SS (section by section)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(5)	Section related with Judge. In the exceptional scenario of a missing judge, that was included in the DT_Config send the sector that the judge would normally hold
EO		TYPE	N/A	Element Expected: SS (section by section), MO, DM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@JudgeType Code	Judge type

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)

This contains Event Unit Information for all Events

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor.
RankEqual	O	Y	Y if a rank has been equaled.
ResultType	O	SC@ResultType Code	Result type as appropriate
Result	O	##0.00 #0[.0] (DM)	Result of data in the message in the case @ResultType is POINTS
IRM	O	SC@IRM Code	IRM for the event unit in the case @ResultType is IRM
SortOrder	M	Positive Integer	Index to order the competitors. It is mostly based on rank, but it should be used to sort out 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 Re-Run (not provisional) should be updated with the correct order
StartOrder	O	Positive Integer	The start order in the unit.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit. In case of Re-Run (not provisional) should be updated with correct order.
QualificationMark	O	SC@QualificationMark Code	Qualification mark as soon as available (not applicable to DM)
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the race. Applicable to Dual Moguls only.

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

Type		Code	Pos	Description
ER		DSQ_DESC	N/A	Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(255)	Text description of the reason for disqualification.
ER		RE_RUN	N/A	Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send 'Y' if the competitor is granted a Re-Run else do not send. Flag to be removed once the Re-Run is complete. Do not send in the case of provisional Re-Run.
ER		TIEBREAK_FOR	N/A	Element Expected: If applicable in MO (Finals), AE (Final2), AET (All finals) for tie athletes
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	Result
ER		TIEBREAK_PTS	N/A	Element Expected: If applicable in MO (Finals), AE (Final2), AET (All finals) for tie athletes
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	Tie-break points of the run which breaks the tie.
ER		JUMP	Positive Integer	Pos Description: order of the jump/trick within the unit. 1 in case of 1 jump/trick per unit. Element Expected: always except DM and for AE in case of IRM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(15) SC@Trick Code	Code of the jump or trick
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected AE (except in case of IRM) and MO			
	Attribute	**Value**	**Description**	
	Code	DD		
	Pos	N/A		
	Value	#0.00 (MO) #0.000 (AE)	Degree of difficulty of the jump.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected (if available) for AE, HP, SS, BA, MO. Do not send for AE in case of IRM			
	Attribute	**Value**	**Description**	
	Code	DESC		
	Pos	N/A		
	Value	S(50) or SC@Trick ENG Description	Text description of the jump or SC@Trick (ENG Description)	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected AE only except in case of IRM.			
	Attribute	**Value**	**Description**	
	Code	KICKER		
	Pos	N/A		

	Value	#	Kicker ID	
ER		JUMP_ID	N/A	Element Expected: BA only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	A, B, C	Jump ID
ER		JUMPS	N/A	Element Expected: AET only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	0	Send number of jumps completed for this team in the unit
ER		TIME	N/A	Element Expected: MO/DM only.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	sS.FF	Time for the run-in (mandatory only for MO)
	Value2	O	#0.00	Time points for the run-in (mandatory only for MO)
	Diff	O	+sS.FF	Time difference between the competitors participating in the event unit. Mandatory for DM only as soon as available. 0.00 for the leader
ER		SPEED	N/A	Element Expected: AEonly if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	In-run speed in km/h
JUDGE		AIR	N/A	Element Expected: AE/MO/DM only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.00 (MO) #0 (DM) #0.0 (AE)	Total Air Score
JUDGE		FORM	N/A	Element Expected: AE only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Total Form Score
JUDGE		LAND	N/A	Element Expected: AE only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Total Landing Score
JUDGE		TOTAL	N/A	Element Expected: AE only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Total Score before applying the degree of difficulty
JUDGE		BASE	N/A	Element Expected: MO only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Total Base Value Score
JUDGE		DED	N/A	Element Expected: MO and AE only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	-#0.0	Total Turns Deductions for MO Total Form Deductions for AE
JUDGE		TURNS	N/A	Element Expected: MO/DM only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0 (MO)	Total turns score:

			#0 (DM)	MO (base - deductions), DM (turns only)
JUDGE		SC@Judge Code	Positive Integer	Pos Description: Judge ID (1, N) in BA, HP, SS (overall format), DM, MO, AE Element Expected: when data are available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	##0 (HP/SS/BA/DM) #0.0 (MO,DM J7 only)	Base Score by Judge (not expected for MO J6/J7 and AE, else mandatory)
	Discard	O	Y	Y if this score is discarded (BA, HP, MO and SS overall format)
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected in AE/MO			
	Attribute	**Value**	**Description**	
	Code	AIR		
	Pos	##0	Jump number in MO(Positive Integer) 0 for discarded score otherwise 1 in AE	
	Value	0.0	Air Score	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected in AE			
	Attribute	**Value**	**Description**	
	Code	FORM		
	Pos	0, 1	0 for discarded score otherwise 1	
	Value	0.0	Form Score	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected in AE			
	Attribute	**Value**	**Description**	
	Code	LAND		
	Pos	0, 1	0 for discarded score otherwise 1	
	Value	0.0	Landing Score	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected when applicable in MO			
	Attribute	**Value**	**Description**	
	Code	DED		
	Pos	0, 1	0 for discarded deductions otherwise 1	
	Value	-0.0	Turns Deductions	
JUDGE		SECT	Positive Integer	Pos Description: section of the course Element Expected: SS (section by section)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.00	Section Score
JUDGE		SECT_PROG	Positive Integer	Pos Description: section of the course up to the cumulative score referred. Element Expected: SS (section by section), except for the first section
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.00	Cumulative score of the sections up to @Pos.
JUDGE		COMPOSITION	N/A	Element Expected: SS (section by section)

	Attribute	M/O	Value	Description
	Value	M	#0.00	Composition Score
	Rank	M	Positive Integer	Composition Score Rank
	RankEqual	O	Y	Y if a rank has been equaled at this specific ExtendResult.

