Introduction

The RTB Project, formerly known as the OpenRTB Consortium, assembled in November 2010 to develop a new API specification for companies interested in an open protocol for the automated trading of digital media across a broader range of platforms, devices, and advertising solutions. This document is the culmination of those efforts and can be found at: www.iab.com

About the IAB Technology Lab

The IAB Technology Laboratory is a nonprofit research and development consortium charged with producing and helping companies implement global industry technical standards and solutions. The goal of the Tech Lab is to reduce friction associated with the digital advertising and marketing supply chain while contributing to the safe growth of an industry.

The IAB Tech Lab spearheads the development of technical standards, creates and maintains a code library to assist in rapid, cost-effective implementation of IAB standards, and establishes a test platform for companies to evaluate the compatibility of their technology solutions with IAB standards, which for 18 years have been the foundation for interoperability and profitable growth in the digital advertising supply chain.

The OpenRTB Work Group is a working group within the IAB Technology Lab. Further details about the IAB Technology Lab can be found at: www.iab.com/organizations/iab-tech-lab

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**Getting Started**

This specification contains a detailed explanation of an RTB (Real-Time Bidding) interface. Not all objects are required, and each object may contain a number of optional parameters. To assist a first time reader of the specification, we have indicated which fields are essential to support a minimum viable real time bidding interface for various scenarios (banner, video, etc.).

A minimal viable interface should include the **required** and **recommended** parameters, but the scope for these parameters may be limited to specific scenarios. In these cases, the Description column may further qualify their **required** or **recommended** status. Optional parameters may be included to ensure maximum value is derived by the parties.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string; required</td>
<td>. . .</td>
</tr>
<tr>
<td>imp</td>
<td>object array; required</td>
<td>. . .</td>
</tr>
<tr>
<td>site</td>
<td>object; recommended</td>
<td>. . .</td>
</tr>
<tr>
<td>app</td>
<td>object; recommended</td>
<td>. . .</td>
</tr>
<tr>
<td>device</td>
<td>object; recommended</td>
<td>. . .</td>
</tr>
<tr>
<td>user</td>
<td>object; recommended</td>
<td>. . .</td>
</tr>
<tr>
<td>test</td>
<td>integer; default 0</td>
<td>. . .</td>
</tr>
<tr>
<td>at</td>
<td>integer; default 2</td>
<td>. . .</td>
</tr>
<tr>
<td>tmmax</td>
<td>integer</td>
<td>. . .</td>
</tr>
<tr>
<td>wseat</td>
<td>string array</td>
<td>. . .</td>
</tr>
</tbody>
</table>

**Figure 1**: Example of how Required, Recommended, and Optional attributes are presented.

**IMPORTANT**: Since **recommended** attributes are not required, they may not be available from all supply sources. It is suggested that all parties to OpenRTB transaction develop an integration checklist to identify which attributes the supply side supports in the bid request, and which attributes the demand side requires for ad decisioning.
1. Introduction

1.1 Mission / Overview

The mission of the OpenRTB project is to spur growth in Real-Time Bidding (RTB) marketplaces by providing open industry standards for communication between buyers of advertising and sellers of publisher inventory. There are several aspects to these standards including but not limited to the actual real-time bidding protocol, information taxonomies, offline configuration synchronization, and many more.

This document specifies a standard for the Real-Time Bidding Interface that has grown out of previous OpenRTB collaboration on the “block list project” and the “OpenRTB Mobile” project. These protocol standards aim to simplify the connection between suppliers of publisher inventory (i.e., exchanges, networks working with publishers, and sell-side platforms) and competitive buyers of that inventory (i.e., bidders, demand side platforms, or networks working with advertisers).

![The OpenRTB Ecosystem](image)

The overall goal of OpenRTB is and has been to create a lingua franca for communicating between buyers and sellers. The intent is not to regulate exactly how each business operates. As a project, we aim to make integration between parties easier, so that innovation can happen at a deeper-level at each of the businesses in the ecosystem.

1.2 History of OpenRTB

OpenRTB was launched as a pilot project between three demand-side platforms (DataXu, MediaMath, and Turn) and three sell-side platforms (Admeld, PubMatic, and The Rubicon Project) in November
2010. The first goal was to standardize communication between parties for exchanging block lists. Version 1.0 of the OpenRTB block list specification was released in December 2010.

After a positive response from the industry, Nexage approached the OpenRTB project with a proposal to create an API specification for OpenRTB focusing on the actual real-time bid request/response protocol and specifically to support mobile advertising. The mobile subcommittee was formed between companies representing the buy-side (DataXu, Fiksu, and [X+1]) and companies representing the sell-side (Nexage, Pubmatic, Smaato, and Jumptap). This project resulted in the OpenRTB Mobile 1.0 specification, which was released in February 2011.

Following the release of the mobile specification, a video subcommittee was formed with video ad exchanges (BrightRoll and Adap.tv) collaborating with DataXu and ContextWeb to incorporate support for video. The goal was to incorporate support for display, video, and mobile in one document. This effort resulted in OpenRTB 2.0, which was released as a unified standard in June 2011.

Due to very widespread adoption by the industry, OpenRTB was adopted as an IAB standard in January 2012 with the release of version 2.1. Governance over the technical content of the specification remains with the OpenRTB community and its governance rules.

### 1.3 Version History

**OpenRTB Real-Time Bidding API**

- **2.4** Support for Audio ad units and the largest set of minor to moderate enhancements in v2.x history.
- **2.3** Support for Native ad units and multiple minor enhancements.
- **2.2** New enhancements for private marketplace direct deals, video, mobile, and regulatory signals.
- **2.1** Revisions for IQG compliance, minor enhancements, and corrections.
- **2.0** Combines display, mobile, and video standards into a unified specification.
- **1.0** Original Release of OpenRTB Mobile.

**OpenRTB Display Block List Branch**

- **1.2** Publisher Preferences API (*proposed*).
- **1.1** Minor edits to include real-time exchange of creative attributes.
- **1.0** Original Release of OpenRTB block list specifications.

### 1.4 Resources

- OpenRTB Github Repository: [github.com/openrtb/OpenRTB/](https://github.com/openrtb/OpenRTB/)
- Development Community Mailing List: [groups.google.com/group/openrtb-dev](https://groups.google.com/group/openrtb-dev)
- User Community Mailing List: [groups.google.com/group/openrtb-user](https://groups.google.com/group/openrtb-user)
1.5 Terminology

The following terms are used throughout this document specifically in the context of the OpenRTB Interface and this specification.

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>RTB</td>
<td>Bidding for individual impressions in real-time (i.e., while a consumer is waiting).</td>
</tr>
<tr>
<td>Exchange</td>
<td>A service that conducts an auction among bidders per impression.</td>
</tr>
<tr>
<td>Bidder</td>
<td>An entity that competes in real-time auctions to acquire impressions.</td>
</tr>
<tr>
<td>Seat</td>
<td>An advertising entity (e.g., advertiser, agency) that wishes to obtain impressions and uses bidders to act on their behalf; a customer of a bidder and usually the owner of the advertising budget.</td>
</tr>
<tr>
<td>Publisher</td>
<td>An entity that operates one or more sites.</td>
</tr>
<tr>
<td>Site</td>
<td>Ad supported content including web and applications unless otherwise specified.</td>
</tr>
<tr>
<td>Deal</td>
<td>A pre-arranged agreement between a Publisher and a Seat to purchase impressions under certain terms.</td>
</tr>
</tbody>
</table>
2. OpenRTB Basics

The following figure illustrates the OpenRTB interactions between an exchange and its bidders. Ad requests originate at publisher sites. For each inbound ad request, bid requests are broadcast to bidders, responses are evaluated under prevailing auction rules, the winner is notified, and ad markup is returned. The win notice URL and ad markup can contain any of several standard macros that enable the exchange to communicate critical data to the bidder (e.g., clearing price).

Notice that there is no explicit provision for loss notification. This is due primarily to the significant system and bandwidth cost of doing so. However, exchanges are encouraged to supply lost bid data via an offline or separate process outside of the request/response protocol.

This specification focuses on the real-time interactions of bid request and response and the win notice and response. Other interactions (e.g., block list synchronization, traffic control) are candidates for future initiatives or are already defined by OpenRTB.

2.1 Transport

The base protocol between an exchange and its bidders is HTTP. Specifically, HTTP POST is required for bid requests to accommodate greater payloads than HTTP GET and facilitate the use of binary representations. Win notices may be either POST or GET at the discretion of the exchange.

Calls returning content (e.g., any bid response, a win notice that returns markup) should return HTTP code 200. Calls returning no content in response to valid requests (e.g., an empty bid response which is one option for indicating no-bid, a win notice that does not return markup) should return HTTP 204. Invalid calls (e.g., a bid request containing a malformed or corrupt payload) should return HTTP 400 with no content.

**BEST PRACTICE:** One of the simplest and most effective ways of improving connection performance is to enable HTTP Persistent Connections, also known as Keep-Alive. This has a profound impact on overall performance by reducing connection management overhead as well as CPU utilization on both sides of the interface.
2.2 Security

HTTPS (i.e., secure HTTP) is not required for OpenRTB compliance. However, there is a growing trend in the industry to use HTTPS for added security of exchange/bidder communications. It is recommended, therefore, that exchanges and bidders consider supporting both HTTP and HTTPS.

2.3 Data Format

JSON (JavaScript Object Notation) is the suggested format for bid request and bid response data payloads. JSON was chosen for its combination of human readability and compactness. The data payloads are described in Section 3 and Section 4.

Optionally, an exchange may also offer binary representations (e.g., compressed JSON, ProtoBuf, Avro, etc.), which can be more efficient in terms of transmission time and bandwidth. The IAB Tech Lab may offer reference implementations for these or other formats. When available, the use of these IAB reference implementations is highly recommended to reduce exchange-specific variations.

The bid request specifies the representation as a mime type using the Content-Type HTTP header. The mime type for the standard JSON representation is “application/json” as shown. The format of the bid response must be the same as the bid request.

Content-Type: application/json

If alternative binary representations are used, the exchange or SSP should specify the Content-Type appropriately. For example: “Content-Type: avro/binary” or “Content-Type: application/x-protobuf”. If the content-type is missing, the bidder should assume the type is application/json, unless a different default has been selected by an exchange.

As a convention, the absence of an attribute has a formal meaning. In most cases, this indicates that the value is unknown, unless otherwise specified.

2.4 OpenRTB Version HTTP Header

The OpenRTB Version should be passed in the header of a bid request with a custom header parameter. This will allow bidders to recognize the version of the message contained before attempting to parse the request.

Additionally, it is recommended albeit optional that bidders place an identically formatted message in the HTTP header of the response with the protocol version the bidder has implemented. The message may contain a different version number than the request header.

x-openrtb-version: 2.4

This version should be specified as <major>.<minor> (e.g., 2.4). First or second level increments on the version are changes to the protocol. In general, second-level changes should be backwards compatible, whereas first level changes need not be backwards compatible. Any third level revisions (such as 2.4.1)
should not change the protocol itself; only descriptions and notes that don’t affect the protocol content. Third level versions should not be included in this header since they should have no technical impact.

### 2.5 Privacy by Design

The OpenRTB project fully supports privacy policies as specified by buyers and sellers of advertising. In particular OpenRTB supports do-not-track (Section 3.2.13), COPPA restriction signaling (Section 7.5), and the ability to pass user preferences from sellers to buyers through the User object (Section 3.2.15).

### 2.6 Relationship to Inventory Quality Guidelines

OpenRTB is fully compatible with the Inventory Quality Guidelines (IQG) available here: [www.tagtoday.net/iqg](http://www.tagtoday.net/iqg). In particular, many of the taxonomies and lists used in this specification are derived from either the IQG or the IAB Technology Lab.

### 2.7 Customization and Extensions

The OpenRTB spec allows for exchange specific customization and extensions of the specification. Any object may contain extensions. In order to keep extension fields consistent across platforms, they should consistently be named “ext.”.
3. Bid Request Specification

RTB transactions are initiated when an exchange or other supply source sends a bid request to a bidder. The bid request consists of the top-level bid request object, at least one impression object, and may optionally include additional objects providing impression context.

3.1 Object Model

Following is the object model for the bid request. The top-level object (i.e., in JSON the unnamed outer object) is denoted as BidRequest in the model. Of its direct subordinates, only Imp is technically required since it is fundamental to describing the impression being sold and its requires at least one of Banner (which may allow multiple formats), Video, Audio, and Native to define the type of impression (i.e., whichever one or more the publisher is willing to accept; although a bid will be for exactly one of those specified). An impression can optionally be subject to a private marketplace.

![Figure 4: Bid Request object model.](image)

Other subordinates to the BidRequest provide various forms of information to assist bidders in making targeting and pricing decisions. This includes details about the user, the device they’re using, the location of either, regulatory constraints, and the content and media in which the impression will occur.
On the latter, there is the distinction between site (i.e., website) and application (i.e., non-browser app typically in mobile). The abstract class called DistributionChannel is just a modeling concept to indicate that a BidRequest is related to either a Site or an App, but not both (i.e., a distribution channel is an abstraction of site and app). Both sites and apps can be further described by data about their publisher, the content, and the content’s producer.

Not shown in the model figure is an extensions object. This is an object of undefined structure that can be added to any other object to convey exchange-specific extensions to the standard. Exchanges using these objects are responsible for publishing their extensions to their bidders.

The following table summarizes the objects in the Bid Request model and serves as an index into the detailed definitions in the subsections that follow.

<table>
<thead>
<tr>
<th>Object</th>
<th>Section</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BidRequest</td>
<td>3.2.1</td>
<td>Top-level object.</td>
</tr>
<tr>
<td>Imp</td>
<td>3.2.2</td>
<td>Container for the description of a specific impression; at least 1 per request.</td>
</tr>
<tr>
<td>Banner</td>
<td>3.2.3</td>
<td>Details for a banner impression (incl. in-banner video) or video companion ad.</td>
</tr>
<tr>
<td>Video</td>
<td>3.2.4</td>
<td>Details for a video impression.</td>
</tr>
<tr>
<td>Audio</td>
<td>3.2.5</td>
<td>Container for an audio impression.</td>
</tr>
<tr>
<td>Native</td>
<td>3.2.6</td>
<td>Container for a native impression conforming to the Dynamic Native Ads API.</td>
</tr>
<tr>
<td>Format</td>
<td>3.2.7</td>
<td>An allowed size of a banner.</td>
</tr>
<tr>
<td>Site</td>
<td>3.2.8</td>
<td>Details of the website calling for the impression.</td>
</tr>
<tr>
<td>App</td>
<td>3.2.9</td>
<td>Details of the application calling for the impression.</td>
</tr>
<tr>
<td>Publisher</td>
<td>3.2.10</td>
<td>Entity that controls the content of and distributes the site or app.</td>
</tr>
<tr>
<td>Content</td>
<td>3.2.11</td>
<td>Details about the published content itself, within which the ad will be shown.</td>
</tr>
<tr>
<td>Producer</td>
<td>3.2.12</td>
<td>Producer of the content; not necessarily the publisher (e.g., syndication).</td>
</tr>
<tr>
<td>Device</td>
<td>3.2.13</td>
<td>Details of the device on which the content and impressions are displayed.</td>
</tr>
<tr>
<td>Geo</td>
<td>3.2.14</td>
<td>Location of the device or user’s home base depending on the parent object.</td>
</tr>
<tr>
<td>User</td>
<td>3.2.15</td>
<td>Human user of the device; audience for advertising.</td>
</tr>
<tr>
<td>Data</td>
<td>3.2.16</td>
<td>Collection of additional user targeting data from a specific data source.</td>
</tr>
<tr>
<td>Segment</td>
<td>3.2.17</td>
<td>Specific data point about a user from a specific data source.</td>
</tr>
<tr>
<td>Regs</td>
<td>3.2.18</td>
<td>Regulatory conditions in effect for all impressions in this bid request.</td>
</tr>
<tr>
<td>Pmp</td>
<td>3.2.19</td>
<td>Collection of private marketplace (PMP) deals applicable to this impression.</td>
</tr>
<tr>
<td>Deal</td>
<td>3.2.20</td>
<td>Deal terms pertaining to this impression between a seller and buyer.</td>
</tr>
</tbody>
</table>

### 3.2 Object Specifications

The subsections that follow define each of the objects in the bid request model. Several conventions are used throughout:

- Attributes are “required” if their omission would technically break the protocol.
Some optional attributes are denoted “recommended” due to their elevated business importance.