Sample (AE Heat)

```
<Result Rank="17" Result="108.41" SortOrder="17" StartOrder="16" StartSortOrder="16" ResultType="POINTS">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="BEST" Value="Y"/>
    <ExtendedResult Type="ER" Code="JUMP" Pos="1" Value="bFdFF">
      <Extension Code="DD" Value="4.425"/>
      <Extension Code="DESC" Value="Back Full-Double Full-Full"/>
      <Extension Code="KICKER" Value="5"/>
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="AIR" Value="5.1"/>
    <ExtendedResult Type="JUDGE" Code="FORM" Value="11.5"/>
    <ExtendedResult Type="JUDGE" Code="LAND" Value="7.9"/>
    <ExtendedResult Type="JUDGE" Code="TOTAL" Value="24.5"/>
    <ExtendedResult Type="JUDGE" Code="J1" Pos="AIR" Value="1.7"/>
    <ExtendedResult Type="JUDGE" Code="J1" Pos="FORM" Value="3.4"/>
    <ExtendedResult Type="JUDGE" Code="J1" Pos="LAND" Value="2.6"/>
    <ExtendedResult Type="JUDGE" Code="J2" Pos="AIR" Value="1.8" Discard="Y"/>
    <ExtendedResult Type="JUDGE" Code="J2" Pos="FORM" Value="4.0"/>
    <ExtendedResult Type="JUDGE" Code="J2" Pos="LAND" Value="2.8" Discard="Y"/>
    <ExtendedResult Type="JUDGE" Code="J3" Pos="AIR" Value="1.7"/>
    <ExtendedResult Type="JUDGE" Code="J3" Pos="FORM" Value="4.1"/>
    <ExtendedResult Type="JUDGE" Code="J3" Pos="LAND" Value="2.7"/>
    <ExtendedResult Type="JUDGE" Code="J4" Pos="AIR" Value="1.7"/>
    <ExtendedResult Type="JUDGE" Code="J4" Pos="FORM" Value="4.1" Discard="Y"/>
    <ExtendedResult Type="JUDGE" Code="J4" Pos="LAND" Value="2.5" Discard="Y"/>
    <ExtendedResult Type="JUDGE" Code="J5" Pos="AIR" Value="1.5" Discard="Y"/>
    <ExtendedResult Type="JUDGE" Code="J5" Pos="FORM" Value="3.3" Discard="Y"/>
    <ExtendedResult Type="JUDGE" Code="J5" Pos="LAND" Value="2.6"/>
  </ExtendedResults>
</Result>
```

Sample (SS Qualification Heat)

```
<Result Rank="1" Result="85.08" SortOrder="1" StartOrder="3" StartSortOrder="3" ResultType="POINTS">
  <ExtendedResults>
            <ExtendedResult Type="ER" Code="JUMP" Pos="1" Value="Tr-fs-xu-Pr-2"/>
            <ExtendedResult Type="ER" Code="JUMP" Pos="2" Value="x-l-tov-4-con-2"/>
            <ExtendedResult Type="ER" Code="JUMP" Pos="3" Value="x-r-2-Pr-4"/>
            <ExtendedResult Type="ER" Code="JUMP" Pos="4" Value="r-DC-12-D-Jp"/>
            <ExtendedResult Type="ER" Code="JUMP" Pos="5" Value="x-l-D-Bio-16-sf"/>
            <ExtendedResult Type="ER" Code="JUMP" Pos="6" Value="l-DC-16-Bl"/>
            <ExtendedResult Type="JUDGE" Code="SECT" Pos="1" Value="9.20" Rank="7" RankEqual="Y"/>
            <ExtendedResult Type="JUDGE" Code="SECT" Pos="2" Value="6.40" Rank="23" RankEqual="Y"/>
            <ExtendedResult Type="JUDGE" Code="SECT_PROG" Pos="2" Value="15.60" Rank="6"/>
            <ExtendedResult Type="JUDGE" Code="SECT" Pos="3" Value="6.85" Rank="42"/>
            <ExtendedResult Type="JUDGE" Code="SECT_PROG" Pos="3" Value="22.45" Rank="11" RankEqual="Y"/>
            <ExtendedResult Type="JUDGE" Code="SECT" Pos="4" Value="7.25" Rank="28"/>
            <ExtendedResult Type="JUDGE" Code="SECT_PROG" Pos="4" Value="29.70" Rank="15" RankEqual="Y"/>
            <ExtendedResult Type="JUDGE" Code="SECT" Pos="5" Value="9.35" Rank="3"/>
            <ExtendedResult Type="JUDGE" Code="SECT_PROG" Pos="5" Value="39.05" Rank="5"/>
            <ExtendedResult Type="JUDGE" Code="SECT" Pos="6" Value="9.10" Rank="3" RankEqual="Y"/>
            <ExtendedResult Type="JUDGE" Code="SECT_PROG" Pos="6" Value="48.15" Rank="3"/>
            <ExtendedResult Type="JUDGE" Code="COMPOSITION" Value="36.93" Rank="1"/>
  </ExtendedResults>
</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) without leading zeros or SC@CompetitorPlace Code	Competitor's ID or CompetitorPlace in case the competitor is unknown, or it will be no competitor due to the competition progression
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number of the team in team events
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Competitors extended information.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	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)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth
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	COURSE	N/A	Element Expected: DM only
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@CourseColour Code	In the case of DM send the course colour.
EUE	RESERVE	N/A	Element Expected: AET only
Attribute	**M/O**	**Value**	**Description**
Value	M	Y	Y if the athlete is a reserve
EUE	STANCE	N/A	Element Expected: SBD only if available

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Applicable to each AET team members only				
Type		Code	Pos	Description
ER		RE_RUN	N/A	Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send 'Y' if the competitor is granted a Re-Run else do not send. Flag to be removed once the Re-Run is complete. Do not send in the case of provisional Re-Run.
ER		DSQ_DESC	N/A	Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(255)	Text description of the reason for disqualification.
ER		JUMP	N/A	Element Expected: as soon as available (before the start) except in case of IRM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(15) or SC@Trick Code	Code of the jump
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected except in case of IRM			
	Attribute	**Value**	**Description**	
	Code	DD		
	Pos	N/A		
	Value	#0.000	Degree of difficulty of the jump.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected AET. Do not send in case of IRM			
	Attribute	**Value**	**Description**	
	Code	DESC		
	Pos	N/A		
	Value	S(50)	Text description of the jump	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected AET. Do not send in case of IRM			
	Attribute	**Value**	**Description**	
	Code	KICKER		
	Pos	N/A		
	Value	Positive Integer	Send the athlete kicker position	
ER		SPEED	N/A	Element Expected: if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	In-run speed in km/h
ER		SCORE	N/A	Element Expected: always

	Attribute	**M/O**	**Value**	**Description**
	Value	O	##0.00	Final Score for this athlete
	IRM	O	SC@IRM	IRM if applicable (only where applicable and there is no score)
JUDGE		SC@Judge Code	SC@ScoreType Code	Code Description: Judge ID (J1, J2...) Pos Description: score type Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Judge score
	Discard	O	Y	Y if this score is discarded
JUDGE		AIR	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Total air score
JUDGE		FORM	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Total form score
JUDGE		LAND	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Total landing score
JUDGE		TOTAL	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.0	Total Score before applying the degree of difficulty
ERJUDGE		DED	N/A	Element Expected: only for AET
	Attribute	**M/O**	**Value**	**Description**
	Value	M	-#0.0	Total Form Deduction for the jump

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 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.

The message is not expected in Dual Moguls.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

This message is sent:

- Before the competition or run starts with the value of NEXT
- At any time, a competitor starts. (This athlete will be considered CURRENT) and there will be a new 'NEXT' (unless last athlete) and a new “LAST competitor”
- Immediately after every addition/change in data during the run.
- As soon as a new Current/Next competitor information is available or updated.
- The last competing participant will remain CURRENT until the competition/run is finished.
- In the case of any interruption during the competition CURRENT should become LAST after five (5) seconds and no new CURRENT should be included in the message.

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.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (1,N)			
			Type		
			Code		
			Pos		
			Value		
			Extension (0,N)		
				Code	
				Pos	
				Value	
	Result (0,N)				
		SortOrder			
		StartSortOrder			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Value2	
				Rank	
				RankEqual	
				Diff	
				Extension (0,N)	
					Code
					Pos
					Value
		Competitor (1,N)			
			Code		
			Type		
			Organisation		
			Composition (0,1)		
				Athlete (0,N)	

	Code
	Order
	Bib

2.3.5.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		LAST_COMP	N/A	Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeros	Competitor ID of the last competitor to compete and receive a result (See Trigger and Frequency for details)
DISPLAY		CURRENT	S(1)	Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeros	Competitor ID of the current individual competitor(s).
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Applicable to MO, AE and AET only			
	Attribute	**Value**	**Description**	
	Code	TO_BEAT		
	Pos	#0	For the 1st unit of Qualification and Finals phase: the last qualification rank in the event unit in the case a fixed number of competitors progress to the next phase. Only included after X or more competitors have finished and received scores. X depends on the qualification rule and it is the number of the qualifying positions to the next phase. “Pos=X” For the 2nd unit of a Qualification phase: the last qualification rank in the event unit in the case a fixed number of competitors progress to the next phase. Only included when both below conditions apply: - after X or more competitors have finished and received scores - the score of the current competitor in the previous unit of the phase is lower that the score to beat in the current unit. X depends on the qualification rule and it is the number of the qualifying positions to the next phase from the unit. “Pos=X” For the medal awarding unit of the Finals phase: Rank the competitor is trying to beat (only 1,3). Included after the 1st competitor has finished and received scores for rank 1, after the 2nd competitor has finished and received scores for rank 2 etc. For AE Mixed Team medal awarding unit of the Final phase: This is available after all teams have completed their 1st Jump. Rank the competitor is trying to beat (only 1,3) and the last qualification rank in the event unit/phase in the case a fixed number of athletes progress to the next unit/phase. Only included if a competitor is in this rank. Expected if the position exists and is better than the current position of the competitor.

			For MO and AE in Qualification phase, it is the last qualification rank at phase level	
	Value	##0.00	Points needed for the corresponding rank in @Pos. (points +0.01) For AET: Points the competing athlete needs to score for the Team to reach the corresponding rank in @Pos (points +0.01)	
DISPLAY		NEXT	N/A	Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeros	Competitor ID of the next individual competitor(s).

Sample (Big Air)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="1" Value="123456" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="123666" />
</ExtendedInfos
```