Unless a default value is explicitly specified, an omitted attribute is interpreted as “unknown”.

### 3.2.1 Object: BidRequest

The top-level bid request object contains a globally unique bid request or auction ID. This `id` attribute is required as is at least one impression object (Section 3.2.2). Other attributes in this top-level object establish rules and restrictions that apply to all impressions being offered.

There are also several subordinate objects that provide detailed data to potential buyers. Among these are the `Site` and `App` objects, which describe the type of published media in which the impression(s) appear. These objects are highly recommended, but only one applies to a given bid request depending on whether the media is browser-based web content or a non-browser application, respectively.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string; required</td>
<td>Unique ID of the bid request, provided by the exchange.</td>
</tr>
<tr>
<td>imp</td>
<td>object array; required</td>
<td>Array of <code>Imp</code> objects (Section 3.2.2) representing the impressions offered. At least 1 <code>Imp</code> object is required.</td>
</tr>
<tr>
<td>site</td>
<td>object; recommended</td>
<td>Details via a <code>Site</code> object (Section 3.2.8) about the publisher’s website. Only applicable and recommended for websites.</td>
</tr>
<tr>
<td>app</td>
<td>object; recommended</td>
<td>Details via an <code>App</code> object (Section 3.2.9) about the publisher’s app (i.e., non-browser applications). Only applicable and recommended for apps.</td>
</tr>
<tr>
<td>device</td>
<td>object; recommended</td>
<td>Details via a <code>Device</code> object (Section 3.2.13) about the user’s device to which the impression will be delivered.</td>
</tr>
<tr>
<td>user</td>
<td>object; recommended</td>
<td>Details via a <code>User</code> object (Section 3.2.15) about the human user of the device; the advertising audience.</td>
</tr>
<tr>
<td>test</td>
<td>integer; default 0</td>
<td>Indicator of test mode in which auctions are not billable, where 0 = live mode, 1 = test mode.</td>
</tr>
<tr>
<td>at</td>
<td>integer; default 2</td>
<td>Auction type, where 1 = First Price, 2 = Second Price Plus. Exchange-specific auction types can be defined using values greater than 500.</td>
</tr>
<tr>
<td>tmax</td>
<td>integer</td>
<td>Maximum time in milliseconds to submit a bid to avoid timeout. This value is commonly communicated offline.</td>
</tr>
<tr>
<td>wseat</td>
<td>string array</td>
<td>Whitelist of buyer seats (e.g., advertisers, agencies) allowed to bid on this impression. IDs of seats and knowledge of the buyer’s customers to which they refer must be coordinated between bidders and the exchange a priori. Omission implies no seat restrictions.</td>
</tr>
<tr>
<td>allimps</td>
<td>integer; default 0</td>
<td>Flag to indicate if Exchange can verify that the impressions offered represent all of the impressions available in context (e.g., all on the web page, all video spots such as pre/mid/post roll) to support road-blocking. 0 = no or unknown, 1 = yes, the impressions offered represent all that are available.</td>
</tr>
<tr>
<td>cur</td>
<td>string array</td>
<td>Array of allowed currencies for bids on this bid request using ISO-4217 alpha codes. Recommended only if the exchange accepts multiple currencies.</td>
</tr>
</tbody>
</table>
**bcat** | **string array** | Blocked advertiser categories using the IAB content categories. Refer to List 5.1.
---|---|---
**badv** | **string array** | Block list of advertisers by their domains (e.g., “ford.com”).
**bapp** | **string array** | Block list of applications by their platform-specific exchange-independent application identifiers. On Android, these should be bundle or package names (e.g., com.foo.mygame). On iOS, these are numeric IDs.
**regs** | **object** | A Regs object (Section 3.2.18) that specifies any industry, legal, or governmental regulations in force for this request.
**ext** | **object** | Placeholder for exchange-specific extensions to OpenRTB.

### 3.2.2 Object: Imp

This object describes an ad placement or impression being auctioned. A single bid request can include multiple Imp objects, a use case for which might be an exchange that supports selling all ad positions on a given page. Each Imp object has a required ID so that bids can reference them individually.

The presence of Banner (Section 3.2.3), Video (Section 3.2.4), and/or Native (Section 3.2.6) objects subordinate to the Imp object indicates the type of impression being offered. The publisher can choose one such type which is the typical case or mix them at their discretion. However, any given bid for the impression must conform to one of the offered types.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string; required</td>
<td>A unique identifier for this impression within the context of the bid request (typically, starts with 1 and increments).</td>
</tr>
<tr>
<td>banner</td>
<td>object</td>
<td>A Banner object (Section 3.2.3); required if this impression is offered as a banner ad opportunity.</td>
</tr>
<tr>
<td>video</td>
<td>object</td>
<td>A Video object (Section 3.2.4); required if this impression is offered as a video ad opportunity.</td>
</tr>
<tr>
<td>audio</td>
<td>object</td>
<td>An Audio object (Section 3.2.5); required if this impression is offered as an audio ad opportunity.</td>
</tr>
<tr>
<td>native</td>
<td>object</td>
<td>A Native object (Section 3.2.6); required if this impression is offered as a native ad opportunity.</td>
</tr>
<tr>
<td>pmp</td>
<td>object</td>
<td>A Pmp object (Section 3.2.19) containing any private marketplace deals in effect for this impression.</td>
</tr>
<tr>
<td>displaymanager</td>
<td>string</td>
<td>Name of ad mediation partner, SDK technology, or player responsible for rendering ad (typically video or mobile). Used by some ad servers to customize ad code by partner. Recommended for video and/or apps.</td>
</tr>
<tr>
<td>displaymanagerver</td>
<td>string</td>
<td>Version of ad mediation partner, SDK technology, or player responsible for rendering ad (typically video or mobile). Used by some ad servers to customize ad code by partner. Recommended for video and/or apps.</td>
</tr>
<tr>
<td>instl</td>
<td>integer; default 0</td>
<td>1 = the ad is interstitial or full screen, 0 = not interstitial.</td>
</tr>
</tbody>
</table>
tagid | string | Identifier for specific ad placement or ad tag that was used to initiate the auction. This can be useful for debugging of any issues, or for optimization by the buyer.

bidfloor | float; default 0 | Minimum bid for this impression expressed in CPM.

bidfloorcur | string; default “USD” | Currency specified using ISO-4217 alpha codes. This may be different from bid currency returned by bidder if this is allowed by the exchange.

clickbrowser | integer | Indicates the type of browser opened upon clicking the creative in an app, where 0 = embedded, 1 = native. Note that the Safari View Controller in iOS 9.x devices is considered a native browser for purposes of this attribute.

secure | integer | Flag to indicate if the impression requires secure HTTPS URL creative assets and markup, where 0 = non-secure, 1 = secure. If omitted, the secure state is unknown, but non-secure HTTP support can be assumed.

iframebuster | string array | Array of exchange-specific names of supported iframe busters.

exp | integer | Advisory as to the number of seconds that may elapse between the auction and the actual impression.

ext | object | Placeholder for exchange-specific extensions to OpenRTB.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>w</td>
<td>integer; recommended</td>
<td>Width in device independent pixels (DIPS). If no format objects are specified, this is an exact width requirement. Otherwise it is a preferred width.</td>
</tr>
<tr>
<td>h</td>
<td>integer; recommended</td>
<td>Height in device independent pixels (DIPS). If no format objects are specified, this is an exact height requirement. Otherwise it is a preferred height.</td>
</tr>
<tr>
<td>format</td>
<td>object array</td>
<td>Array of format objects (Section 3.2.7) representing the banner sizes permitted. If none are specified, then use of the h and w attributes is highly recommended.</td>
</tr>
<tr>
<td>wmax</td>
<td>integer; DEPRECATED</td>
<td>NOTE: Deprecated in favor of the format array. Maximum width in device independent pixels (DIPS).</td>
</tr>
</tbody>
</table>

### 3.2.3 Object: Banner

This object represents the most general type of impression. Although the term “banner” may have very specific meaning in other contexts, here it can be many things including a simple static image, an expandable ad unit, or even in-banner video (refer to the Video object in Section 3.2.4 for the more generalized and full featured video ad units). An array of Banner objects can also appear within the Video to describe optional companion ads defined in the VAST specification.

The presence of a Banner as a subordinate of the Imp object indicates that this impression is offered as a banner type impression. At the publisher’s discretion, that same impression may also be offered as video, audio, and/or native by also including as Imp subordinates objects of those types. However, any given bid for the impression must conform to one of the offered types.
<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hmax</td>
<td>integer; DEPRECATED</td>
<td>NOTE: Deprecated in favor of the format array. Maximum height in DIPS.</td>
</tr>
<tr>
<td>wmin</td>
<td>integer; DEPRECATED</td>
<td>NOTE: Deprecated in favor of the format array. Minimum width in DIPS.</td>
</tr>
<tr>
<td>hmin</td>
<td>integer; DEPRECATED</td>
<td>NOTE: Deprecated in favor of the format array. Minimum height in DIPS.</td>
</tr>
<tr>
<td>id</td>
<td>string</td>
<td>Unique identifier for this banner object. Recommended when Banner objects are used with a Video object (Section 3.2.4) to represent an array of companion ads. Values usually start at 1 and increase with each object; should be unique within an impression.</td>
</tr>
<tr>
<td>btype</td>
<td>integer array</td>
<td>Blocked banner ad types. Refer to List 5.2.</td>
</tr>
<tr>
<td>battr</td>
<td>integer array</td>
<td>Blocked creative attributes. Refer to List 5.3.</td>
</tr>
<tr>
<td>pos</td>
<td>integer</td>
<td>Ad position on screen. Refer to List 5.4.</td>
</tr>
<tr>
<td>mimes</td>
<td>string array</td>
<td>Content MIME types supported. Popular MIME types may include “application/x-shockwave-flash”, “image/jpg”, and “image/gif”.</td>
</tr>
<tr>
<td>topframe</td>
<td>integer</td>
<td>Indicates if the banner is in the top frame as opposed to an iframe, where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>expdir</td>
<td>integer array</td>
<td>Directions in which the banner may expand. Refer to List 5.5.</td>
</tr>
<tr>
<td>api</td>
<td>integer array</td>
<td>List of supported API frameworks for this impression. Refer to List 5.6. If an API is not explicitly listed, it is assumed not to be supported.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

### 3.2.4 Object: Video

This object represents an in-stream video impression. Many of the fields are non-essential for minimally viable transactions, but are included to offer fine control when needed. Video in OpenRTB generally assumes compliance with the VAST standard. As such, the notion of companion ads is supported by optionally including an array of Banner objects (refer to the Banner object in Section 3.2.3) that define these companion ads.

The presence of a Video as a subordinate of the Imp object indicates that this impression is offered as a video type impression. At the publisher’s discretion, that same impression may also be offered as banner, audio, and/or native by also including as Imp subordinates objects of those types. However, any given bid for the impression must conform to one of the offered types.
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxduration</td>
<td>integer; recommended</td>
<td>Maximum video ad duration in seconds.</td>
</tr>
<tr>
<td>protocols</td>
<td>integer array;</td>
<td>Array of supported video protocols. Refer to List 5.8. At least one supported protocol must be specified in either the protocol or protocols attribute.</td>
</tr>
<tr>
<td>protocol</td>
<td>integer; DEPRECATED</td>
<td>NOTE: Deprecated in favor of protocols. Supported video protocol. Refer to List 5.8. At least one supported protocol must be specified in either the protocol or protocols attribute.</td>
</tr>
<tr>
<td>w</td>
<td>integer; recommended</td>
<td>Width of the video player in device independent pixels (DIPS).</td>
</tr>
<tr>
<td>h</td>
<td>integer; recommended</td>
<td>Height of the video player in device independent pixels (DIPS).</td>
</tr>
<tr>
<td>startdelay</td>
<td>integer; recommended</td>
<td>Indicates the start delay in seconds for pre-roll, mid-roll, or post-roll ad placements. Refer to List 5.10 for additional generic values.</td>
</tr>
<tr>
<td>linearity</td>
<td>integer</td>
<td>Indicates if the impression must be linear, nonlinear, etc. If none specified, assume all are allowed. Refer to List 5.7.</td>
</tr>
<tr>
<td>skip</td>
<td>integer</td>
<td>Indicates if the player will allow the video to be skipped, where 0 = no, 1 = yes. If a bidder sends markup/creative that is itself skippable, the Bid object should include the attr array with an element of 16 indicating skippable video. Refer to List 5.3.</td>
</tr>
<tr>
<td>skipmin</td>
<td>integer; default 0</td>
<td>Videos of total duration greater than this number of seconds can be skippable; only applicable if the ad is skippable.</td>
</tr>
<tr>
<td>skipafter</td>
<td>integer; default 0</td>
<td>Number of seconds a video must play before skipping is enabled; only applicable if the ad is skippable.</td>
</tr>
<tr>
<td>sequence</td>
<td>integer</td>
<td>If multiple ad impressions are offered in the same bid request, the sequence number will allow for the coordinated delivery of multiple creatives.</td>
</tr>
<tr>
<td>battr</td>
<td>integer array</td>
<td>Blocked creative attributes. Refer to List 5.3.</td>
</tr>
<tr>
<td>maxextended</td>
<td>integer</td>
<td>Maximum extended ad duration if extension is allowed. If blank or 0, extension is not allowed. If -1, extension is allowed, and there is no time limit imposed. If greater than 0, then the value represents the number of seconds of extended play supported beyond the maxduration value.</td>
</tr>
<tr>
<td>minbitrate</td>
<td>integer</td>
<td>Minimum bit rate in Kbps.</td>
</tr>
<tr>
<td>maxbitrate</td>
<td>integer</td>
<td>Maximum bit rate in Kbps.</td>
</tr>
<tr>
<td>boxingallowed</td>
<td>integer; default 1</td>
<td>Indicates if letter-boxing of 4:3 content into a 16:9 window is allowed, where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>playbackmethod</td>
<td>integer array</td>
<td>Playback methods that may be in use. If none are specified, any method may be used. Refer to List 5.9. Only one method is typically used in practice. As a result, this array may be converted to an integer in a future version of the specification.</td>
</tr>
</tbody>
</table>
### 3.2.5 Object: Audio

This object represents an audio type impression. Many of the fields are non-essential for minimally viable transactions, but are included to offer fine control when needed. Audio in OpenRTB generally assumes compliance with the DAAST standard. As such, the notion of companion ads is supported by optionally including an array of `Banner` objects (refer to the `Banner` object in Section 3.2.3) that define these companion ads.

The presence of a `Audio` as a subordinate of the `Imp` object indicates that this impression is offered as an audio type impression. At the publisher’s discretion, that same impression may also be offered as banner, video, and/or native by also including as `Imp` subordinates objects of those types. However, any given bid for the impression must conform to one of the offered types.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mimes</td>
<td>string array; required</td>
<td>Content MIME types supported (e.g., “audio/mp4”).</td>
</tr>
<tr>
<td>minduration</td>
<td>integer; recommended</td>
<td>Minimum audio ad duration in seconds.</td>
</tr>
<tr>
<td>maxduration</td>
<td>integer; recommended</td>
<td>Maximum audio ad duration in seconds.</td>
</tr>
<tr>
<td>protocols</td>
<td>integer array; recommended</td>
<td>Array of supported audio protocols. Refer to List 5.8.</td>
</tr>
<tr>
<td>startdelay</td>
<td>integer; recommended</td>
<td>Indicates the start delay in seconds for pre-roll, mid-roll, or post-roll ad placements. Refer to List 5.10.</td>
</tr>
<tr>
<td>sequence</td>
<td>integer</td>
<td>If multiple ad impressions are offered in the same bid request, the sequence number will allow for the coordinated delivery of multiple creatives.</td>
</tr>
<tr>
<td>battr</td>
<td>integer array</td>
<td>Blocked creative attributes. Refer to List 5.3.</td>
</tr>
<tr>
<td>maxextended</td>
<td>integer</td>
<td>Maximum extended ad duration if extension is allowed. If blank or 0, extension is not allowed. If -1, extension is allowed, and there is no time limit imposed. If greater than 0, then the value represents the number of seconds of extended play supported beyond the <code>maxduration</code> value.</td>
</tr>
<tr>
<td>Attribute</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>minbitrate</td>
<td>integer</td>
<td>Minimum bit rate in Kbps.</td>
</tr>
<tr>
<td>maxbitrate</td>
<td>integer</td>
<td>Maximum bit rate in Kbps.</td>
</tr>
<tr>
<td>delivery</td>
<td>integer array</td>
<td>Supported delivery methods (e.g., streaming, progressive). If none specified, assume all are supported. Refer to List 5.13.</td>
</tr>
<tr>
<td>companionad</td>
<td>object array</td>
<td>Array of Banner objects (Section 3.2.3) if companion ads are available.</td>
</tr>
<tr>
<td>api</td>
<td>integer array</td>
<td>List of supported API frameworks for this impression. Refer to List 5.6. If an API is not explicitly listed, it is assumed not to be supported.</td>
</tr>
<tr>
<td>companionotype</td>
<td>integer array</td>
<td>Supported DAAST companion ad types. Recommended if companion Banner objects are included via the companionad array.</td>
</tr>
<tr>
<td>maxseq</td>
<td>integer</td>
<td>The maximum number of ads that can be played in an ad pod.</td>
</tr>
<tr>
<td>feed</td>
<td>integer</td>
<td>Type of audio feed. Refer to List 5.14.</td>
</tr>
<tr>
<td>stitched</td>
<td>integer</td>
<td>Indicates if the ad is stitched with audio content or delivered independently, where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>nvol</td>
<td>integer</td>
<td>Volume normalization mode. Refer to List 5.15.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

### 3.2.6 Object: Native

This object represents a native type impression. Native ad units are intended to blend seamlessly into the surrounding content (e.g., a sponsored Twitter or Facebook post). As such, the response must be well-structured to afford the publisher fine-grained control over rendering.