Element: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
SortOrder	M	Positive Integer	This attribute is a sequential number. In the specific case it is the same as StartSortOrder
StartSortOrder	M	Positive Integer	Used to sort the competitors in the start list in the event unit.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		JUMP	Positive Integer	Pos Description: the jump/trick number in the run. Element Expected: SS, AE, MO, BA, HP and AET, as soon as available. Do not send for AE, AET in case of IRM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Trick Code Or S(15)	Code of the jump/trick
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected for AE and MO. Do not send for AE in case of IRM**			
	Attribute	**Value**	**Description**	
	Code	DD		
	Pos	N/A		
	Value	#0.00 (MO) #0.000 (AE)	Degree of difficulty of the jump	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected (if available) for AE, HP, SS, BA, MO, AET. Do not send for AE, AET in case of IRM**			
	Attribute	**Value**	**Description**	
	Code	DESC		
	Pos	N/A		
	Value	SC@Trick ENG Description Or	Text description of the jump/trick if available	

		S(50)		
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected for AE only except in case of IRM			
	Attribute	**Value**	**Description**	
	Code	KICKER		
	Pos	N/A		
	Value	#	Kicker ID	
ER		JUMP_ID	N/A	Element Expected: BA only.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	A, B, C	Jump ID
ER		TIME	N/A	Element Expected: MO only.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	sS.FF	Time
	Value2	M	#0.00	Time points
ER		SPEED	N/A	Element Expected: AE/AET only if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	In-run Speed in km/h

Element: Competition /Result /Competitor (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Competitor's Id
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID.
Order	M	Positive Integer	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

2.3.5.6 Message Sort

Sort by Result @SortOrder.

2.3.6 Phase Results

2.3.6.1 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.

This message is applicable to all phases in Halfpipe, Slopestyle and Big Air, qualification phase in Moguls, Qualification phase and Final 1 in Aerials. It is never applicable to Mixed Team Aerials and Dual Moguls.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Phase RSC
DocumentSubcode	CC@EVENT_UNIT Code N/A	Final 1 Event Unit RSC in AE Final 1 Heat Event Unit RSC in case of multiple heats: HP, SS, BA Qualification N/A for AE and MO Qualification
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE OFFICIAL UNOFFICIAL PROTESTED PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

DT_PHASE_RESULT is sent after every DT_RESULT once it is START_LIST or LIVE. Following each event unit within the phase, the DT_PHASE_RESULT will have the ResultStatus INTERMEDIATE. In all other cases, including the last event unit of the phase, the DT_PHASE_RESULT will follow the same status as the DT_RESULT.

For AE, as soon as the Final 1 is finished, with one or two jumps the message is sent with status Official, and no information related to the Final 2 will be included.

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						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		ExtendedInfo (0,N)					
			LastUnit				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		ResultItems (0,1)					
			ResultItem (1,N)				
				Unit			
				Order			
				Result (1,1)			
					Rank		
					RankEqual		
					Result		
					ResultType		
					IRM		
					QualificationMark		
					SortOrder		
					StartOrder		
					StartSortOrder		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos

| | | |

Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description
Location	O	CC@LOCATION Id	Location Code
LocationName	O	CC@LOCATION ENG Description	Location ENG Description

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Positive Integer	Rank of the competitor in the phase result. Rank may apply in case or ResultType=IRM and IRM=DNF or DNS as per sport rules. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	Y	Y if a rank has been equaled.
ResultType	O	SC@ResultType Code	Result type
Result	O	##0.00	Phase result.
IRM	O	SC@IRM Code	IRM for the phase result Send just in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	Qualification mark as soon as available
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. During second and subsequent units those without rank will be ordered following their start order in the current unit. For the ResultStatus=START_LIST sort by unit followed by SortOrder of the DT_RESULT

Element: Competition /Result /ResultItems /ResultItem (1,N) The ResultItems element is ALWAYS used (once the start list is available) regardless of the number of jumps, runs and heats required.			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC@EVENT_UNIT Code	Event Unit RSC
Order	M	Positive Integer	Logical order of the units, schedule order expected.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Positive Integer	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.

RankEqual	O	Y	Y if a rank has been equaled.
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
Result	O	##0.00	Result for this ResultItem Send in the case @ResultType is POINTS
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	Not applicable for Dual Moguls
SortOrder	M	Positive Integer	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem
StartOrder	O	Positive Integer	The start order as displayed
StartSortOrder	M	Positive Integer	Used to sort all start list competitors

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		JUMP_ID	N/A	Element Expected: BA only.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	A, B, C	Jump ID
ER		TIEBREAK_PTS	N/A	Element Expected: AE/MO if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##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		BEST	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if this run is the current best(s) for the competitor. In BA final there maybe be two if applicable in the format.
ER		DISCARD	N/A	Element Expected: BA, HP, SS for score discarded
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if this jumped is discarded
JUDGE		COMPOSITION	N/A	Element Expected: Slopestyle when judging is by sections
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.00	Score from the composition judges
	Rank	M	Positive Integer	Composition score rank (within the phase)
	RankEqual	O	Y	Y if a rank has been equaled at this specific ExtendResult is equalled else not sent.
JUDGE		SECT	Positive Integer	Pos Description: section of the course scored. Element Expected: SS (section by section)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.00	Score for the section (sum of all scores of the section)
	Rank	M	Positive Integer	Rank (within the phase).in the section

	RankEqual	O	Y	Y if a rank has been equaled.
JUDGE		SECT_PROG	Positive Integer	Pos Description: section of the course up to the cumulative score referred. Element Expected: SS (section by section) except for the first section
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.00	Cumulative score of the sections up to @Pos
	Rank	M	Positive Integer	Rank (within the phase) of the sections up to @Pos
	RankEqual	O	Y	Y if a rank has been equaled

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	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)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth
IFId	O	S(16)	International Federation ID

Sample (MO Qualification)

```
<Result Rank="11" Result="78.87" SortOrder="11" StartOrder="14" StartSortOrder="14" ResultType="POINTS">
 <ResultItems>
  <ResultItem Unit="FRSMMO----------QUAL000100--" Order="1">
   <Result Rank="19" Result="73.24" SortOrder="19" StartOrder="14" StartSortOrder="14" ResultType="POINTS"/>
 </ResultItem>
 <ResultItem Unit="FRSMMO----------QUAL000200--" Order="2">
  <Result Rank="1" Result="78.87" QualificationMark="QF" SortOrder="1" StartOrder="9" StartSortOrder="9" ResultType="POINTS">
   <ExtendedResults>
    <ExtendedResult Type="ER" Code="BEST" Value="Y"/>
....
   </ExtendedResults>
  </Result>
 </ResultItem>
</ResultItems>
```

2.3.6.6 Message Sort

Result/SortOrder

2.3.7 Image

2.3.7.1 Description

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

The message can contain the Course Map image.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_IMAGE	Image message
DocumentSubtype	COURSEMAP	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

Trigger when image available and 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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		ImageData (1,1)					

	-

2.3.7.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	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	1	Always send 1
Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension

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

2.3.7.6 Message Sort

There is no message sorting rule.

2.3.8 Brackets

2.3.8.1 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 to Dual Moguls.

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE UNOFFICIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

This message should be sent as soon as brackets are available and expected at least after an event unit is completed to include updated information to each different bracket items.

The @ResultStatus attribute is expected as:

- START_LIST when the bracket is available, and no units are completed.
- INTERMEDIATE as soon as the first unit is completed and until the last event unit (Gold Medal unit) is unofficial
- UNOFFICIAL when the last event unit (Gold Medal unit) is Unofficial.
- OFFICIAL when the last event unit (Gold Medal unit) is Official.
- PROVISIONAL if a CAS, IOC or IF decision is pending

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	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
	Bracket (1,N)								
		Code							
		BracketItems (1,N)							
			Code						
			BracketItem (1,N)						
				Code					
				Order					
				Position					
				Date					
				Time					
				TimeStamp					
				Unit					
				CompetitorPlace (1,N)					
					Pos				
					Code				
					WLT				
					Rank				
					Result				
					ResultType				
					IRM				
					StrikeOut				
					StartOrder				
					ExtCompPlaces (0,1)				
						ExtCompPlace (1,N)			
							Type		
							Code		
							Pos		
							Value		
					PreviousUnit (0,1)				
						Unit			
						WLT			

	Competitor (0,1)			
		Code		
		Type		
		Organisation		
		Composition (0,1)		
			Athlete (1,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	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description .
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC@Bracket Code	Bracket code to identify a bracket item. Small/Big Final are kept in the same Bracket @Code

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC@BracketItems Code	Bracket code to identify a set of bracket items. The 1/16, 1/8, quarterfinals, semifinals or finals phases etc.

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

Attribute	M/O	Value	Description
Code	O	Positive Integer	Unique number for all BracketItems in the message
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Positive Integer	Sequential number inside of BracketItem to indicate the order, always start at 1. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top.
Date	O	YYYY-MM-DD	Date of BracketItem (YYYY-MM-DD). Must be included if the data is available
Time	O	HH:MM	Time of the BracketItem (HH:MM) Must be included if the data is available.
TimeStamp	O	DateTime	Scheduled date and time of the unit including the time zone offset. Send for future and completed units.
Unit	O	CC@EVENT_UNIT Code	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.

Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC@CompetitorPlace Code	Use the appropriate sports code, expected only if the EventUnitType is HATH and at least one competitor in the bracket item is known.
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the race.
Rank	O	Positive Integer	Rank
ResultType	O	SC@ResultType Code	Type of the Result attribute. Expected POINTS.
Result	O	#0 #0.0	Total score
IRM	O	SC@IRM Code	The invalid result mark, if applicable
StrikeOut	O	Y	Send if the competitor should be struck out in the bracket item.
StartOrder	O	Positive Integer	The start order in the bracket item.

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

Type	Code	Pos	Description
ECP	COURSE	N/A	Element Expected:

Attribute	M/O	Value	Description
Value	M	SC@CourseColour Code	Course colour depending on the course.

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

Previous event unit, when applicable, related to the CompetitorPlace@Pos competitor of the current bracket item.

Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	Previous Event Unit RSC where the competitor progressed from related to the CompetitorPlace @Pos of the bracket item

WLT	O	SC@WLT Code	The code whether a competitor won or lost in previous unit.

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) without leading zeros	Competitor's ID
Type	M	A	A for athlete
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Individual Competitor ID
Order	M	1	Order of the individual competitor within the Competitor/Composition
Bib	O	S(5)	Bib of the individual competitor

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC @PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

2.3.8.6 Message Sort

Bracket @Code (order in sport codes) then BracketItems @Code (order in sport codes, descending) then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.

2.3.9 Event Final Ranking

2.3.9.1 Description

The event final ranking is a message containing the final results and ranking for one particular event.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC

DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.9.3 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)
- PROVISIONAL if applicable (IOC,CAS,IF decision pending)

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	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
				Extension (0, N)
				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

2.3.9.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	O	CC@EVENT ENG Description	Event ENG Description

Gender	O	CC@DISCIPLINE_GENDER Gender	Gender code for the event.