The Native Subcommittee has developed a companion specification to OpenRTB called the Dynamic Native Ads API. It defines the request parameters and response markup structure of native ad units. This object provides the means of transporting request parameters as an opaque string so that the specific parameters can evolve separately under the auspices of the Dynamic Native Ads API. Similarly, the ad markup served will be structured according to that specification.

The presence of a native as a subordinate of the Imp object indicates that this impression is offered as a native type impression. At the publisher’s discretion, that same impression may also be offered as banner, video, and/or audio by also including as Imp subordinates objects of those types. However, any given bid for the impression must conform to one of the offered types.
3.2.7 Object: Format

This object represents an allowed size (i.e., height and width combination) for a banner impression. These are typically used in an array for an impression where multiple sizes are permitted.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>w</td>
<td>integer; recommended</td>
<td>Width in device independent pixels (DIPS).</td>
</tr>
<tr>
<td>h</td>
<td>integer; recommended</td>
<td>Height in device independent pixels (DIPS).</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

3.2.8 Object: Site

This object should be included if the ad supported content is a website as opposed to a non-browser application. A bid request must not contain both a Site and an App object. At a minimum, it is useful to provide a site ID or page URL, but this is not strictly required.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string; recommended</td>
<td>Exchange-specific site ID.</td>
</tr>
<tr>
<td>name</td>
<td>string</td>
<td>Site name (may be aliased at the publisher’s request).</td>
</tr>
<tr>
<td>domain</td>
<td>string</td>
<td>Domain of the site (e.g., “mysite.foo.com”).</td>
</tr>
<tr>
<td>cat</td>
<td>string array</td>
<td>Array of IAB content categories of the site. Refer to List 5.1.</td>
</tr>
<tr>
<td>sectioncat</td>
<td>string array</td>
<td>Array of IAB content categories that describe the current section of the site. Refer to List 5.1.</td>
</tr>
<tr>
<td>pagecat</td>
<td>string array</td>
<td>Array of IAB content categories that describe the current page or view of the site. Refer to List 5.1.</td>
</tr>
<tr>
<td>page</td>
<td>string</td>
<td>URL of the page where the impression will be shown.</td>
</tr>
<tr>
<td>ref</td>
<td>string</td>
<td>Referrer URL that caused navigation to the current page.</td>
</tr>
<tr>
<td>search</td>
<td>string</td>
<td>Search string that caused navigation to the current page.</td>
</tr>
<tr>
<td>mobile</td>
<td>integer</td>
<td>Indicates if the site has been programmed to optimize layout when viewed on mobile devices, where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>privacypolicy</td>
<td>integer</td>
<td>Indicates if the site has a privacy policy, where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>publisher</td>
<td>object</td>
<td>Details about the Publisher (Section 3.2.10) of the site.</td>
</tr>
<tr>
<td>content</td>
<td>object</td>
<td>Details about the Content (Section 3.2.11) within the site.</td>
</tr>
<tr>
<td>keywords</td>
<td>string</td>
<td>Comma separated list of keywords about the site.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>
3.2.9 Object: App

This object should be included if the ad supported content is a non-browser application (typically in mobile) as opposed to a website. A bid request must not contain both an App and a Site object. At a minimum, it is useful to provide an App ID or bundle, but this is not strictly required.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string; recommended</td>
<td>Exchange-specific app ID.</td>
</tr>
<tr>
<td>name</td>
<td>string</td>
<td>App name (may be aliased at the publisher’s request).</td>
</tr>
<tr>
<td>bundle</td>
<td>string</td>
<td>A platform-specific application identifier intended to be unique to the app and independent of the exchange. On Android, this should be a bundle or package name (e.g., com.foo.mygame). On iOS, it is a numeric ID.</td>
</tr>
<tr>
<td>domain</td>
<td>string</td>
<td>Domain of the app (e.g., “mygame.foo.com”).</td>
</tr>
<tr>
<td>storeurl</td>
<td>string</td>
<td>App store URL for an installed app; for IQG 2.1 compliance.</td>
</tr>
<tr>
<td>cat</td>
<td>string array</td>
<td>Array of IAB content categories of the app. Refer to List 5.1.</td>
</tr>
<tr>
<td>sectioncat</td>
<td>string array</td>
<td>Array of IAB content categories that describe the current section of the app. Refer to List 5.1.</td>
</tr>
<tr>
<td>pagecat</td>
<td>string array</td>
<td>Array of IAB content categories that describe the current page or view of the app. Refer to List 5.1.</td>
</tr>
<tr>
<td>ver</td>
<td>string</td>
<td>Application version.</td>
</tr>
<tr>
<td>privacypolicy</td>
<td>integer</td>
<td>Indicates if the app has a privacy policy, where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>paid</td>
<td>integer</td>
<td>0 = app is free, 1 = the app is a paid version.</td>
</tr>
<tr>
<td>publisher</td>
<td>object</td>
<td>Details about the Publisher (Section 3.2.10) of the app.</td>
</tr>
<tr>
<td>content</td>
<td>object</td>
<td>Details about the Content (Section 3.2.11) within the app.</td>
</tr>
<tr>
<td>keywords</td>
<td>string</td>
<td>Comma separated list of keywords about the app.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

3.2.10 Object: Publisher

This object describes the publisher of the media in which the ad will be displayed. The publisher is typically the seller in an OpenRTB transaction.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string</td>
<td>Exchange-specific publisher ID.</td>
</tr>
<tr>
<td>name</td>
<td>string</td>
<td>Publisher name (may be aliased at the publisher’s request).</td>
</tr>
<tr>
<td>cat</td>
<td>string array</td>
<td>Array of IAB content categories that describe the publisher. Refer to List 5.1.</td>
</tr>
<tr>
<td>domain</td>
<td>string</td>
<td>Highest level domain of the publisher (e.g., “publisher.com”).</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>
### 3.2.11 Object: Content

This object describes the content in which the impression will appear, which may be syndicated or non-syndicated content. This object may be useful when syndicated content contains impressions and does not necessarily match the publisher’s general content. The exchange might or might not have knowledge of the page where the content is running, as a result of the syndication method. For example might be a video impression embedded in an iframe on an unknown web property or device.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string</td>
<td>ID uniquely identifying the content.</td>
</tr>
<tr>
<td>episode</td>
<td>integer</td>
<td>Episode number.</td>
</tr>
<tr>
<td>season</td>
<td>string</td>
<td>Content season (e.g., “Season 3”).</td>
</tr>
<tr>
<td>artist</td>
<td>string</td>
<td>Artist credited with the content.</td>
</tr>
<tr>
<td>genre</td>
<td>string</td>
<td>Genre that best describes the content (e.g., rock, pop, etc).</td>
</tr>
<tr>
<td>album</td>
<td>string</td>
<td>Album to which the content belongs; typically for audio.</td>
</tr>
<tr>
<td>isrc</td>
<td>string</td>
<td>International Standard Recording Code conforming to ISO-3901.</td>
</tr>
<tr>
<td>producer</td>
<td>object</td>
<td>Details about the content <em>Producer</em> (Section 3.2.12).</td>
</tr>
<tr>
<td>url</td>
<td>string</td>
<td>URL of the content, for buy-side contextualization or review.</td>
</tr>
<tr>
<td>cat</td>
<td>string array</td>
<td>Array of IAB content categories that describe the content producer. Refer to List 5.1.</td>
</tr>
<tr>
<td>prodq</td>
<td>integer</td>
<td>Production quality. Refer to List 5.11.</td>
</tr>
<tr>
<td>videoquality</td>
<td>integer; DEPRECATED</td>
<td>Video quality. Refer to List 5.11.</td>
</tr>
<tr>
<td>context</td>
<td>integer</td>
<td>Type of content (game, video, text, etc.). Refer to List 5.16.</td>
</tr>
<tr>
<td>contentrating</td>
<td>string</td>
<td>Content rating (e.g., MPAA).</td>
</tr>
<tr>
<td>userrating</td>
<td>string</td>
<td>User rating of the content (e.g., number of stars, likes, etc.).</td>
</tr>
<tr>
<td>qagmediarating</td>
<td>integer</td>
<td>Media rating per IQG guidelines. Refer to List 5.17.</td>
</tr>
<tr>
<td>keywords</td>
<td>string</td>
<td>Comma separated list of keywords describing the content.</td>
</tr>
<tr>
<td>livestream</td>
<td>integer</td>
<td>0 = not live, 1 = content is live (e.g., stream, live blog).</td>
</tr>
<tr>
<td>sourcerelationship</td>
<td>integer</td>
<td>0 = indirect, 1 = direct.</td>
</tr>
<tr>
<td>len</td>
<td>integer</td>
<td>Length of content in seconds; appropriate for video or audio.</td>
</tr>
<tr>
<td>Attribute</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>embeddable</td>
<td>integer</td>
<td>Indicator of whether or not the content is embeddable (e.g., an embeddable video player), where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>data</td>
<td>object array</td>
<td>Additional content data. Each Data object (Section 3.2.16) represents a different data source.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

### 3.2.12 Object: Producer

This object defines the producer of the content in which the ad will be shown. This is particularly useful when the content is syndicated and may be distributed through different publishers and thus when the producer and publisher are not necessarily the same entity.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string</td>
<td>Content producer or originator ID. Useful if content is syndicated and may be posted on a site using embed tags.</td>
</tr>
<tr>
<td>name</td>
<td>string</td>
<td>Content producer or originator name (e.g., “Warner Bros”).</td>
</tr>
<tr>
<td>cat</td>
<td>string array</td>
<td>Array of IAB content categories that describe the content producer. Refer to List 5.1.</td>
</tr>
<tr>
<td>domain</td>
<td>string</td>
<td>Highest level domain of the content producer (e.g., “producer.com”).</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

### 3.2.13 Object: Device

This object provides information pertaining to the device through which the user is interacting. Device information includes its hardware, platform, location, and carrier data. The device can refer to a mobile handset, a desktop computer, set top box, or other digital device.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ua</td>
<td>string; recommended</td>
<td>Browser user agent string.</td>
</tr>
<tr>
<td>geo</td>
<td>object; recommended</td>
<td>Location of the device assumed to be the user’s current location defined by a Geo object (Section 3.2.14).</td>
</tr>
<tr>
<td>dnt</td>
<td>integer; recommended</td>
<td>Standard “Do Not Track” flag as set in the header by the browser, where 0 = tracking is unrestricted, 1 = do not track.</td>
</tr>
<tr>
<td>lmt</td>
<td>integer; recommended</td>
<td>“Limit Ad Tracking” signal commercially endorsed (e.g., iOS, Android), where 0 = tracking is unrestricted, 1 = tracking must be limited per commercial guidelines.</td>
</tr>
<tr>
<td>ip</td>
<td>string; recommended</td>
<td>IPv4 address closest to device.</td>
</tr>
<tr>
<td>ipv6</td>
<td>string</td>
<td>IP address closest to device as IPv6.</td>
</tr>
<tr>
<td>devicetype</td>
<td>integer</td>
<td>The general type of device. Refer to List 5.19.</td>
</tr>
<tr>
<td>make</td>
<td>string</td>
<td>Device make (e.g., “Apple”).</td>
</tr>
<tr>
<td>Property</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>--------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>model</td>
<td>string</td>
<td>Device model (e.g., “iPhone”).</td>
</tr>
<tr>
<td>os</td>
<td>string</td>
<td>Device operating system (e.g., “iOS”).</td>
</tr>
<tr>
<td>osv</td>
<td>string</td>
<td>Device operating system version (e.g., “3.1.2”).</td>
</tr>
<tr>
<td>hwv</td>
<td>string</td>
<td>Hardware version of the device (e.g., “SS” for iPhone 5S).</td>
</tr>
<tr>
<td>h</td>
<td>integer</td>
<td>Physical height of the screen in pixels.</td>
</tr>
<tr>
<td>w</td>
<td>integer</td>
<td>Physical width of the screen in pixels.</td>
</tr>
<tr>
<td>ppi</td>
<td>integer</td>
<td>Screen size as pixels per linear inch.</td>
</tr>
<tr>
<td>pxratio</td>
<td>float</td>
<td>The ratio of physical pixels to device independent pixels.</td>
</tr>
<tr>
<td>js</td>
<td>integer</td>
<td>Support for JavaScript, where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>geofetch</td>
<td>integer</td>
<td>Indicates if the geolocation API will be available to JavaScript code running in the banner, where 0 = no, 1 = yes.</td>
</tr>
<tr>
<td>flashver</td>
<td>string</td>
<td>Version of Flash supported by the browser.</td>
</tr>
<tr>
<td>carrier</td>
<td>string</td>
<td>Carrier or ISP (e.g., “VERIZON”). “WIFI” is often used in mobile to indicate high bandwidth (e.g., video friendly vs. cellular).</td>
</tr>
<tr>
<td>connectiontype</td>
<td>integer</td>
<td>Network connection type. Refer to List 5.20.</td>
</tr>
<tr>
<td>ifa</td>
<td>string</td>
<td>ID sanctioned for advertiser use in the clear (i.e., not hashed).</td>
</tr>
<tr>
<td>didshah1</td>
<td>string</td>
<td>Hardware device ID (e.g., IMEI); hashed via SHA1.</td>
</tr>
<tr>
<td>didmd5</td>
<td>string</td>
<td>Hardware device ID (e.g., IMEI); hashed via MD5.</td>
</tr>
<tr>
<td>dpidshah1</td>
<td>string</td>
<td>Platform device ID (e.g., Android ID); hashed via SHA1.</td>
</tr>
<tr>
<td>dpidmd5</td>
<td>string</td>
<td>Platform device ID (e.g., Android ID); hashed via MD5.</td>
</tr>
<tr>
<td>macshah1</td>
<td>string</td>
<td>MAC address of the device; hashed via SHA1.</td>
</tr>
<tr>
<td>macmd5</td>
<td>string</td>
<td>MAC address of the device; hashed via MD5.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

**BEST PRACTICE:** There are currently no prominent open source lists for device makes, models, operating systems, or carriers. Exchanges typically use commercial products or other proprietary lists for these attributes. Until suitable open standards are available, exchanges are highly encouraged to publish lists of their device make, model, operating system, and carrier values to bidders.

**BEST PRACTICE:** Proper device IP detection in mobile is not straightforward. Typically it involves starting at the left of the `x-forwarded-for` header, skipping private carrier networks (e.g., 10.x.x.x or 192.x.x.x), and possibly scanning for known carrier IP ranges. Exchanges are urged to research and implement this feature carefully when presenting device IP values to bidders.

### 3.2.14 Object: Geo

This object encapsulates various methods for specifying a geographic location. When subordinate to a **Device** object, it indicates the location of the device which can also be interpreted as the user’s current location. When subordinate to a **User** object, it indicates the location of the user’s home base (i.e., not necessarily their current location).
The `lat/lon` attributes should only be passed if they conform to the accuracy depicted in the `type` attribute. For example, the centroid of a geographic region such as postal code should not be passed.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>lat</td>
<td>float</td>
<td>Latitude from -90.0 to +90.0, where negative is south.</td>
</tr>
<tr>
<td>lon</td>
<td>float</td>
<td>Longitude from -180.0 to +180.0, where negative is west.</td>
</tr>
<tr>
<td>type</td>
<td>integer</td>
<td>Source of location data; recommended when passing <code>lat/lon</code>. Refer to List 5.18.</td>
</tr>
<tr>
<td>accuracy</td>
<td>integer</td>
<td>Estimated location accuracy in meters; recommended when <code>lat/lon</code> are specified and derived from a device’s location services (i.e., <code>type = 1</code>). Note that this is the accuracy as reported from the device. Consult OS specific documentation (e.g., Android, iOS) for exact interpretation.</td>
</tr>
<tr>
<td>lastfix</td>
<td>integer</td>
<td>Number of seconds since this geolocation fix was established. Note that devices may cache location data across multiple fetches. Ideally, this value should be from the time the actual fix was taken.</td>
</tr>
<tr>
<td>ipservice</td>
<td>integer</td>
<td>Service or provider used to determine geolocation from IP address if applicable (i.e., <code>type = 2</code>). Refer to List 5.21.</td>
</tr>
<tr>
<td>region</td>
<td>string</td>
<td>Region code using ISO-3166-2; 2-letter state code if USA.</td>
</tr>
<tr>
<td>regionfips104</td>
<td>string</td>
<td>Region of a country using FIPS 10-4 notation. While OpenRTB supports this attribute, it has been withdrawn by NIST in 2008.</td>
</tr>
<tr>
<td>metro</td>
<td>string</td>
<td>Google metro code; similar to but not exactly Nielsen DMAs. See Appendix A for a link to the codes.</td>
</tr>
<tr>
<td>city</td>
<td>string</td>
<td>City using United Nations Code for Trade &amp; Transport Locations. See Appendix A for a link to the codes.</td>
</tr>
<tr>
<td>zip</td>
<td>string</td>
<td>Zip or postal code.</td>
</tr>
<tr>
<td>utcoffset</td>
<td>integer</td>
<td>Local time as the number +/- of minutes from UTC.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

### 3.2.15 Object: User

This object contains information known or derived about the human user of the device (i.e., the audience for advertising). The user `id` is an exchange artifact and may be subject to rotation or other privacy policies. However, this user ID must be stable long enough to serve reasonably as the basis for frequency capping and retargeting.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string; recommended</td>
<td>Exchange-specific ID for the user. At least one of <code>id</code> or <code>buyeruid</code> is recommended.</td>
</tr>
<tr>
<td>buyeruid</td>
<td>string; recommended</td>
<td>Buyer-specific ID for the user as mapped by the exchange for the buyer. At least one of <code>buyeruid</code> or <code>id</code> is recommended.</td>
</tr>
<tr>
<td>yob</td>
<td>integer</td>
<td>Year of birth as a 4-digit integer.</td>
</tr>
<tr>
<td>Attribute</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>gender</td>
<td>string</td>
<td>Gender, where “M” = male, “F” = female, “O” = known to be other (i.e., omitted is unknown).</td>
</tr>
<tr>
<td>keywords</td>
<td>string</td>
<td>Comma separated list of keywords, interests, or intent.</td>
</tr>
<tr>
<td>customdata</td>
<td>string</td>
<td>Optional feature to pass bidder data that was set in the exchange’s cookie. The string must be in base64 cookie safe characters and be in any format. Proper JSON encoding must be used to include “escaped” quotation marks.</td>
</tr>
<tr>
<td>geo</td>
<td>object</td>
<td>Location of the user’s home base defined by a Geo object (Section 3.2.14). This is not necessarily their current location.</td>
</tr>
<tr>
<td>data</td>
<td>object array</td>
<td>Additional user data. Each Data object (Section 3.2.16) represents a different data source.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

### 3.2.16 Object: Data

The data and segment objects together allow additional data about the user to be specified. This data may be from multiple sources whether from the exchange itself or third party providers as specified by the id field. A bid request can mix data objects from multiple providers. The specific data providers in use should be published by the exchange a priori to its bidders.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string</td>
<td>Exchange-specific ID for the data provider.</td>
</tr>
<tr>
<td>name</td>
<td>string</td>
<td>Exchange-specific name for the data provider.</td>
</tr>
<tr>
<td>segment</td>
<td>object array</td>
<td>Array of Segment (Section 3.2.17) objects that contain the actual data values.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

### 3.2.17 Object: Segment

Segment objects are essentially key-value pairs that convey specific units of data about the user. The parent Data object is a collection of such values from a given data provider. The specific segment names and value options must be published by the exchange a priori to its bidders.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string</td>
<td>ID of the data segment specific to the data provider.</td>
</tr>
<tr>
<td>name</td>
<td>string</td>
<td>Name of the data segment specific to the data provider.</td>
</tr>
<tr>
<td>value</td>
<td>string</td>
<td>String representation of the data segment value.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for exchange-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

### 3.2.18 Object: Regs

This object contains any legal, governmental, or industry regulations that apply to the request. The coppa flag signals whether or not the request falls under the United States Federal Trade Commission’s regulations for the United States Children’s Online Privacy Protection Act (“COPPA”).
### Attribute | Type | Description
---|---|---
coppa | integer | Flag indicating if this request is subject to the COPPA regulations established by the USA FTC, where 0 = no, 1 = yes. Refer to Section 7.5 for more information.
ext | object | Placeholder for exchange-specific extensions to OpenRTB.

#### 3.2.19 Object: Pmp

This object is the private marketplace container for direct deals between buyers and sellers that may pertain to this impression. The actual deals are represented as a collection of Deal objects. Refer to Section 7.3 for more details.

| Attribute | Type | Description |
---|---|---|
private_auction | integer; default 0 | Indicator of auction eligibility to seats named in the Direct Deals object, where 0 = all bids are accepted, 1 = bids are restricted to the deals specified and the terms thereof. |
deals | object array | Array of Deal (Section 3.2.20) objects that convey the specific deals applicable to this impression. |
ext | object | Placeholder for exchange-specific extensions to OpenRTB. |

#### 3.2.20 Object: Deal

This object constitutes a specific deal that was struck *a priori* between a buyer and a seller. Its presence with the Pmp collection indicates that this impression is available under the terms of that deal. Refer to Section 7.3 for more details.

| Attribute | Type | Description |
---|---|---|
id | string; required | A unique identifier for the direct deal. |
bidfloor | float; default 0 | Minimum bid for this impression expressed in CPM. |
bidfloorcur | string; default “USD” | Currency specified using ISO-4217 alpha codes. This may be different from bid currency returned by bidder if this is allowed by the exchange. |
at | integer | Optional override of the overall auction type of the bid request, where 1 = First Price, 2 = Second Price Plus, 3 = the value passed in bidfloor is the agreed upon deal price. Additional auction types can be defined by the exchange. |
wseat | string array | Whitelist of buyer seats (e.g., advertisers, agencies) allowed to bid on this deal. IDs of seats and knowledge of the buyer’s customers to which they refer must be coordinated between bidders and the exchange *a priori*. Omission implies no seat restrictions. |
wdomain | string array | Array of advertiser domains (e.g., advertiser.com) allowed to bid on this deal. Omission implies no advertiser restrictions. |
ext | object | Placeholder for exchange-specific extensions to OpenRTB. |
4. Bid Response Specification

RTB responses contain bids that reference specific impressions within a bid request. Bids are in essence an offer to buy. The bid response consists of the top-level bid response object and optional objects that depict the specific bids. An empty HTTP response constitutes a no-bid and is in fact the most bandwidth friendly form of this signal although returning a response with a “no-bid reason” is encouraged. A malformed response or a response that contains no actual bids will also be interpreted as no-bid.

4.1 Object Model

Following is the object model for the bid response. The top-level object (i.e., in JSON the unnamed outer object) is denoted as **BidResponse** in the model. A bid response may contain bids from multiple “seats” (i.e., the buying entity upstream from the actual bidder). In fact a response may contain multiple bids from the same seat; typically but not necessarily from different campaigns. This can improve the seat’s chances of winning since most exchanges enforce various block lists on behalf of their publishers.

![Bid Response object model](image)

Referring to the figure, the actual response objects are shown on the left, specifically the **BidResponse** top level object the seat specific **SeatBid** collections of **Bid** objects. The other objects shown are those objects from the bid request to which response objects related. Specifically, **BidResponse** includes the **BidRequest** ID for positive tracking purposes, and since a request can include multiple impressions **Bid** includes the ID of the **Imp** for which the bid is an offer to purchase. If a bid is made under the terms of a private marketplace deal, the **Bid** also includes the ID of the specific **Deal** object.

Not shown in the model figure is an extensions object. This is an object of undefined structure that can be added to any other object to convey bidder-specific extensions to the standard. Bidders using these objects are responsible for publishing their extensions to their exchanges.
The following table summarizes the objects in the Bid Response model and serves as an index into the detailed definitions in the subsections that follow.

<table>
<thead>
<tr>
<th>Object</th>
<th>Section</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BidResponse</td>
<td>4.2.1</td>
<td>Top-level object.</td>
</tr>
<tr>
<td>SeatBid</td>
<td>4.2.2</td>
<td>Collection of bids made by the bidder on behalf of a specific seat.</td>
</tr>
<tr>
<td>Bid</td>
<td>4.2.3</td>
<td>An offer to buy a specific impression under certain business terms.</td>
</tr>
</tbody>
</table>

4.2 Object Specifications

The subsections that follow define each of the objects in the bid response model. Several conventions are used throughout:

- Attributes are “required” if their omission would technically break the protocol.
- Some optional attributes are denoted “recommended” due to their elevated business importance.
- Unless a default value is explicitly specified, an omitted attribute is interpreted as “unknown”.

4.2.1 Object: BidResponse

This object is the top-level bid response object (i.e., the unnamed outer JSON object). The id attribute is a reflection of the bid request ID for logging purposes. Similarly, bidid is an optional response tracking ID for bidders. If specified, it can be included in the subsequent win notice call if the bidder wins. At least one seatbid object is required, which contains at least one bid for an impression. Other attributes are optional.

To express a “no-bid”, the options are to return an empty response with HTTP 204. Alternately if the bidder wishes to convey to the exchange a reason for not bidding, just a BidResponse object is returned with a reason code in the nbr attribute.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string; required</td>
<td>ID of the bid request to which this is a response.</td>
</tr>
<tr>
<td>seatbid</td>
<td>object array</td>
<td>Array of seatbid objects; 1+ required if a bid is to be made.</td>
</tr>
<tr>
<td>bidid</td>
<td>string</td>
<td>Bidder generated response ID to assist with logging/tracking.</td>
</tr>
<tr>
<td>cur</td>
<td>string; default “USD”</td>
<td>Bid currency using ISO-4217 alpha codes.</td>
</tr>
<tr>
<td>customdata</td>
<td>string</td>
<td>Optional feature to allow a bidder to set data in the exchange’s cookie. The string must be in base85 cookie safe characters and be in any format. Proper JSON encoding must be used to include “escaped” quotation marks.</td>
</tr>
<tr>
<td>nbr</td>
<td>integer</td>
<td>Reason for not bidding. Refer to List 5.22.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for bidder-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>
4.2.2 Object: SeatBid

A bid response can contain multiple `SeatBid` objects, each on behalf of a different bidder seat and each containing one or more individual bids. If multiple impressions are presented in the request, the `group` attribute can be used to specify if a seat is willing to accept any impressions that it can win (default) or if it is only interested in winning any if it can win them all as a group.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>bid</td>
<td>object array; required</td>
<td>Array of 1+ <code>Bid</code> objects (Section 4.2.3) each related to an impression. Multiple bids can relate to the same impression.</td>
</tr>
<tr>
<td>seat</td>
<td>string</td>
<td>ID of the buyer seat (e.g., advertiser, agency) on whose behalf this bid is made.</td>
</tr>
<tr>
<td>group</td>
<td>integer; default 0</td>
<td>0 = impressions can be won individually; 1 = impressions must be won or lost as a group.</td>
</tr>
<tr>
<td>ext</td>
<td>object</td>
<td>Placeholder for bidder-specific extensions to OpenRTB.</td>
</tr>
</tbody>
</table>

4.2.3 Object: Bid

A `SeatBid` object contains one or more `Bid` objects, each of which relates to a specific impression in the bid request via the `impid` attribute and constitutes an offer to buy that impression for a given `price`.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>string; required</td>
<td>Bidder generated bid ID to assist with logging/tracking.</td>
</tr>
<tr>
<td>impid</td>
<td>string; required</td>
<td>ID of the <code>Imp</code> object in the related bid request.</td>
</tr>
<tr>
<td>price</td>
<td>float; required</td>
<td>Bid price expressed as CPM although the actual transaction is for a unit impression only. Note that while the type indicates float, integer math is highly recommended when handling currencies (e.g., BigDecimal in Java).</td>
</tr>
<tr>
<td>adid</td>
<td>string</td>
<td>ID of a preloaded ad to be served if the bid wins.</td>
</tr>
<tr>
<td>nurl</td>
<td>string</td>
<td>Win notice URL called by the exchange if the bid wins (not necessarily indicative of a delivered, viewed, or billable ad); optional means of serving ad markup.</td>
</tr>
<tr>
<td>adm</td>
<td>string</td>
<td>Optional means of conveying ad markup in case the bid wins; supersedes the win notice if markup is included in both.</td>
</tr>
<tr>
<td>adomain</td>
<td>string array</td>
<td>Advertiser domain for block list checking (e.g., “ford.com”). This can be an array of for the case of rotating creatives. Exchanges can mandate that only one domain is allowed.</td>
</tr>
<tr>
<td>bundle</td>
<td>string</td>
<td>A platform-specific application identifier intended to be unique to the app and independent of the exchange. On Android, this should be a bundle or package name (e.g., com.foo.mygame). On iOS, it is a numeric ID.</td>
</tr>
<tr>
<td>iurl</td>
<td>string</td>
<td>URL without cache-busting to an image that is representative of the content of the campaign for ad quality/safety checking.</td>
</tr>
<tr>
<td>cid</td>
<td>string</td>
<td>Campaign ID to assist with ad quality checking; the collection of creatives for which <code>iurl</code> should be representative.</td>
</tr>
</tbody>
</table>
For each bid, the **nurl** attribute contains the win notice URL. If the bidder wins the impression, the exchange calls this notice URL to inform the bidder of the win and to convey certain information using substitution macros (see Section 4.4) such as the clearing price. The win notice return or the **adm** attribute can be used to serve markup (see Section 4.3). In either case, the exchange will also apply the aforementioned substitution to any macros found in the markup.

**BEST PRACTICE:** The essential function of the win notice is to inform a bidder that they won an auction. It does not necessarily imply ad delivery, creative viewability, or billability. Exchanges are highly encouraged to publish to their bidders their event triggers, billing policies, and any other meaning they attach to the win notice. Also, please refer to Section 7.2 for additional guidance on expirations.

Several other attributes are used for ad quality checks or enforcing publisher restrictions. These include the advertiser domain via **adomain**, a non-cache-busted URL to an image representative of the content of the campaign via **iurl**, an ID of the campaign and of the creative within the campaign via **cid** and **crid** respectively, an array of creative attribute via **attr**, and the dimensions via **h** and **w**. If the bid pertains to a private marketplace deal, the **dealdid** attribute is used to reference that agreement from the bid request.

## 4.3 Ad Serving Options

The fulfilment of an RTB transaction within the scope of this OpenRTB specification lies in the delivery of markup. Depending on the impression and other ad type constraints, this markup can be XHTML, HTML5, XHTML or HTML5 with embedded JavaScript, a VAST document for video, a Native ad unit structure, and potentially other formats in the future.

The OpenRTB specification does not require any processing of the ad markup by the exchange other than macro substitution (refer to Section 4.4) and delivery to the supply-side. There are, however, multiple standard methods for transferring markup from the bidder to the exchange. The method used is at the discretion of the bidder, but an OpenRTB compliant exchange is expected to support all methods as defined in the subsections that follow.
4.3.1 Markup Served on the Win Notice

In this method, ad markup is returned to the exchange via the win notice. In this case, the response body of the win notice call (i.e., invoking the \texttt{bid.nurl} attribute) contains the ad markup and only the ad markup; there must be no other structured data in the response body. Using this method, the \texttt{bid.adm} attribute must be omitted.