Element: Competition /Result (1,N) **For any event final ranking message, there should be at least one competitor being awarded a result for the event.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Positive Integer	Final rank of the competitor in the event.
RankEqual	O	Y	Y if a rank has been equaled
ResultType	M	SC@ResultType Code	Send CODE unless IRM applies
IRM	O	SC@IRM Code	Send if the competitor has an IRM
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		RACE_PTS	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	###0.00	Race points earned for each competitor

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros or SC@CompetitorPlace Code	Competitor's ID. "NO_AWARD" in the case where there is no competitor in the rank due to IRM.
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	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) without leading zeros	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Athlete Bib

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Sample (Ranking)

```
<Result Rank="1" SortOrder="1" ResultType="CODE">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="1000.00"/>
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="2000996" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2000996" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.9.6 Message Sort

Sort by Result @SortOrder

2.3.10Configuration

2.3.10.1 Description

The configuration is a message containing general parameters.

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code CC@PHASE Code	Event RSC for AE/AET/DM Phase RSC for BA/HP/MO/SS
DocumentSubcode	N/A	N/A
DocumentType	DT_CONFIG	Configuration message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition

Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

The message is sent prior to any ODF results message and in case of any change. Generally the configuration must be provided before the start list of the event unit. If a DT_CONFIG message is sent after a DT_RESULT then a new version of DT_RESULT must be sent immediately.

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	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos
					Value

2.3.10.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	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 Code CC @EVENT_UNIT Code CC@EVENT Code	Phase RSC in HP/BA/SS Event Unit RSC in AE, AET & MO In the case of AE Final 1 (two jumps) this is at the level covering both jumps (FRS?AE----------FNL-000100--) Event RSC in DM

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	S(25)	FIS Homologation number
COURSE		NAME	N/A	Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Name of the course in ENG
COURSE		LENGTH	N/A	Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	###0	Total length of the course in meters
COURSE		HALF_PIPE	N/A	Element Expected: HP only
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	HEIGHT		
	Pos	N/A		
	Value	##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	#0	HP degrees of inclination	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	INCLIN_VERT		
	Pos	N/A		
	Value	#0	HP degrees of vertical inclination	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	LENGTH		
	Pos	N/A		
	Value	###0	HP length in metres	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	WIDTH		
	Pos	N/A		
	Value	##0.0	HP width wall to wall in metres	
COURSE		MOGULS	N/A	Element Expected: MO/DM only

	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	GATE_WIDTH		
	Pos	N/A		
	Value	#0.0	Width of gate.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	GRAD_AVG		
	Pos	N/A		
	Value	#0	Average gradient	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	PACE		
	Pos	N/A		
	Value	sS.FF	Pace time	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	WIDTH		
	Pos	N/A		
	Value	#0.0	Width of course in m.	
COURSE		AERIALS	N/A	Element Expected: AE/AET only
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	IN_RUN_DIST		
	Pos	N/A		
	Value	#0.0	In run distance in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	IN_RUN_GRAD		
	Pos	N/A		
	Value	#0	In-run gradient in degrees	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	KICKER_DIST		
	Pos	Positive Integer	Kicker ID	
	Value	#0.00	Kicker distance in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			

	Attribute	**Value**	**Description**	
	Code	KICKER_GRAD		
	Pos	Positive Integer	Kicker ID	
	Value	#0	Kicker gradient in degrees	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	KICKER_HT		
	Pos	#0	Kicker ID	
	Value	#0.00	Kicker height in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	LAND_DIST		
	Pos	N/A		
	Value	#0.0	Landing distance in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	LAND_GRAD		
	Pos	N/A		
	Value	#0	Landing gradient in degrees	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	TABLE_DIST		
	Pos	N/A		
	Value	#0.0	Table gradient in meters	
COURSE		BIGAIR	N/A	Element Expected: BA only
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	HEIGHT		
	Pos	N/A		
	Value	#0	Jump height in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	IN_RUN_DIST		
	Pos	N/A		
	Value	#0	In-run distance in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	

	Code	IN_RUN_GRAD		
	Pos	N/A		
	Value	#0	In-run gradient in degrees	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	KNOLL		
	Pos	N/A		
	Value	#0	Take off to knoll distance in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	LAND_GRAD		
	Pos	N/A		
	Value	#0	Landing gradient in degrees	
COURSE		SLOPESTYLE	N/A	Element Expected: SS only
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	JIBBING_NUM		
	Pos	N/A		
	Value	#0	Number of jibbing features	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	JUMPS_NUM		
	Pos	N/A		
	Value	#0	Number of jump features	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	FEATURES_NUM		
	Pos	N/A		
	Value	#0	Number of features	
COURSE		ALTITUDE	N/A	Element Expected: SS only
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	DROP		
	Pos	N/A		
	Value	###0	Total vertical drop in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	

	Code	FINISH		
	Pos	N/A		
	Value	###0	Altitude at the finish in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	START		
	Pos	N/A		
	Value	###0	Altitude at the start point in metres	
EC		HEATS_NUM	N/A	Element Expected: always if more than 1
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Number of heats in the phase
EC		RUNS_NUM	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Number of runs
EC		DOUBLE_UP	N/A	Element Expected: HP/BA/SS in case of double-up
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if double-up format is used.
EC		JUDGES	N/A	Element Expected: SS only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SECTION, OVERALL	Depending of the judging format used
EC		JUDGES_NUM	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Number of judges for the unit referenced at Configs /Config /Unit
EC		COMPOSITION	N/A	Element Expected: SS if judging is by sections
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0[.#]	% of composition score out of the total.
EC		SECTIONS	N/A	Element Expected: SS if judging is by sections
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0[.#]	% sections score out of the total.
QUALIFICATION		QUAL_RULE	CC@EVENT_UNIT Code N/A	Pos: in case different progression text applies to the event unit in the phase Element Expected: when applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@QualRule	Code for the qualification rule.
QUALIFICATION		FROM_RANK	CC@PHASE Code CC@EVENT_UNIT Code	Pos Description: phase/event unit to progress Element Expected: when applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Qualifying rank to indicate first rank to qualify. In qualification always phase rank In finals for HP, SS, BA, AE F1 phase rank and in MO, AET and AE F2 event unit rank. Not applicable in DM.

QUALIFICATION		TO_RANK	CC@PHASE Code CC@EVENT_UNIT Code	Pos Description: phase/event unit to progress Element Expected: when applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Qualifying rank to indicate last rank to qualify. In qualification always phase rank In finals for HP, SS, BA, AE F1 phase rank and in MO, AET and AE F2 event unit rank. Not applicable in DM.
FORERUNNER		FRNR_CODE	Positive Integer	Pos Description: start order of the forerunners Element Expected: always if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Forerunners code as defined in ORIS
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	ORGANISATION		
	Pos	N/A		
	Value	CC@ORGANISATION Id	Organisation ID of the forerunner.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	FAMILY_NAME		
	Pos	N/A		
	Value	S(25)	Family name of the forerunner (uppercase)	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	GIVEN_NAME		
	Pos	N/A		
	Value	S(25)	Given name of the forerunner	

Sample (HP)