4.3.2 Markup Served in the Bid

In this method, ad markup is returned directly in the bid itself. This is accomplished via the \texttt{bid.adm} attribute. If both the \texttt{adm} attribute and win notice return data, the \texttt{adm} contents will take precedence.

4.3.3 Comparison of Ad Serving Approaches

Each of the ad serving methods has its own advantages that may be of varying importance to either the exchange or the bidder.

Ad Served on the Win Notice

- \textit{Reduced Bandwidth Costs}: Serving ad markup only upon winning can save large amounts of bandwidth usage, the costs for which can be large at high volumes or when sending multiple bids per bid response.
- \textit{Additional Bidder Flexibility}: Bidders may typically know the ad they will serve at the time of bid, but this provides an additional optional decision point after the clearing price has been established.

Ad Served in the Bid

- \textit{Reduced Risk of Forfeiture}: A forfeit is the scenario in which a bidder wins, but forfeits due to failure to serve the ad markup. The risk of an additional HTTP failure (e.g., calling the win notice) is mitigated by this method.
- \textit{Potential Concurrency}: The exchange can choose to return that ad markup and call the win notice concurrently, thereby improving user experience.

4.4 Substitution Macros

The win notice URL and its format are defined by the bidder. In order for the exchange to convey certain information to the winning bidder (e.g., the clearing price), a number of substitution macros can be inserted into the win notice URL definition. Prior to calling a win notice URL, the exchange will search the specified URL for any of the defined macros and replace them with the appropriate data. Note that the substitution is simple in the sense that wherever a legal macro is found, it will be replaced without regard for syntax correctness. Furthermore, if the source value is an optional parameter that was not specified, the macro will simply be removed (i.e., replaced with a zero-length string).

These same substitution macros can also be placed in the ad markup. The exchange will perform the same data substitutions as in the win notice URL. This occurs irrespective of whether the markup is returned on the win notice or passed in the \texttt{bid.adm} attribute of the bid response. A use case for macros in the ad markup might be when a bidder prefers to receive its official win notification from the device itself. To accomplish this, the bidder would include a tracking pixel in the ad markup, the URL for which would include any of the available macros.
<table>
<thead>
<tr>
<th>Macro</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>${AUCTION_ID}</code></td>
<td>ID of the bid request; from <code>BidRequest.id</code> attribute.</td>
</tr>
<tr>
<td><code>${AUCTION_BID_ID}</code></td>
<td>ID of the bid; from <code>BidResponse.bidid</code> attribute.</td>
</tr>
<tr>
<td><code>${AUCTION_IMP_ID}</code></td>
<td>ID of the impression just won; from <code>imp.id</code> attribute.</td>
</tr>
<tr>
<td><code>${AUCTION_SEAT_ID}</code></td>
<td>ID of the bidder seat for whom the bid was made.</td>
</tr>
<tr>
<td><code>${AUCTION_AD_ID}</code></td>
<td>ID of the ad markup the bidder wishes to serve; from <code>bid.adid</code> attribute.</td>
</tr>
<tr>
<td><code>${AUCTION_PRICE}</code></td>
<td>Settlement price using the same currency and units as the bid.</td>
</tr>
<tr>
<td><code>${AUCTION_CURRENCY}</code></td>
<td>The currency used in the bid (explicit or implied); for confirmation only.</td>
</tr>
</tbody>
</table>

Prior to substitution, macro data values can be encoded for security purposes using various obfuscation or encryption algorithms. This may be of particular interest for use cases such as the foregoing where price information is carried beyond the exchange, through the publisher, and into the device browser via a tracking pixel in the markup.

To specify that a particular macro is to be encoded, the suffix “:X” should be appended to the macro name, where X is a string that indicates the algorithm to be used. Algorithms choices are not defined by this specification and must be mutually agreed upon between exchange and bidder. As an example, suppose that the price macro is to be encoded using Base64 and that its code is “B64”. The macro would then be written as follows:

${AUCTION_PRICE:B64}

**Best Practice:** Encoding of macro data should be used sparingly due to the additional processing overhead. For communications strictly between exchange and bidder (e.g., a win notice called from the exchange), encoding is generally considered unnecessary.
5. Enumerated Lists Specification

All reference lists are actively maintained by the IAB on the OpenRTB website. As such, implementers should ensure they are working from the latest lists and enumerations.

5.1 Content Categories

The following list represents the IAB’s contextual taxonomy for categorization. Standard IDs have been adopted to easily support the communication of primary and secondary categories for various objects. This OpenRTB table has values derived from the IAB Tech Lab Content Taxonomy. Practitioners should keep in sync with updates as published on www.iab.com.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IAB1</td>
<td>Arts &amp; Entertainment</td>
</tr>
<tr>
<td>IAB1-1</td>
<td>Books &amp; Literature</td>
</tr>
<tr>
<td>IAB1-2</td>
<td>Celebrity Fan/Gossip</td>
</tr>
<tr>
<td>IAB1-3</td>
<td>Fine Art</td>
</tr>
<tr>
<td>IAB1-4</td>
<td>Humor</td>
</tr>
<tr>
<td>IAB1-5</td>
<td>Movies</td>
</tr>
<tr>
<td>IAB1-6</td>
<td>Music</td>
</tr>
<tr>
<td>IAB1-7</td>
<td>Television</td>
</tr>
<tr>
<td>IAB2</td>
<td>Automotive</td>
</tr>
<tr>
<td>IAB2-1</td>
<td>Auto Parts</td>
</tr>
<tr>
<td>IAB2-2</td>
<td>Auto Repair</td>
</tr>
<tr>
<td>IAB2-3</td>
<td>Buying/Selling Cars</td>
</tr>
<tr>
<td>IAB2-4</td>
<td>Car Culture</td>
</tr>
<tr>
<td>IAB2-5</td>
<td>Certified Pre-Owned</td>
</tr>
<tr>
<td>IAB2-6</td>
<td>Convertible</td>
</tr>
<tr>
<td>IAB2-7</td>
<td>Coupe</td>
</tr>
<tr>
<td>IAB2-8</td>
<td>Crossover</td>
</tr>
<tr>
<td>IAB2-9</td>
<td>Diesel</td>
</tr>
<tr>
<td>IAB2-10</td>
<td>Electric Vehicle</td>
</tr>
<tr>
<td>IAB2-11</td>
<td>Hatchback</td>
</tr>
<tr>
<td>IAB2-12</td>
<td>Hybrid</td>
</tr>
<tr>
<td>IAB2-13</td>
<td>Luxury</td>
</tr>
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<td>IAB2-14</td>
<td>Minivan</td>
</tr>
<tr>
<td>IAB2-15</td>
<td>Motorcycles</td>
</tr>
<tr>
<td>IAB2-16</td>
<td>Off-Road Vehicles</td>
</tr>
<tr>
<td>IAB2-17</td>
<td>Performance Vehicles</td>
</tr>
<tr>
<td>IAB2-18</td>
<td>Pickup</td>
</tr>
<tr>
<td>---------</td>
<td>--------</td>
</tr>
<tr>
<td>IAB2-19</td>
<td>Road-Side Assistance</td>
</tr>
<tr>
<td>IAB2-20</td>
<td>Sedan</td>
</tr>
<tr>
<td>IAB2-21</td>
<td>Trucks &amp; Accessories</td>
</tr>
<tr>
<td>IAB2-22</td>
<td>Vintage Cars</td>
</tr>
<tr>
<td>IAB2-23</td>
<td>Wagon</td>
</tr>
</tbody>
</table>

**IAB3**  
**Business**  
<table>
<thead>
<tr>
<th>IAB3-1</th>
<th>Advertising</th>
</tr>
</thead>
<tbody>
<tr>
<td>IAB3-2</td>
<td>Agriculture</td>
</tr>
<tr>
<td>IAB3-3</td>
<td>Biotech/Biomedical</td>
</tr>
<tr>
<td>IAB3-4</td>
<td>Business Software</td>
</tr>
<tr>
<td>IAB3-5</td>
<td>Construction</td>
</tr>
<tr>
<td>IAB3-6</td>
<td>Forestry</td>
</tr>
<tr>
<td>IAB3-7</td>
<td>Government</td>
</tr>
<tr>
<td>IAB3-8</td>
<td>Green Solutions</td>
</tr>
<tr>
<td>IAB3-9</td>
<td>Human Resources</td>
</tr>
<tr>
<td>IAB3-10</td>
<td>Logistics</td>
</tr>
<tr>
<td>IAB3-11</td>
<td>Marketing</td>
</tr>
<tr>
<td>IAB3-12</td>
<td>Metals</td>
</tr>
</tbody>
</table>

**IAB4**  
**Careers**  
<table>
<thead>
<tr>
<th>IAB4-1</th>
<th>Career Planning</th>
</tr>
</thead>
<tbody>
<tr>
<td>IAB4-2</td>
<td>College</td>
</tr>
<tr>
<td>IAB4-3</td>
<td>Financial Aid</td>
</tr>
<tr>
<td>IAB4-4</td>
<td>Job Fairs</td>
</tr>
<tr>
<td>IAB4-5</td>
<td>Job Search</td>
</tr>
<tr>
<td>IAB4-6</td>
<td>Resume Writing/Advice</td>
</tr>
<tr>
<td>IAB4-7</td>
<td>Nursing</td>
</tr>
<tr>
<td>IAB4-8</td>
<td>Scholarships</td>
</tr>
<tr>
<td>IAB4-9</td>
<td>Telecommuting</td>
</tr>
<tr>
<td>IAB4-10</td>
<td>U.S. Military</td>
</tr>
<tr>
<td>IAB4-11</td>
<td>Career Advice</td>
</tr>
</tbody>
</table>

**IAB5**  
**Education**  
<table>
<thead>
<tr>
<th>IAB5-1</th>
<th>7-12 Education</th>
</tr>
</thead>
<tbody>
<tr>
<td>IAB5-2</td>
<td>Adult Education</td>
</tr>
<tr>
<td>IAB5-3</td>
<td>Art History</td>
</tr>
<tr>
<td>IAB5-4</td>
<td>College Administration</td>
</tr>
<tr>
<td>IAB5-5</td>
<td>College Life</td>
</tr>
<tr>
<td>IAB5-6</td>
<td>Distance Learning</td>
</tr>
<tr>
<td>-------</td>
<td>------------------</td>
</tr>
<tr>
<td>IAB5-7</td>
<td>English as a 2nd Language</td>
</tr>
<tr>
<td>IAB5-8</td>
<td>Language Learning</td>
</tr>
<tr>
<td>IAB5-9</td>
<td>Graduate School</td>
</tr>
<tr>
<td>IAB5-10</td>
<td>Homeschooling</td>
</tr>
<tr>
<td>IAB5-11</td>
<td>Homework/Study Tips</td>
</tr>
<tr>
<td>IAB5-12</td>
<td>K-6 Educators</td>
</tr>
<tr>
<td>IAB5-13</td>
<td>Private School</td>
</tr>
<tr>
<td>IAB5-14</td>
<td>Special Education</td>
</tr>
<tr>
<td>IAB5-15</td>
<td>Studying Business</td>
</tr>
<tr>
<td><strong>IAB6</strong></td>
<td><strong>Family &amp; Parenting</strong></td>
</tr>
<tr>
<td>IAB6-1</td>
<td>Adoption</td>
</tr>
<tr>
<td>IAB6-2</td>
<td>Babies &amp; Toddlers</td>
</tr>
<tr>
<td>IAB6-3</td>
<td>Daycare/Pre School</td>
</tr>
<tr>
<td>IAB6-4</td>
<td>Family Internet</td>
</tr>
<tr>
<td>IAB6-5</td>
<td>Parenting - K-6 Kids</td>
</tr>
<tr>
<td>IAB6-6</td>
<td>Parenting teens</td>
</tr>
<tr>
<td>IAB6-7</td>
<td>Pregnancy</td>
</tr>
<tr>
<td>IAB6-8</td>
<td>Special Needs Kids</td>
</tr>
<tr>
<td>IAB6-9</td>
<td>Eldercare</td>
</tr>
<tr>
<td><strong>IAB7</strong></td>
<td><strong>Health &amp; Fitness</strong></td>
</tr>
<tr>
<td>IAB7-1</td>
<td>Exercise</td>
</tr>
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<td>IAB7-2</td>
<td>ADD</td>
</tr>
<tr>
<td>IAB7-3</td>
<td>AIDS/HIV</td>
</tr>
<tr>
<td>IAB7-4</td>
<td>Allergies</td>
</tr>
<tr>
<td>IAB7-5</td>
<td>Alternative Medicine</td>
</tr>
<tr>
<td>IAB7-6</td>
<td>Arthritis</td>
</tr>
<tr>
<td>IAB7-7</td>
<td>Asthma</td>
</tr>
<tr>
<td>IAB7-8</td>
<td>Autism/PDD</td>
</tr>
<tr>
<td>IAB7-9</td>
<td>Bipolar Disorder</td>
</tr>
<tr>
<td>IAB7-10</td>
<td>Brain Tumor</td>
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<td>Cholesterol</td>
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<tr>
<td>IAB7-13</td>
<td>Chronic Fatigue Syndrome</td>
</tr>
<tr>
<td>IAB7-14</td>
<td>Chronic Pain</td>
</tr>
<tr>
<td>IAB7-15</td>
<td>Cold &amp; Flu</td>
</tr>
<tr>
<td>IAB7-16</td>
<td>Deafness</td>
</tr>
<tr>
<td>IAB7-17</td>
<td>Dental Care</td>
</tr>
<tr>
<td>---------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>IAB7-18</td>
<td>Depression</td>
</tr>
<tr>
<td>IAB7-19</td>
<td>Dermatology</td>
</tr>
<tr>
<td>IAB7-20</td>
<td>Diabetes</td>
</tr>
<tr>
<td>IAB7-21</td>
<td>Epilepsy</td>
</tr>
<tr>
<td>IAB7-22</td>
<td>GERD/Acid Reflux</td>
</tr>
<tr>
<td>IAB7-23</td>
<td>Headaches/Migraines</td>
</tr>
<tr>
<td>IAB7-24</td>
<td>Heart Disease</td>
</tr>
<tr>
<td>IAB7-25</td>
<td>Herbs for Health</td>
</tr>
<tr>
<td>IAB7-26</td>
<td>Holistic Healing</td>
</tr>
<tr>
<td>IAB7-27</td>
<td>IBS/Crohn’s Disease</td>
</tr>
<tr>
<td>IAB7-28</td>
<td>Incest/Abuse Support</td>
</tr>
<tr>
<td>IAB7-29</td>
<td>Incontinence</td>
</tr>
<tr>
<td>IAB7-30</td>
<td>Infertility</td>
</tr>
<tr>
<td>IAB7-31</td>
<td>Men’s Health</td>
</tr>
<tr>
<td>IAB7-32</td>
<td>Nutrition</td>
</tr>
<tr>
<td>IAB7-33</td>
<td>Orthopedics</td>
</tr>
<tr>
<td>IAB7-34</td>
<td>Panic/Anxiety Disorders</td>
</tr>
<tr>
<td>IAB7-35</td>
<td>Pediatrics</td>
</tr>
<tr>
<td>IAB7-36</td>
<td>Physical Therapy</td>
</tr>
<tr>
<td>IAB7-37</td>
<td>Psychology/Psychiatry</td>
</tr>
<tr>
<td>IAB7-38</td>
<td>Senior Health</td>
</tr>
<tr>
<td>IAB7-39</td>
<td>Sexuality</td>
</tr>
<tr>
<td>IAB7-40</td>
<td>Sleep Disorders</td>
</tr>
<tr>
<td>IAB7-41</td>
<td>Smoking Cessation</td>
</tr>
<tr>
<td>IAB7-42</td>
<td>Substance Abuse</td>
</tr>
<tr>
<td>IAB7-43</td>
<td>Thyroid Disease</td>
</tr>
<tr>
<td>IAB7-44</td>
<td>Weight Loss</td>
</tr>
<tr>
<td>IAB7-45</td>
<td>Women’s Health</td>
</tr>
<tr>
<td>IAB8</td>
<td>Food &amp; Drink</td>
</tr>
<tr>
<td>IAB8-1</td>
<td>American Cuisine</td>
</tr>
<tr>
<td>IAB8-2</td>
<td>Barbecues &amp; Grilling</td>
</tr>
<tr>
<td>IAB8-3</td>
<td>Cajun/Creole</td>
</tr>
<tr>
<td>IAB8-4</td>
<td>Chinese Cuisine</td>
</tr>
<tr>
<td>IAB8-5</td>
<td>Cocktails/Beer</td>
</tr>
<tr>
<td>IAB8-6</td>
<td>Coffee/Tea</td>
</tr>
<tr>
<td>IAB8-7</td>
<td>Cuisine-Specific</td>
</tr>
<tr>
<td>IAB8-8</td>
<td>Desserts &amp; Baking</td>
</tr>
<tr>
<td>--------</td>
<td>------------------</td>
</tr>
<tr>
<td>IAB8-9</td>
<td>Dining Out</td>
</tr>
<tr>
<td>IAB8-10</td>
<td>Food Allergies</td>
</tr>
<tr>
<td>IAB8-11</td>
<td>French Cuisine</td>
</tr>
<tr>
<td>IAB8-12</td>
<td>Health/Low-Fat Cooking</td>
</tr>
<tr>
<td>IAB8-13</td>
<td>Italian Cuisine</td>
</tr>
<tr>
<td>IAB8-14</td>
<td>Japanese Cuisine</td>
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<td>IAB8-15</td>
<td>Mexican Cuisine</td>
</tr>
<tr>
<td>IAB8-16</td>
<td>Vegan</td>
</tr>
<tr>
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<td><strong>IAB25</strong></td>
<td><strong>Non-Standard Content</strong></td>
</tr>
<tr>
<td>IAB25-1</td>
<td>Unmoderated UGC</td>
</tr>
<tr>
<td>IAB25-2</td>
<td>Extreme Graphic/Explicit Violence</td>
</tr>
<tr>
<td>IAB25-3</td>
<td>Pornography</td>
</tr>
<tr>
<td>IAB25-4</td>
<td>Profane Content</td>
</tr>
<tr>
<td>IAB25-5</td>
<td>Hate Content</td>
</tr>
<tr>
<td>IAB25-6</td>
<td>Under Construction</td>
</tr>
<tr>
<td>IAB25-7</td>
<td>Incentivized</td>
</tr>
<tr>
<td><strong>IAB26</strong></td>
<td><strong>Illegal Content</strong></td>
</tr>
<tr>
<td>IAB26-1</td>
<td>Illegal Content</td>
</tr>
<tr>
<td>IAB26-2</td>
<td>Warez</td>
</tr>
<tr>
<td>IAB26-3</td>
<td>Spyware/Malware</td>
</tr>
<tr>
<td>IAB26-4</td>
<td>Copyright Infringement</td>
</tr>
</tbody>
</table>
5.2 Banner Ad Types

The following table indicates the types of ads that can be accepted by the exchange unless restricted by publisher site settings.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>XHTML Text Ad (usually mobile)</td>
</tr>
<tr>
<td>2</td>
<td>XHTML Banner Ad. (usually mobile)</td>
</tr>
<tr>
<td>3</td>
<td>JavaScript Ad; must be valid XHTML (i.e., Script Tags Included)</td>
</tr>
<tr>
<td>4</td>
<td>iframe</td>
</tr>
</tbody>
</table>

5.3 Creative Attributes

The following table specifies a standard list of creative attributes that can describe an ad being served or serve as restrictions of thereof.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Audio Ad (Auto-Play)</td>
</tr>
<tr>
<td>2</td>
<td>Audio Ad (User Initiated)</td>
</tr>
<tr>
<td>3</td>
<td>Expandable (Automatic)</td>
</tr>
<tr>
<td>4</td>
<td>Expandable (User Initiated - Click)</td>
</tr>
<tr>
<td>5</td>
<td>Expandable (User Initiated - Rollover)</td>
</tr>
<tr>
<td>6</td>
<td>In-Banner Video Ad (Auto-Play)</td>
</tr>
<tr>
<td>7</td>
<td>In-Banner Video Ad (User Initiated)</td>
</tr>
<tr>
<td>8</td>
<td>Pop (e.g., Over, Under, or Upon Exit)</td>
</tr>
<tr>
<td>9</td>
<td>Provocative or Suggestive Imagery</td>
</tr>
<tr>
<td>10</td>
<td>Shaky, Flashing, Flickering, Extreme Animation, Smileys</td>
</tr>
<tr>
<td>11</td>
<td>Surveys</td>
</tr>
<tr>
<td>12</td>
<td>Text Only</td>
</tr>
<tr>
<td>13</td>
<td>User Interactive (e.g., Embedded Games)</td>
</tr>
<tr>
<td>14</td>
<td>Windows Dialog or Alert Style</td>
</tr>
<tr>
<td>15</td>
<td>Has Audio On/Off Button</td>
</tr>
<tr>
<td>16</td>
<td>Ad Provides Skip Button (e.g. VPAID-rendered skip button on pre-roll video)</td>
</tr>
<tr>
<td>17</td>
<td>Adobe Flash</td>
</tr>
</tbody>
</table>

5.4 Ad Position

The following table specifies the position of the ad as a relative measure of visibility or prominence. This OpenRTB table has values derived from the Inventory Quality Guidelines (IQG). Practitioners should
keep in sync with updates to the IQG values as published on IAB.com. Values “3” – “6” apply to apps per the mobile addendum to IQG version 2.1.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Unknown</td>
</tr>
<tr>
<td>1</td>
<td>Above the Fold</td>
</tr>
<tr>
<td>2</td>
<td>DEPRECATED - May or may not be initially visible depending on screen size/resolution.</td>
</tr>
<tr>
<td>3</td>
<td>Below the Fold</td>
</tr>
<tr>
<td>4</td>
<td>Header</td>
</tr>
<tr>
<td>5</td>
<td>Footer</td>
</tr>
<tr>
<td>6</td>
<td>Sidebar</td>
</tr>
<tr>
<td>7</td>
<td>Full Screen</td>
</tr>
</tbody>
</table>

5.5 Expandable Direction

The following table lists the directions in which an expandable ad may expand, given the positioning of the ad unit on the page and constraints imposed by the content.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Left</td>
</tr>
<tr>
<td>2</td>
<td>Right</td>
</tr>
<tr>
<td>3</td>
<td>Up</td>
</tr>
<tr>
<td>4</td>
<td>Down</td>
</tr>
<tr>
<td>5</td>
<td>Full Screen</td>
</tr>
</tbody>
</table>

5.6 API Frameworks

The following table is a list of API frameworks supported by the publisher.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>VPAID 1.0</td>
</tr>
<tr>
<td>2</td>
<td>VPAID 2.0</td>
</tr>
<tr>
<td>3</td>
<td>MRAID-1</td>
</tr>
<tr>
<td>4</td>
<td>ORMMA</td>
</tr>
<tr>
<td>5</td>
<td>MRAID-2</td>
</tr>
</tbody>
</table>
5.7 Video Linearity

The following table indicates the options for video linearity. “In-stream” or “linear” video refers to pre-roll, post-roll, or mid-roll video ads where the user is forced to watch ad in order to see the video content. “Overlay” or “non-linear” refer to ads that are shown on top of the video content.

This OpenRTB table has values derived from the Inventory Quality Guidelines (IQG). Practitioners should keep in sync with updates to the IQG values.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Linear / In-Stream</td>
</tr>
<tr>
<td>2</td>
<td>Non-Linear / Overlay</td>
</tr>
</tbody>
</table>

5.8 Protocols

The following table lists the options for the various bid response protocols that could be supported by an exchange.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>VAST 1.0</td>
</tr>
<tr>
<td>2</td>
<td>VAST 2.0</td>
</tr>
<tr>
<td>3</td>
<td>VAST 3.0</td>
</tr>
<tr>
<td>4</td>
<td>VAST 1.0 Wrapper</td>
</tr>
<tr>
<td>5</td>
<td>VAST 2.0 Wrapper</td>
</tr>
<tr>
<td>6</td>
<td>VAST 3.0 Wrapper</td>
</tr>
<tr>
<td>7</td>
<td>VAST 4.0</td>
</tr>
<tr>
<td>8</td>
<td>VAST 4.0 Wrapper</td>
</tr>
<tr>
<td>9</td>
<td>DAAST 1.0</td>
</tr>
<tr>
<td>10</td>
<td>DAAST 1.0 Wrapper</td>
</tr>
</tbody>
</table>

5.9 Playback Methods

The following table lists the various playback methods.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Auto-Play Sound On</td>
</tr>
<tr>
<td>2</td>
<td>Auto-Play Sound Off</td>
</tr>
<tr>
<td>3</td>
<td>Click-to-Play</td>
</tr>
<tr>
<td>4</td>
<td>Mouse-Over</td>
</tr>
</tbody>
</table>
### 5.10 Start Delay

The following table lists the various options for the video or audio start delay. If the start delay value is greater than 0, then the position is mid-roll and the value indicates the start delay.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt; 0</td>
<td>Mid-Roll (value indicates start delay in second)</td>
</tr>
<tr>
<td>0</td>
<td>Pre-Roll</td>
</tr>
<tr>
<td>−1</td>
<td>Generic Mid-Roll</td>
</tr>
<tr>
<td>−2</td>
<td>Generic Post-Roll</td>
</tr>
</tbody>
</table>

### 5.11 Production Quality

The following table lists the options for content quality. These values are defined by the IAB; refer to [www.iab.com/wp-content/uploads/2015/03/long-form-video-final.pdf](http://www.iab.com/wp-content/uploads/2015/03/long-form-video-final.pdf) for more information.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Unknown</td>
</tr>
<tr>
<td>1</td>
<td>Professionally Produced</td>
</tr>
<tr>
<td>2</td>
<td>Prosumer</td>
</tr>
<tr>
<td>3</td>
<td>User Generated (UGC)</td>
</tr>
</tbody>
</table>

### 5.12 Companion Types

The following table lists the options to indicate markup types allowed for companion ads that apply to video and audio ads. This table is derived from VAST 2.0+ and DAAST 1.0 specifications. Refer to [www.iab.com/guidelines/digital-video-suite](http://www.iab.com/guidelines/digital-video-suite) for more information.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Static Resource</td>
</tr>
<tr>
<td>2</td>
<td>HTML Resource</td>
</tr>
<tr>
<td>3</td>
<td>iframe Resource</td>
</tr>
</tbody>
</table>

### 5.13 Content Delivery Methods

The following table lists the various options for the delivery of video or audio content.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Streaming</td>
</tr>
</tbody>
</table>
2 Progression
3 Download

5.14 Feed Types

The following table lists the types of feeds, typically for audio.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Music Service</td>
</tr>
<tr>
<td>2</td>
<td>FM/AM Broadcast</td>
</tr>
<tr>
<td>3</td>
<td>Podcast</td>
</tr>
</tbody>
</table>

5.15 Volume Normalization Modes

The following table lists the types of volume normalization modes, typically for audio.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>None</td>
</tr>
<tr>
<td>1</td>
<td>Ad Volume Average Normalized to Content</td>
</tr>
<tr>
<td>2</td>
<td>Ad Volume Peak Normalized to Content</td>
</tr>
<tr>
<td>3</td>
<td>Ad Loudness Normalized to Content</td>
</tr>
<tr>
<td>4</td>
<td>Custom Volume Normalization</td>
</tr>
</tbody>
</table>

5.16 Content Context

The following table lists the various options for indicating the type of content being used or consumed by the user in which the impression will appear. This OpenRTB table has values derived from the Inventory Quality Guidelines (IQG). Practitioners should keep in sync with updates to the IQG values.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Video (i.e., video file or stream such as Internet TV broadcasts)</td>
</tr>
<tr>
<td>2</td>
<td>Game (i.e., an interactive software game)</td>
</tr>
<tr>
<td>3</td>
<td>Music (i.e., audio file or stream such as Internet radio broadcasts)</td>
</tr>
<tr>
<td>4</td>
<td>Application (i.e., an interactive software application)</td>
</tr>
<tr>
<td>5</td>
<td>Text (i.e., primarily textual document such as a web page, eBook, or news article)</td>
</tr>
<tr>
<td>6</td>
<td>Other (i.e., none of the other categories applies)</td>
</tr>
<tr>
<td>7</td>
<td>Unknown</td>
</tr>
</tbody>
</table>
5.17 IQG Media Ratings

The following table lists the media ratings used in describing content based on the IQG 2.1 categorization. Refer to www.iab.com/guidelines/digital-video-suite for more information.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>All Audiences</td>
</tr>
<tr>
<td>2</td>
<td>Everyone Over 12</td>
</tr>
<tr>
<td>3</td>
<td>Mature Audiences</td>
</tr>
</tbody>
</table>

5.18 Location Type

The following table lists the options to indicate how the geographic information was determined.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>GPS/Location Services</td>
</tr>
<tr>
<td>2</td>
<td>IP Address</td>
</tr>
<tr>
<td>3</td>
<td>User provided (e.g., registration data)</td>
</tr>
</tbody>
</table>

5.19 Device Type

The following table lists the type of device from which the impression originated.

OpenRTB version 2.2 of the specification added distinct values for Mobile and Tablet. It is recommended that any bidder adding support for 2.2 treat a value of 1 as an acceptable alias of 4 & 5.

This OpenRTB table has values derived from the Inventory Quality Guidelines (IQG). Practitioners should keep in sync with updates to the IQG values.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mobile/Tablet</td>
<td>Version 2.0</td>
</tr>
<tr>
<td>2</td>
<td>Personal Computer</td>
<td>Version 2.0</td>
</tr>
<tr>
<td>3</td>
<td>Connected TV</td>
<td>Version 2.0</td>
</tr>
<tr>
<td>4</td>
<td>Phone</td>
<td>New for Version 2.2</td>
</tr>
<tr>
<td>5</td>
<td>Tablet</td>
<td>New for Version 2.2</td>
</tr>
<tr>
<td>6</td>
<td>Connected Device</td>
<td>New for Version 2.2</td>
</tr>
<tr>
<td>7</td>
<td>Set Top Box</td>
<td>New for Version 2.2</td>
</tr>
</tbody>
</table>

5.20 Connection Type

The following table lists the various options for the type of device connectivity.
## 5.21 IP Location Services

The following table lists the services and/or vendors used for resolving IP addresses to geolocations.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ip2location</td>
</tr>
<tr>
<td>2</td>
<td>Neustar (Quova)</td>
</tr>
<tr>
<td>3</td>
<td>MaxMind</td>
</tr>
<tr>
<td>4</td>
<td>NetAquity (Digital Element)</td>
</tr>
</tbody>
</table>

## 5.22 No-Bid Reason Codes

The following table lists the options for a bidder to signal the exchange as to why it did not offer a bid for the impression.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Unknown Error</td>
</tr>
<tr>
<td>1</td>
<td>Technical Error</td>
</tr>
<tr>
<td>2</td>
<td>Invalid Request</td>
</tr>
<tr>
<td>3</td>
<td>Known Web Spider</td>
</tr>
<tr>
<td>4</td>
<td>Suspected Non-Human Traffic</td>
</tr>
<tr>
<td>5</td>
<td>Cloud, Data center, or Proxy IP</td>
</tr>
<tr>
<td>6</td>
<td>Unsupported Device</td>
</tr>
<tr>
<td>7</td>
<td>Blocked Publisher or Site</td>
</tr>
<tr>
<td>8</td>
<td>Unmatched User</td>
</tr>
</tbody>
</table>
6. Bid Request/Response Samples

6.1 Github Repository

The official OpenRTB Github repository now contains a set of validated example requests. This repository should be considered the canonical examples for implementers.

github.com/openrtb/examples

6.2 Validator

An OpenRTB Validator has been developed to test compliance of bid response and bid response JSON payloads. The Validator is available for all final versions of OpenRTB specification. The code for the validator is distributed freely under a BSD-3 open source license at the below URL.

github.com/openrtb/openrtb2x/tree/2.0/openrtb-validator

6.3 Bid Requests

6.3.1 Example 1 – Simple Banner

Following is a basic example of a bid request for a banner ad. Some optional parameters are included in this example.

```json
{
  "id": "80ce30c53c16e6ede735f123ef6e32361bfc7b22",
  "at": 1, "cur": [ "USD" ],
  "imp": [
    {
      "id": "1", "bidfloor": 0.03,
      "banner": {
        "h": 250, "w": 300, "pos": 0
      }
    }
  ],
  "site": {
    "id": "102855",
    "cat": [ "IAB3-1" ],
    "domain": "www.foobar.com",
    "page": "http://www.foobar.com/1234.html ",
    "publisher": {
      "id": "8953", "name": "foobartech.com",
      "cat": [ "IAB3-1" ],
      "domain": "foobartech.com"
    }
  },
  "device": {
```
6.3.2 Example 2 – Expandable Creative