```
<Configs>
  <Config Unit="FRSMHP----------FNL---------">
    <ExtendedConfig Type="COURSE" Code="NAME" Value="Secret Garden Olympic Halfpipe"/>
    <ExtendedConfig Type="COURSE" Code="HALF_PIPE">
      <ExtendedConfigItem Code="HEIGHT" Value="7.2"/>
      <ExtendedConfigItem Code="INCLIN" Value="18"/>
      <ExtendedConfigItem Code="INCLIN_VERT" Value="82"/>
      <ExtendedConfigItem Code="LENGTH" Value="220"/>
      <ExtendedConfigItem Code="WIDTH" Value="22.0"/>
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="JUDGES_NUM" Value="6"/>
    <ExtendedConfig Type="EC" Code="RUNS_NUM" Value="3"/>
    <ExtendedConfig Type= FORERUNNER Code=FRNR_CODE Pos=1 Value="F1"
      <ExtendedConfigItem Code="ORGANISATION" Value="SUI"/>
      <ExtendedConfigItem Code="FAMILY_NAME" Value="Smith"/>
      <ExtendedConfigItem Code="GIVEN_NAME" Value="Mark"/>
      </ExtendedConfig>
    <ExtendedConfig Type= FORERUNNER Code=FRNR_CODE Pos=2 Value="F2"
      <ExtendedConfigItem Code="ORGANISATION" Value="GER"/>
      <ExtendedConfigItem Code="FAMILY_NAME" Value="Smith"/>
      <ExtendedConfigItem Code="GIVEN_NAME" Value="Hans"/>
      </ExtendedConfig>
    </Config>
</Configs>
```

Sample (Aerials)

```
<Configs>
  <Config Unit="FRSWAE----------FNL-000101--">
    <ExtendedConfig Type="COURSE" Code="NAME" Value="Best AE Course" />
    <ExtendedConfig Type="COURSE" Code="AERIALS">
      <ExtendedConfigItem Code="IN_RUN_DIST" Value="23.0" />
      <ExtendedConfigItem Code="IN_RUN_GRAD" Value="32.0" />
      <ExtendedConfigItem Code="TABLE_DIST" Value="32.0" />
      <ExtendedConfigItem Code="TABLE_GRAD" Value="1.0" />
      <ExtendedConfigItem Code="LAND_DIST" Value="12.0" />
      <ExtendedConfigItem Code="LAND_GRAD" Value="66.0" />
      <ExtendedConfigItem Code="KICKER_DIST" Pos="1" Value="4.00" />
      <ExtendedConfigItem Code="KICKER_GRAD" Pos="1" Value="50" />
      <ExtendedConfigItem Code="KICKER_HT" Pos="1" Value="2.00" />
      <ExtendedConfigItem Code="KICKER_DIST" Pos="2" Value="6.50" />
      <ExtendedConfigItem Code="KICKER_GRAD" Pos="2" Value="65" />
      <ExtendedConfigItem Code="KICKER_HT" Pos="2" Value="3.50" />
      <ExtendedConfigItem Code="KICKER_DIST" Pos="3" Value="6.50" />
      <ExtendedConfigItem Code="KICKER_GRAD" Pos="3" Value="65" />
      <ExtendedConfigItem Code="KICKER_HT" Pos="3" Value="3.50" />
      <ExtendedConfigItem Code="KICKER_DIST" Pos="4" Value="8.00" />
      <ExtendedConfigItem Code="KICKER_GRAD" Pos="4" Value="71" />
      <ExtendedConfigItem Code="KICKER_HT" Pos="4" Value="4.00" />
      <ExtendedConfigItem Code="KICKER_DIST" Pos="5" Value="8.00" />
      <ExtendedConfigItem Code="KICKER_GRAD" Pos="5" Value="71" />
      <ExtendedConfigItem Code="KICKER_HT" Pos="5" Value="4.00" />
    <ExtendedConfig Type= FORERUNNER Code=FRNR_CODE Pos=1 Value="F1"
      <ExtendedConfigItem Code="ORGANISATION" Value="SUI"/>
      <ExtendedConfigItem Code="FAMILY_NAME" Value="Smith"/>
      <ExtendedConfigItem Code="GIVEN_NAME" Value="Mark"/>
      </ExtendedConfig>
    <ExtendedConfig Type= FORERUNNER Code=FRNR_CODE Pos=2 Value="F2"
      <ExtendedConfigItem Code="ORGANISATION" Value="GER"/>
      <ExtendedConfigItem Code="FAMILY_NAME" Value="Smith"/>
      <ExtendedConfigItem Code="GIVEN_NAME" Value="Hans"/>
      </ExtendedConfig>
    </Config>
    </ExtendedConfig>
  </Config>
```

2.3.10.6 Message Sort

There is no message sorting rule.

2.3.11Weather conditions

2.3.11.1 Description

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

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	CC@LOCATION Id	Location ID
DocumentType	DT_WEATHER	Weather conditions in the venue or location
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.11.3 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.

2.3.11.4 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	
			Prec_Type	
			Condition (0,3)	

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

2.3.11.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	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 Code	Weather points
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WIND_DIRECTION Id	Wind direction
Prec_Type	O	SCGEN@PrecType Code	Precipitation type

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SKY, SNOW	Temperature type
Value	M	CC@WEATHER_COND_SNOW Id CC@WEATHER_COND Id	CC@WEATHER_COND_SNOW for SNOW CC@WEATHER_COND for SKY

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

Attribute	M/O	Value	Description
Code	M	AIR, SNOW	Temperature type
Unit	M	SCGEN@TempratureUnit Code	Temperature Unit
Value	M	[-]#0.0	Temperature value

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SPEED	Wind Speed
Unit	M	SCGEN@WindUnit Code	Wind speed Unit
Value	M	##0 OR ##0.0	Wind speed value @Unit. ##0 in KMH and MPH ##0.0 in MS
Type	O	SCGEN@WindSpeedType Code	Wind speed value type if applicable

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" />
    <Temperature Code="AIR" Unit="F" Value="37.0" />
    <Temperature Code="SNOW" Unit="C" Value="-2" />
    <Temperature Code="SNOW" Unit="F" Value="27.7" />
    <Wind Code="SPEED" Unit="KMH" Type=”AVG” Value="7" />
    <Wind Code="SPEED" Unit="MPH" Type=”AVG” Value="2" />
    <Wind Code="SPEED" Unit="MS" Value="1.2" />
  </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" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Type=”AVG” Value="0" />
    <Wind Code="SPEED" Unit="MPH" Type=”AVG” Value="0" />
    <Wind Code="SPEED" Unit="MS" Value="0.0" />
  </Conditions>
</Weather>
```