This example builds the first and adds parameters to describe support for an expandable creative, and passes data about the user from “Data Provider 1”.

```json
{
    "id": "123456789316e6ede735f123ef6e32361bfc7b22",
    "at": 2, "cur": [ "USD" ],
    "imp": [
        {
            "id": "1", "bidfloor": 0.03,
            "iframebuster": [ "vendor1.com", "vendor2.com" ],
            "banner": {
                "h": 250, "w": 300, "pos": 0,
                "battr": [ 13 ],
                "expdir": [ 2, 4 ]
            }
        }
    ],
    "site": {
        "id": "102855",
        "cat": [ "IAB3-1" ],
        "domain": "www.foobar.com",
        "page": "http://www.foobar.com/1234.html",
        "publisher": {
            "id": "8953", "name": "foobar.com",
            "cat": [ "IAB3-1" ],
            "domain": "foobar.com"
        }
    },
    "device": {
        "ua": "Mozilla/5.0 (Macintosh; Intel Mac OS X 10_6_8) AppleWebKit/537.13 (KHTML, like Gecko) Version/5.1.7 Safari/534.57.2",
        "ip": "123.145.167.10"
    },
    "user": {
        "id": "55816b39711f9b5acf3b90e313ed29e51665623f",
        "buyeruid": "545678765467876567898765678987654",
        "data": {
            "id": "6", "name": "Data Provider 1",
            "segment": [
            
```
6.3.3 Example 3 – Mobile

This example uses a device object to reflect a mobile device, and an app object to reflect a request from a mobile application.

```json
{
  "id": "IhexyLDIIk",
  "at": 2,
  "bcat": [ "IAB25", "IAB7-39", "IAB8-18", "IAB8-5", "IAB9-9" ],
  "badv": [ "apple.com", "go-text.me", "heywire.com" ],
  "imp": [ 
    { 
      "id": "1", "bidfloor": 0.5, "instl": 0,
      "tagid": "agltb3B1Yi1pbmNyDQsSBFNpdGUY7fD0FAw",
      "banner": { 
        "w": 728, "h": 90, "pos": 1,
        "btype": [ 4 ],
        "battr": [ 14 ],
        "api": [ 3 ]
      }
    },
    { 
      "id": "agltb3B1Yi1pbmNyDAsSA0FwcBiJkfIUDA",
      "name": "Yahoo Weather",
      "cat": [ "IAB15", "IAB15-10" ],
      "ver": "1.0.2",
      "bundle": "com.yahoo.wxapp",
      "storeurl": "https://itunes.apple.com/id628677149",
      "publisher": { 
        "id": "agltb3B1Yi1pbmNyDAsSA0FwcBiJkfTUCV",
        "name": "yahoo",
        "domain": "www.yahoo.com"
      }
    }
  ],
  "app": { 
    "id": "agltb3B1Yi1pbmNyDAsSA0FwcBiJkfIUDA",
    "name": "Yahoo Weather",
    "cat": [ "IAB15", "IAB15-10" ],
    "ver": "1.0.2",
    "bundle": "com.yahoo.wxapp",
    "storeurl": "https://itunes.apple.com/id628677149",
    "publisher": { 
      "id": "agltb3B1Yi1pbmNyDAsSA0FwcBiJkfTUCV",
      "name": "yahoo",
      "domain": "www.yahoo.com"
    }
  },
  "device": { 
    "dnt": 0,
    "ua": "Mozilla/5.0 (iPhone; CPU iPhone OS 6_1 like Mac OS X)
AppleWebKit/534.46 (KHTML, like Gecko) Version/5.1 Mobile/9A334 Safari/7534.48.3",
```
"ip": "123.145.167.189",
"ifa": "AA000DFE74168477C70D291f574D344790E0BB11",
"carrier": "VERIZON",
"language": "en",
"make": "Apple", "model": "iPhone",
"os": "iOS", "osv": "6.1",
"js": 1,
"connectiontype": 3,
"devicetype": 1,
"geo": {
    "lat": 35.012345, "lon": -115.12345,
    "country": "USA",
    "metro": "803",
    "region": "CA", "city": "Los Angeles", "zip": "90049"
}
},
"user": {
    "id": "ffffffd5135596709273b3a1a07e466ea2bf4fff",
    "yob": 1984, "gender": "M"
}
}

### 6.3.4 Example 4 – Video

The following example illustrates a bid request for a video impression with two companion ad slots (1 expandable). Additionally, the video content itself is described in the "content" object. A few notes about specific fields in the example:

- **protocols**: Only VAST 2.0 and 3.0 are allowed. Note that a wrapper response is not allowed in this example.
- **sequence**: It is not explicitly included so the default of “1” should be assumed.
- **battr**: User interactive and alert type ads (value “13” and “14”, respectively) are explicitly being blocked for both the video and its companions.
- **pos**: Indicates this opportunity is “above the fold”.
- **api**: Indicates that VPAID 1.0 containers are explicitly supported. As such, the mime types supported for VPAID are only “application/x-shockwave-flash” and “application/javascript”. Note that there is an implicit restriction as to which protocol is allowed in which mime type. JavaScript support was not specified until VPAID 2.0, while Flash supports both VPAID 1.0 and 2.0.
- **companionstype**: Indicates only static or HTML resources are allowed.

```json
{
    "id": "1234567893",
    "at": 2, "tmax": 120,
    "imp": [
        {
            "id": "1", "bidfloor": 0.03,
            "video": {
                "w": 640, "h": 480, "pos": 1,
                "startdelay": 0, "minduration": 5, "maxduration": 30,
            }
        }
    ]
}```
"maxextended": 30,
"minbitrate": 300, "maxbitrate": 1500,
"api": [ 1, 2 ],
"protocols": [ 2, 3 ],
"mimes": [ "video/x-flv",
"video/mp4",
"application/x-shockwave-flash",
"application/javascript" ],
"linearity": 1,
"boxingallowed": 1,
"playbackmethod": [ 1, 3 ],
"delivery": [ 2 ],
"battr": [ 13, 14 ],
"companionad": [ {
  "id": "1234567893-1",
  "w": 300, "h": 250, "pos": 1,
  "battr": [ 13, 14 ],
  "expdir": [ 2, 4 ]
}, {
  "id": "1234567893-2",
  "w": 728, "h": 90, "pos": 1,
  "battr": [ 13, 14 ]
} ],
"companionadtype": [ 1, 2 ]
},
"site": {
  "id": "1345135123", "name": "Site ABCD",
  "domain": "siteabcd.com",
  "cat": [ "IAB2-1", "IAB2-2" ],
  "page": "http://siteabcd.com/page.htm",
  "ref": "http://referringsite.com/referringpage.htm",
  "privacypolicy": 1,
  "publisher": { "id": "pub12345", "name": "Publisher A" },
  "content": { "id": "1234567",
  "series": "All About Cars",
  "season": "2", "episode": 23, "title": "Car Show",
  "cat": [ "IAB2-2" ],
  "keywords": "keyword-a,keyword-b,keyword-c"
},
"device": { "ip": "64.124.253.1",
  "ua": "Mozilla/5.0 (Macintosh; U; Intel Mac OS X 10.6; en-US; rv:1.9.2.16) Gecko/20110319 Firefox/3.6.16"
6.3.5 Example 5 – PMP with Direct Deal

Following is a basic example of a bid request for a banner ad with a direct deal. Some optional parameters are included in this example.

```json
{
  "id": "80ce30c53c16e6ede735f123ef6e32361bfc7b22",
  "at": 1, "cur": [ "USD" ],
  "imp": [ 
    { 
      "id": "1", "bidfloor": 0.03,
      "banner": { 
        "h": 250, "w": 300, "pos": 0 
      },
      "pmp": { 
        "private_auction": 1,
        "deals": [ 
          { 
            "id":"AB-Agency1-0001",
            "at": 1, "bidfloor": 2.5,
            "wseat": [ "Agency1" ]
          },
          { 
            "id":"XY-Agency2-0001",
            "at": 2, "bidfloor": 2,
            "wseat": [ "Agency2" ]
          }
        ]
      }
    }
  ]
}
```
6.3.6 Example 6 – Native Ad

Following is a basic example of a bid request for a Native ad; similar otherwise to the simple banner example in Section 6.3.1. Notice the request attribute in the Native object contains an encoded string of a native ad request that conforms to the Dynamic Native Ads API, specifically version 1.0 as indicated by the ver attribute.

Notice that the contents of the request attribute is a JSON encoded string of the Dynamic Native Ads request including its native top level object. This necessitates separate parsing steps for the outer OpenRTB structure and the Dynamic Native Ads request payload in order to enforce a separation of these specifications. The goal of this is to enable independent evolution of these specifications while avoiding the need to implement parsers for each pairwise combination thereof or to write custom JSON parsers.

```json
{
    "id": "80ce30c53c16e6ede735f123ef6e32361bfc7b22",
    "at": 1, "cur": [ "USD" ],
    "imp": [  
        {  
            "id": "1", "bidfloor": 0.03,
            "native": {  
                "request": "{\\"native\\":{"\\ver\\":\\"1.0\\",\\"assets\\":[]}\\"},
                "ver": "1.0",
                "api": [ 3 ], "battr": [ 13, 14 ]
            }
        },
        {
            "site": {
                "id": "102855",
```
6.4  Bid Responses

6.4.1  Example 1 – Ad Served on Win Notice

Following is an example of a bid response with the ad served on win notice. The bid for this impression is a $9.43 CPM.

```json
{
  "id": "1234567890", "bidid": "abc1123", "cur": "USD",
  "seatbid": [
    {
      "seat": "512",
      "bid": [
        {
          "id": "1", "impid": "102", "price": 9.43,
          "nurl": "http://adserver.com/winnotice?impid=102",
          "iurl": "http://adserver.com/pathtosampleimage",
          "adomain": [ "advertiserdomain.com" ],
          "cid": "campaign111",
          "crid": "creative112",
          "attr": [ 1, 2, 3, 4, 5, 6, 7, 12 ]
        }
      ]
    }
  ]
}
```

6.4.2  Example 2 – VAST XML Document Returned Inline

Following is an example of a bid response that returns the VAST document inline to be served. A few notes about specific fields in the example:
- The bid for this impression is a $3.00 CPM.
- Note that since there both a win notice URL and an inline VAST document in the `adm` attribute, which constitutes the ad markup. The win notice is still called, but if it were to return markup it would be ignored in favor of the contents of the `adm` attribute.

```json
{
"id": "123",
"seatbid": [
{
"bid": [
{
"id": "12345",
"impid": "2",
"price": 3.00,
"nurl": "http://example.com/winnoteurl",
"adm": "<VAST version="2.0">
  <Ad id="12345"><InLine><AdSystem version="1.0">SpotXchange</AdSystem><AdTitle><![CDATA[Sample VAST]]></AdTitle><Impression>http://sample.com</Impression><Description><![CDATA[A sample VAST feed]]></Description><Creatives><Creative sequence="1" id="1"><Linear><Duration>00:00:30</Duration><TrackingEvents/></Linear><VideoClicks/></Creative></Creatives><MediaFiles><MediaFile delivery="progressive" bitrate="256" width="640" height="480" type="video/mp4"><http://sample.com/video.mp4</MediaFile></MediaFiles></InLine></Ad>
</VAST>
```
6.4.3 Example 3 – Direct Deal Ad Served on Win Notice

Following is an example of a bid response with the ad served on win notice. The bid for this impression is a $5.00 CPM against a direct deal.

```json
{
  "id": "1234567890",
  "bidid": "abc1123",
  "cur": "USD",
  "seatbid": [
    {
      "seat": "512",
      "bid": [
        {
          "id": "1",
          "impid": "102",
          "price": 5.00,
          "dealid": "ABC-1234-6789",
          "nurl": "http://adserver.com/winnotice?impid=102",
          "adomain": ["advertiserdomain.com"],
          "iurl": "http://adserver.com/pathtosampleimage",
          "cid": "campaign111",
          "crid": "creative112",
          "adid": "314",
          "attr": [1, 2, 3, 4]
        }
      ]
    }
  ]
}
```

6.4.4 Example 4 – Native Markup Returned Inline

Following is an example of a bid response that returns a native ad inline to be served. The `adm` attribute contains an encoded string of a native ad request that conforms to the Dynamic Native Ads API and specifically the same version as that used for the request string. Alternatively, the `adm` attribute could have been omitted in favor of returning the native ad markup in the response to the win notice `nurl`.

```json
{
  "id": "123",
  "seatbid": [
    {
      "bid": [
        {
          "id": "12345",
          "impid": "2",
          "price": 3.00,
          "nurl": "http://example.com/winnoteurl",
          "adm": "{"native":{"ver":"1.0","link":{"...}},"impltrackers":[...],"assets":{...}}"
        }
      ]
    }
  ]
}
```
7. Implementation Notes

The following section will provide brief notes on how certain objects and fields are to be interpreted and implemented.

7.1 No-Bid Signaling

This section covers best practices for using the optional no-bid signaling. See the List 5.22 for the enumerated list of no-bid reason codes.

Many exchanges support multiple response types as a no-bid:

- HTTP 204 “No Content” from the bidder (*most economical in terms of bandwidth*).
- An empty JSON object:
  
  ```
  {}
  ```

- A well-formed no bid response:
  ```
  {"id": "1234567890", "seatbid": []}
  ```

- A well-formed no bid response with a reason code:
  ```
  {"id": "1234567890", "seatbid": [], "nbr": 2}
  ```

An important issue in RTB is when impressions are triggered by software robots mimicking web browsers. Such robots may be implicitly or explicitly driving these false transactions. The following represents a set of symmetric best practices for exchanges and bidders to help recognize and reject these events.

**Responsibility of the exchange**

Make best effort to classify and reject “non-human traffic” requests for ads to the exchange via the following best practices:

- (Recommended) Filter impressions from known spiders via user-agent classification.
- (Recommended) Filter impressions from suspected NHT via a “detector”.

**Responsibility of the bidder**

- (Recommended) no-bid impressions from known spiders via user-agent classification.
- (Recommended) no-bid impressions from suspected NHT via a “detector”.
- Specify a no-bid reason code in either case.

**Where:**

- For exchanges, filtering the impression means that the exchange should respond to the “ad call” with either a blank HTTP 204 response or an unpaid ad (PSA) and not offered to any bidders.
- For bidders, filtering the impression means that the bidder should respond with a no-bid.
- For both exchanges and bidders, the impression transaction records should be clearly marked in any logging systems and be removed from contributing to any event counts associated with planning, forecasting, and reporting systems.
7.2 Impression Expiration

Recapping the typical impression flow through RTB, an ad will be requested by a client (e.g., web browser, mobile app or an SDK therein) possibly through other server intermediaries, and ultimately to the RTB exchange. The exchange conducts an auction among buyers who bid with a proposed price, possibly markup for use if the bid wins (markup can also be delivered on the win notice itself), and other metadata about the bid. The exchange then selects a winner, issues a win notice to the winning bidder, and passes the markup back to the client.

Winning the auction, however, does not guarantee that the ad will be successfully delivered to the client or that it will meet viewability expectations. Furthermore, policies vary among exchanges as to the criteria for billing. Most consider an ad billable upon some form of delivery or rendering vs. the auction win alone. This aligns better with the buyer’s obvious goal of ensuring that the impressions they pay for are actually displayed.

Some exchanges attempt to facilitate this alignment by placing the win notice in the winning ad markup so that it can serve as both a win notice and rendering notice. This is neither endorsed nor prohibited by OpenRTB except that it precludes the exchange from accepting markup on the win notice return as described in Section 4.3.1. Similarly, many buyers use their own tracking URL placed within their ad markup to signal rendering independent of the OpenRTB auction win notice. In video specifically, VAST supports an impression tracking URL that is often used for billing and is always distinct from the auction win notice.

To abstract the concept, let us refer to “billing notice” as the firing of some notification URL at the time when the clearing price of the impression will be booked as spend. This is irrespective of whether the actual OpenRTB win notice URL is delegated to the client for firing or some other tracking URL is used.

For buyers, this billing notice is used to book progress toward spend goals and frequency caps and drive pacing algorithms. When the billing notice is delayed significantly, these critical functions can be seriously impaired. There are legitimate reasons for some delays such as caching. A common scenario is a video interstitial impression in a mobile app. Refining the example, consider a game where the video is prefetched during game play so that it can be shown after the current game level ends. This is important for the user experience, but can delay the rendering of the ad for many minutes.

Bidders are strongly advised to track the time between the auction and the win and/or billing notices to ensure reasonable delays. If unreasonable delays are encountered frequently, bidders may elect to ignore such events and bring them to the attention of the exchange for resolution. Unfortunately, the sequence from ad request through the auction and finally to rendering and billing is fundamentally not transactional. There are simply too many parties, policies, and technologies involved and thus a good support relationship between exchange and buyer is still important.

The OpenRTB protocol does provide some real-time assistance, however. The `imp.exp` attribute (Section 3.2.2) in the bid request allows an exchange to provide guidance to bidders of the number of seconds that may elapse between the auction and the billing event. As usual, omitted means unknown. Bidders can then decide if they want to bid understanding the likely delay. Bidders are advised, however, to interpret this as guidance as opposed to a contract unless the exchange expresses otherwise since exchanges are not always in a position to make hard guarantees (e.g., the SDK within the client app may not be under the exchange’s control).

Similarly, the `bid.exp` attribute (Section 4.2.3) in the bid response allows the bidder to express the maximum number of seconds they are willing to tolerate between auction and billing notice. This allows
the exchange to drop bids with expiration constraints it believes are likely to be violated. Bidders should not assume that a delayed billing notice greater than their specified bid expirations will not be billable. That is a policy and contract discussion between bidder and exchange and not imposed by OpenRTB.

The following expiration times are offered as examples of reasonable delays based on the nature of the impression. These are only provided as rules of thumb. A more data-driven method of determining these times in specific situations is highly recommended.

- Desktop and mobile web browsers: 1 Minute
- Mobile app banner ads that may be cached: 5 Minutes
- Mobile app native ads that may be cached: 10 Minutes
- Mobile and video interstitials: 30 Minutes *(or even longer)*
- Audio or video with server-side stitching: Very Long or Unknown

### 7.3 PMP & Direct Deals

#### Best Practice Bidding Logic

Receive request and parse;  
Create empty bid list for response;  

If request contains the impression[].pmp object;  
match bids against each pmp.deals[];  
enforce targeting for dealID and seatID;  
append best M matching bids to response;  

If pmp.private_auction = False;  
match open auction bids against the request;  
append top N bids by price to response;  

Return response list to exchange;

#### Recommendations

- M >= 1, preferably one per matching Deal ID.
- N >= 2 to assist with blocking rate issues.
- Minimum viable is “1+1” bidding.
- Ideal is “M+N” bidding.

#### Warning

Returning only one bid when both Deal ID and open auction bids are valid creates problems. The exchange side may be configured by a publisher to prioritize all Deal ID bids above open auction bids, or to force a price auction between them with different floors by class of bid. There are multiple common practices that depend on how the publisher prefers to sell inventory with Deal ID.
Policy Recommendations

- A Deal ID should be utilized for any situation where the auction may be awarded to a bid not on the basis of price alone. Any prioritization of bids other than by price should have a Deal ID.
- A Deal ID is recommended for all situations where a preferential floor may be assigned to a seat entity.

Anti-Patterns

The below is a set of anti-patterns that OpenRTB supporting platforms have observed in various attempts to implement Deal ID bidding logic.

Subjecting Deal ID Bids to an internal auction on price

The ideal bidding logic describes a process of being liberal about sending bids. Deal ID bids may not be subject to a classic price auction. There may be an expectation that the buyer and seller want prioritization to achieve a larger objective: complete delivery of the Deal represented by the Deal ID. Thus any bidding logic that sorts Deal ID bids by price (with or without open marketplace bids) and truncates the list too aggressively can endanger the fulfillment of the Deal.

Associating Deal ID to the wrong Object

A Deal ID should be treated as a “targeting token” associated to orders, line-items or campaigns. If the Deal ID is associated to a Seat/Buyer it may create an undesired application of the Deal ID too many active campaigns. Alternatively if it is associated to the Advertiser it may limit that entity to only a single Deal ID.

Improper Handling of the Private vs Open Market Flag

The `pmp.private_auction` flag indicates that the seller is willing or not willing to accept open market bids (i.e., “all bidders are welcome”). If this flag is not read and interpreted correctly, bid responses may be invalid. Open market bids sent to a private impression auction may be rejected and should not have been exposed to all bidders.

Improper handling of Seat IDs

If Seat IDs are treated as a filter of eligible demand partners on an open market impression, this defeats the “all bidders are welcome” intention.

Silently Applying Margin Discounts to Deal ID Bids

With Deal ID buyers are sellers are communicating directly. The Exchange and Bidder become third-party automation platforms. If there are any automatic or silent discounts of bid prices (based upon margins or fees) set by either the exchange or the bidder, then the Deal may fail to function correctly.
Use cases

Case-1: Open Trading Agreement with Buyer
- Between publisher and buying entity.
- Publisher sets an access rule defining the price floor for a specific buyer.
- Locked to the buyer.
- Broadcast price floor.
- Public/open inventory.
- No Deal ID needed (Deal ID is optional).
- No named advertiser(s).
- No prioritization of bids.
- Daily total or frequency caps optional on publisher/exchange side.
- All placements or limited to specific placements.
- Targeting is up to the buyer/bidder.

Case-2: Open Trading Agreement with Buyer with Named Advertisers
- As Case-1 with a list of named advertisers.

Case-3: Open Bidding with Deal ID as Value-added Markers
- Between publisher and buying entity.
- Publisher sets a price floor for URL masked inventory.
- Public/open inventory (i.e., all buyers welcome).
- Deal ID represents “Package Tokens”.
- Each Deal ID signals that the impression falls into various content and placement categories.
- Floor is associated to each Deal ID to signal cost for usage of that token.
- Winner is decided by bid price.
- Execution of targeting is up to the buyer/bidder.

Case-4: First Look Trading Agreement
- Between publisher and buying entity.
- Publisher sets an access rule defining the price floor for the buyer.
- Locked to the buyer.
- Known price floor.
- Deal ID needed.
- Optional named advertiser list.
- Prioritization of bids expected.
- Daily total or frequency caps optional on publisher/exchange side.
- All placements or limited to specific placements.
- Targeting is up to the buyer/bidder.

Case-5: Direct Option Deal with Advertiser via RTB
- Between Publisher and Advertiser or their representative.
- Publisher sets a rule defining a price floor and prioritization for specific advertiser(s).
- Fill rate is expected to be greater than or equal to X%.
- Locked to the buyer.
- Private/exclusive inventory.
• Limited to a set list of advertiser names (generally variants of one name).
• Known price floor.
• Deal ID needed.
• Prioritization of bids expected.
• Daily total or frequency caps will apply on bidder side; optional on Exchange side.
• Limited to specific placements.
• Targeting is mostly enforced by buyer/bidder.

Case-6: Direct Option Deal with Advertiser via RTB with Private Data
• Same as Case-4.
• Deal ID represents some combination of private first-party data from the Publisher.

Case-7: Full-Fill Direct Deal with Advertiser via RTB
• Same as Case-4.
• Fill rate is expected to be 100% or nearly so.

Case-8: Full-Fill Direct Deal with Advertiser via RTB with Private Data
• Same as Case-6.
• Deal ID represents some combination of private first-party data from the Publisher.

7.4 Skippability

This section clarifies the common use cases related to declaring skippability of video creatives.

Under most circumstances for RTB transactions, publishers and exchanges prefer to control the ability to skip the ad. OpenRTB therefore assumes by default that a standard linear video ad can be used as the response to a skippable request and the ability to skip the ad will be provided by the supplier’s player automatically.

The presence of the video.skip attribute in the bid request with a value of “1” should be assumed to mean that the publisher will impose a skip button on the ad. The absence of the video.skip attribute should be assumed to mean that it is unknown whether the publisher will impose a skip button.

DSPs should confirm with publishers whether it is permissible to respond with ads that provide their own skip functionality (e.g., using VPAID to render a skip button). If bidding with such an ad and only if doing so, the bid must indicate creative attribute “16” using the attr array in the bid response.

Note: VAST 4.0 separates VPAID interactivity from the media file so this is deprecated and only applies to earlier versions of VAST.

Some examples of these concepts follow:
Bid Request

Case-1: Skippable after N Seconds for All Creatives

In this case, the publisher will impose skippability. All ads will be skippable, but only after 5 seconds of play. Creatives with a total duration of 5 seconds or less would not be skippable since they would never reach this threshold.

```
"video": {
    ..., "skip": 1, "skipafter": 5, ...
}
```

Case-2: Skippable after N Seconds for Minimum Duration Creatives

In this case, the publisher will impose skippability. However, only creatives with a total duration greater than 15 seconds will be skippable. For ads that satisfy this minimum total duration, skippability is enabled after 5 seconds of play. Note that although these values are integers, they will compare as precise values with actual video durations. For example, a video with duration 15.1 seconds does satisfy a skipmin value of 15 (i.e., think of the skipmin value as being 15.0).

```
"video": {
    ..., "skip": 1, "skipmin": 15, "skipafter": 5, ...
}
```

Case-3: Non-Skippable unless Requested by the Ad Markup

In this case, the publisher will not impose skippability. Ads will only be skippable if requested by the ad markup. This is supported by VPAID and VAST 3.0, for example.

```
"video": {
    ..., "skip": 0, ...
}
```

Case-4: Unknown Skippability

In this case, the skip attribute is omitted which indicates that exchange does not know if skippability will be imposed by the publisher. This may be the case, for example, when the exchange is not an SSP and thus may not have control or full knowledge of the publisher’s intentions.

Bid Response

Consider Case-3 above, where the publisher does not impose skippability. If the ad markup itself will request skippability (e.g., via VPAID or VAST 3.0), then the bid must signal this intention. This is accomplished by including creative attribute 16 (i.e., Skippable) in the bid as shown below. If the markup is not going to request skippability, then this creative attribute should not be indicated.
When responding to Case-3 with this skippable attribute specified in the bid, the publisher should provide skippability either by instructing the VAST 3.0 player to activate skippability (refer to the VAST 3.0 “skipoffset” attribute) or by allowing the ad to render its own skip button using VPAID.

```
"bid": {
  ..., "attr": [16], ...
}
```

In Case-1 and Case-2 where the publisher may impose its own skippability, creative attribute 16 should not be specified. Furthermore, publishers are advised to filter responses containing attribute 16 since this could conflict with the skip button rendered by the publisher. When using a VAST 3.0 response, publishers may choose to implement support for VAST 3.0 “skipoffset” at their discretion and ads should be assumed to play non-skippable if the player does not support it.

### 7.5 COPPA Regulation Flag

The United States Federal Trade Commission has changed the compliance rules for the Children’s Online Privacy Protection Act (“COPPA”), effective July 1, 2013. The proposal effects websites, and associated services), that have been identified as: (1) directed to users under 13 years of age; or (2) collecting information from users actually known to be under 13 (collectively “Children’s Sites”).

The FTC has written a comprehensive FAQ on the change here:


Steve Bellovin, CTO of the FTC, argued for a standardized signaling protocol in a blog posted dated January 2013:

[techatftc.wordpress.com/2013/01/02/coppa-and-signaling/](https://techatftc.wordpress.com/2013/01/02/coppa-and-signaling/)

#### Impacts

The FAQ specifically calls out these areas relevant for OpenRTB as “Personal Information” that is not to be collected:

- Geo-location information sufficient to identify street name and name of a city or town.
- Persistent identifiers when they can be used to recognize a user over time and across different Web sites or online services.

#### Recommendations to Implementers

OpenRTB Exchanges and Bidders should:

- Provide a facility for sites to be declared as “child directed”.
- Implement the regulations object extension.
- Provide facilities within campaigns to target for and against this signal.
- Degrade the Geographic information to be less exact prior to logging or transmission.
- Suppress the assignment and synchronization of identifiers, depending on usage.
It is recommended that when `regs.coppa = 1`, the exchange should additionally manipulate the OpenRTB bid request object as follows:

**Device Object**
- Suppress `didmd5` and `didsha1` device ID fields.
- Truncate `ip` field - remove lowest 8 bits.
- Truncate `ipv6` field - remove lowest 32 bits.

**Geo Object**
- Suppress `lat` and `lon` fields.
- Suppress `metro`, `city`, and `zip` fields.

**User Object**
- Suppress `id`, `buyeruid`, `yob`, and `gender` fields.
Appendix A. Additional Information

- Creative Commons / Attribution License  
  creativecommons.org/licenses/by/3.0
- IAB (Interactive Advertising Bureau)  
  www.iab.com
- IAB Quality Assurance Guidelines (QAG):  
- JavaScript Object Notation (JSON)  
  www.json.org
- MMA (Mobile Marketing Association)  
  mmaglobal.com
- OpenRTB Project on Github  
  github.com/openrtb/OpenRTB/
- Apache Avro  
  avro.apache.org
- Protocol Buffers (Protobuf)  
  code.google.com/p/protobuf
- Google Metro Codes  
  code.google.com/apis/adwords/docs/appendix/metrocodes.html
- U.N. Code for Trade and Transport Locations:  
  www.unece.org/cefact/locode/service/location.htm
Appendix B. Specification Change Log

This appendix serves as an index of specification changes from v2.3 to v2.4. These changes pertain only to the substance of the specification and not routine document formatting, organization, or content without technical impact.

<table>
<thead>
<tr>
<th>Section</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.5</td>
<td>Definition of seat has been clarified.</td>
</tr>
<tr>
<td>2.1</td>
<td>Guidance on the proper use of HTTP codes has been corrected.</td>
</tr>
<tr>
<td>2.2</td>
<td>Guidance on the use of SSL has been updated.</td>
</tr>
<tr>
<td>2.3</td>
<td>Guidance on the use of binary formats has been updated.</td>
</tr>
</tbody>
</table>
| 3.1     | **Object Model: Bid Request**  
Updated for banner formats, audio impressions, and content data. |
| 3.2.1   | **Object: BidRequest**  
Attribute `bapp` has been added. Definition of seat has been clarified. |
| 3.2.2   | **Object: Imp**  
Attributes `clickbrowser`, `audio`, and `exp` have been added. |
| 3.2.3   | **Object: Banner**  
Attributes `h` and `w` have been clarified.  
Attributes `hmin`, `hmax`, `wmin`, and `wmax` have been deprecated.  
Attribute `format` has been added. |
| 3.2.4   | **Object: Video**  
Description of `playbackmethod` has been clarified.  
Height and width attributes have been clarified.  
Attributes `skip`, `skipmin`, and `skipafter` have been added. |
| 3.2.5   | **Object: Audio**  
New impression type object has been added. |
| 3.2.7   | **Object: Format**  
New format object has been added. |
| 3.2.8   | **Object: Site**  
Description of `mobile` has been clarified. |
| 3.2.9   | **Object: App**  
Description of `bundle` has been clarified. |
| 3.2.11  | **Object: Content**  
Attributes `data`, `artist`, `genre`, `album`, `prodq`, and `isrc` have been added.  
Attribute `videoquality` has been deprecated in favor of `prodq`. |
| 3.2.13  | **Object: Device**  
Attribute `geofetch` has been added. |
| 3.2.14  | **Object: Geo**  
Attributes `accuracy`, `lastfix`, and `ipservice` have been added. |
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| 3.2.19  | **Object: Pmp**  
Default value for `private_auction` has been added. |
| 3.2.20  | **Object: Deal**  
Definition of seat has been clarified. |
| 4.2.2   | **Object: SeatBid**  
Definition of seat has been clarified. |
| 4.2.3   | **Object: Bid**  
Attributes `api`, `protocol`, `qagmediarating`, and `exp` have been added.  
Description of `bundle` has been clarified.  
Height and width attributes have been clarified. |
| 5.3     | **List: Creative Attributes**  
Item 17 has been added. |
| 5.8     | **List: Protocols**  
Item 7 has been added. |
| 5.14    | **List: Feed Types**  
New list has been added. |
| 5.15    | **List: Volume Normalization Modes**  
New list has been added. |
| 6.3.6   | **Example: Native Request**  
Example of Native request embedding has been clarified. |
| 6.4.4   | **Example: Native Response**  
Example of Native response embedding has been clarified. |
| 7.2     | **Implementation Notes: Impression Expiration**  
New section has been added. |
| 7.4     | **Implementation Notes: Video Skippability**  
New section has been added. |