2.3.11.6 Message Sort

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

3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download, if any change	DT_PDF C08 Schedule		x				
After changes of athlete data	DT_PARTIC_UPDATE		x	o			
After changes of team data	DT_PARTIC_TEAM_UPDATE		x	o			
When athlete data is confirmed	DT_PDF C32A Entry list by NOC		x				
	DT_PDF C32C Entry list by Event			x			
Event format defined	DT_CONFIG				x		
When Start List is known	DT_ENTRIES			x			
Brackets with start list of the first phase (only Dual Moguls)	DT_BRACKETS	START_LIST		x			
	DT_RESULT for each unit/phase (if startlist known for next unit)	START_LIST					x
	DT_PDF C51x Start List	START_LIST					x
When athlete data is confirmed	DT_PDF C32A (Gender RSC level)		x				
	DT_PDF C32C Entry List			x			

3.3 During each Unit

Trigger	Message	Status	D	E	P	S	U
30 minutes before competition	DT_WEATHER		x				
First athlete in position about 30s before start	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
With "next" to start	DT_CURRENT						x
First athlete leaves the gate	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
	DT_RESULT	LIVE					x
At any time a competitor starts with the current athlete and next to start (unless last athlete). Not applicable for Cross finals and Dual Moguls*	DT_CURRENT						x
Immediately after every addition/change in data during the run *	DT_CURRENT						x

Immediately after each competitor completes the course and the data is available *	DT_CURRENT						x
Send with all updates during the unit. Send after each athlete (with all intermediate data and judge data) completes the course (and has all data)*	DT_RESULT	LIVE					x
Send with all updates during the unit after each athlete completes the course.	DT_PHASE_RESULT	LIVE			x		x
* repeated for each athlete.							

3.4 After each unit in a phase

Trigger	Message	Status	D	E	P	S	U
After each unit in the phase	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
After last score/result (for every unit in each phase in each event)	DT_RESULT	UNOFFICIAL					x
After last score/result (for all events except Dual Moguls , Moguls Final, Aerial Final 1 and 2 and Aerial Team Finals)	DT_PHASE_RESULT	INTERMEDIATE			x		
After last score/result, in Aerial Final 1 Jump 1	DT_PHASE_RESULT	INTERMEDIATE			x		
When unit Scores/Results are confirmed (for every unit in each phase in each event)	DT_RESULT	OFFICIAL					x
When unit scores are confirmed (for all events except Dual Moguls , Moguls Final, Aerial Final 1 and 2 and Aerial Team Finals)	DT_PHASE_RESULT	INTERMEDIATE			x		
When Start List is known (unless last unit)	DT_RESULT	START_LIST					x
	DT_PDF C51x Start List	START_LIST					x
When Startlist is known for Dual Moguls and Cross	DT_BRACKETS	INTERMEDIATE		x			
When applicable (after a unit which affects the final ranking)	DT_RANKING	PARTIAL		x			

3.5 At the end of a phase

Trigger	Message	Status	D	E	P	S	U
	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
After last score/result (for every unit in each phase in each event)	DT_RESULT	UNOFFICIAL					x
After last score/result (for all events except Dual Moguls, Moguls Final, Aerial Final 1 and 2 and Aerial Team Finals)	DT_PHASE_RESULT	UNOFFICIAL			x		
After last score/result, in Aerial Final 1 Jump 2	DT_PHASE_RESULT	UNOFFICIAL			x		

When unit Scores/Results are confirmed (for every unit in each phase in each event)	DT_RESULT	OFFICIAL					x
When unit Scores/Results are confirmed for all events except Dual Moguls, Moguls Final, Aerial Final 2 and Aerial Team Finals)	DT_PHASE_RESULT	OFFICIAL			x		
After Results are confirmed for AE Final 1 Jump 2	DT_PHASE_RESULT	OFFICIAL					x
	DT_PDF C73x Results	OFFICIAL					x
For the next phase (unless last phase)	DT_CONFIG				x		
For next unit (unless last unit)	DT_RESULT	START_LIST			x		x
* Start order for all the event units of next phase will be sent (Qual AE, HP/SS)	DT_PDF C51 Start List	START_LIST					x
At the end of last heat of the phase (only Dual Moguls)	DT_RESULT for each heat	START_LIST					x
(only Dual Moguls)	DT_BRACKETS	INTERMEDIATE		x			
(only Dual Moguls)	DT_PDF C75X	INTERMEDIATE		x			
When applicable (after a unit which affects the final ranking)	DT_RANKING	PARTIAL		x			

3.6 At the end of the event

Trigger	Message	Status	D	E	P	S	U
After last event unit is official	DT_RANKING	PARTIAL		x			
(only Dual Moguls)	DT_BRACKETS	UNOFFICIAL		x			
(only Dual Moguls)	DT_PDF C75X Brackets	UNOFFICIAL		x			
Before victory/venue ceremony and results are official	DT_MEDALLISTS	UNOFFICIAL		x			
	DT_PDF C92A Medallists	UNOFFICIAL		x			
When unit Scores/Results are confirmed (for every unit in each phase in each event)	DT_RESULT	OFFICIAL					x
(for all events except Dual Moguls, Moguls Final, Aerial Final 1 and 2 and Aerial Team Finals)	DT_PHASE_RESULT	OFFICIAL			x		
After Results are confirmed for AE Final 1 Jump 2	DT_PHASE_RESULT	OFFICIAL					x
After last event unit is official	DT_RANKING	OFFICIAL		x			
After a result of a phase have become official	DT_PDF C74x Results Summary			x			
(only cross finals and Dual Moguls)	DT_BRACKETS	OFFICIAL		x			
	DT_PDF C75X Brackets	OFFICIAL		x			
Before victory/venue ceremony and results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_PDF C93 Medallists by Event	OFFICIAL	x				
	DT_MEDALS		x				

	DT_PDF C95 Medal Standings	OFFICIAL	X				

3.7 Exceptional Situations

Trigger	Message	Status	D	E	P	S	U
If a protest is lodged							
*	DT_RESULT	PROTESTED					x
*	DT_RESULT	UNOFFICIAL					x
*	DT_RESULT	OFFICIAL					x
	DT_PDF - C73x - Results	OFFICIAL					x
DQB after event and up to the Day after the Closing Ceremony							
	DT_RESULT	OFFICIAL					x
	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_PHASE RESULT	OFFICIAL			x		
	DT_PHASE RESULT (Aerials Final 1)	OFFICIAL			x		
	DT_RANKING			x			
	DT_BRACKETS	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF - C73x - Results	OFFICIAL			x		x
	DT_PDF C67 - Official Communication	OFFICIAL			x		x
Send also the rest of the reports affected	DT_COMMUNICATION		x				
Change of Schedule (Postponed, Re-scheduled)							
	DT_SCHEDULE_UPDATE		x		x		x
	DT_PDF - C08 - Competition Schedule		x				
	DT_PDF C67 - Official Communication		x				
	DT_COMMUNICATION		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	12 June 2023	First version
V0.2	30 June 2023	Updates after the ODF Review meetings
V0.3	6 July 2023	Updates after comments received
V0.4	3 November 2023	Document split to SBD-FRS Judged Events
V0.5	14 November 2023	Consolidation after ODF Milano Cortina 2026 Review meetings. Editorial updates
V0.6	07 February 2024	Minor Updates
V0.7	29 April 2024	Corrections and cross sport alignments
V.0.8	23 September 2024	Version after PT1, CHG0031765, Cross discipline adjustments
V1.0	16 October 2024	Approved version CHG0032200
V1.1	11 April 2025	CHG0034175, CHG0034826, defects fixing, weather alignment
V1.2	8 May 2025	Corrections to match current implementation
V1.3	31 July 2025	Corrections and issues raised during Homologation

File Reference: OWG2026-FRSSBD_J-1.3, APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	Major changes: DT_RESULT: distributed at Event Unit Level. DT_PHASE_RESULT: Introduced for HP,SS,BA all phases DT_PHASE_RESULT: New ODF message structure including ResultsItems All highlights have been removed except the open points that are highlighted in yellow. Open Points: DT_PHASE_RESULT: Distribution at Event Unit Level for HP, SS, BA multiple Heats competition format shall be confirmed. DT_RANKING: Element: Competition /Result /ExtendedResults /ExtendedResult /ER /UNIT: To be confirmed if should be erased DT_CONFIG: Document Code: To be clarified in which Level the message shall be distributed.
V0.3	SFR	DT_PHASE_RESULT: Distribution is set always in PHASE level. For HP,BA, SS heats competition format and for Aerials Final 1 the DocumentSubCode in the header values will be utilized to indicate the Heat (HP, SS, BA) or Final (AE) that the message is applicable to.
V0.4	SFR	References to PGS and X have been removed.
V0.5	SFR	New DT_ENTRIES and DT_ENTRIES_TEAMS added. DT_PARTIC/DT_PARTIC_TEAMS: current flag removed, update indicator removed, Status and MainFunctionId are mandatory. DT_IMAGE add new COURSEMAP type and removed PHOTOFINISH. DT_RANKING Element: Competition /Result /ExtendedResults /ExtendedResult /ER /UNIT removed DT_CONFIG: level of the message defined, COMPOSITION and SECTION attribute moved from DT_RESULTS to DT_CONFIG
V0.6	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M. DT_PARTIC: Competition /Participant /Discipline /DisciplineEntry cardinality changed from 0,N to 0,1. MainFunctionId attribute set to O. DT_ENTRIES: Competition /Entry /ExtendedEntry cardinality changed from 0,1 to 0,N. GivenName attribute set to O.
V0.7	SFR	Editing updates and new values patterns applied.

		Sport attribute in element Competition has been changed to S(35) TVFamilyName changed to S(18) DT_BRACKETS: • Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /StartOrder expected values changed. • Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace COURSE added. • Competition /Bracket /BracketItems /BracketItem /CompetitorPlace ResultsType has been renamed to ResultType (typo).
V0.8	SFA	Overview: Clarifications added for DT_SCHEDULE and Paralympics. Applicable Messages: DT_PRESSPHOTOFINISH_LK removed. SubEventName attribute: Changed reference to the ShortDescription in Common Codes. DT_ENTRIES: New structure applied. IFPOINT value format updated (CHG0031765) DT_ENTRIES_TEAMS: Deleted DT_RESULT: Competition /Officials /Official /ExtOfficial EO SECTOR renamed in EO SECTION Competition /Result /SortOrder Clarification added for resultStatus=START_LIST Competition /Result /ExtendedResults /ExtendedResult • PROGRESS SPEED renamed in ER SPEED • JUDGE TOTAL added Competition /Result /ExtendedResults /ExtendedResult /Extension FORM and LAND added Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult • ER SPEED added • JUDGE OVERALL renamed in TOTAL DT_CURRENT: Competition /Result /Competitor /Composition /Athlete added in competition structure. Competition /ExtendedInfos /ExtenedInfo/DISPLAY/ LAST_COMP added DT_PHASE_RESULT: Header Values: ResultStatus START_LIST added, Trigger and Frequency updated. Competition /Result /SortOrder Clarification added for ResultStatus=START_LIST DT_IMAGE: DocumentCode is exptected at Event level DT_BRACKET: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace type EUE renamed in ECP DT_CONFIG: Competition /Configs /Config @Unit clarification for expected RSC Competition /Configs /Config /ExtendedConfig /MOGULS expected for MO/DM Competition /Configs /Config /ExtendedConfig Pos for QUAL_RULE is applicable in qualification DT_AUDIO, DT_ACHIEVEMENT: Added in the Applicable Messages.
V1.0	APP	DT_PHASE_RESULT: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult /ER /JUMP_ID added DT_CONFIG: Competition /Configs /Config /ExtendedConfig /EC /COMPOSITION and SECTION values formats updated.
V1.1	APP	DT_CURRENT: Structure missing Athlete corrected Competition/ ExtendedInfos/ ExtendedInfo / Extension TO_BEAT description updated (DDM-50) Trigger and frequency section updated as per ORIS agreement Competition/ ExtendedInfos/ ExtendedInfo LAST_COMP description updated to align with ORIS expectations DT_WEATHER Units for Temperature and Wind description updated Weather /Conditions /Wind /Value valid values and Unit description updated as per Weather adjustments (CHG0034175) DT_PARTIC: Competition /Participant Attribute BirthDate description updated DT_RESULT: Competition /Result /Competitor /Code Description updated. (DDM-44) Competition /Result /ExtendedResults /ExtendedResult DED updated description to include AE and updated Value description to include AE (CHG0034826) Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult added new Extension DED for the Form deductions. (CHG0034826) DT_BRACKETS: Message Sort: Clarifications added on sorting Bracket and BracketItems consistently. DT_PARTIC_TEAMS: trigger and frequency updated DT_CONFIG: Competition /Configs /Config /ExtendedConfig ”QUALIFICATION”, “FROM_RANK” and “TO_RANK” value description updated (DDM-51) DT_PHASE_RESULT: Message Header: DocumentSubcode corrected for Aerials Final 1 to match implementation. Trigger and Frequency: Comment added to provide clarity (DDM-54)
V1.2	APP	DT_RESULT:

		Competition /Result /ExtendedResults /ExtendedResult /ER/ JUMP Extension Code DESC triggering updated to match current implementation. (DDM-58) Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /ER Code RE_RUN added (DDM-65) DT_CURRENT: Competition /Result /ExtendedResults /ExtendedResult /ER/ JUMP Extension Code DESC triggering updated to match current implementation. (DDM-58)
V1.3	APP	DT_RESULT: Competition /ExtendedInfos /ExtendedInfo Type=”UI” and Code=”STARTERS” /Extension Code=”COMPLETE” Element expected description updated (DDM-112) Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Type=”ER” and Code=”DED” changed Type to “JUDGE” (DDM-115) DT_CURRENT: Competition /ExtendedInfos /ExtendedInfo /Extension Code TO_BEAT Pos and Value descriptions updated. DT_PHASE_RESULT: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult Type=”ER” and Code=”DISCARD” removed. (DDM-113)