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Olympic Data Feed

ODF Cycling BMX Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Cycling BMX Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Cycling BMX, as well as defines the codes used in these messages.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **CB** – Cycling BMX
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **UCI** – International Cycling Union
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages



Document Reference	Document Title	Document Description
		between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Cycling BMX Data Dictionary.

2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Cycling BMX Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Cycling BMX.

Any ODF Cycling BMX message should follow all the previous definitions in order to be considered as an ODF compliant message.



3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise. Please refer to ODF Sport Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Bracket	Code	Description
	FNL	Finals
CC @BracketItems	Code	Description
	QFL	Quarterfinals (depending on the competition rules)
	SFL	Semi-finals
	FNL	Final
CC @BracketItem	Code	Description
	H1	Heat 1
	H2	Heat 2
	H3	Heat 3
	H4	Heat 4
	F	Final
CC @CompetitorPlace	Code	Description
	UNK	The competitor is not known yet
CC @Desc	Code	Description
	900	Seeding run
	301	Quarterfinals Heat 1
	302	Quarterfinals Heat 2
	303	Quarterfinals Heat 3
	304	Quarterfinals Heat 4
	201	Semi-finals Heat 1
	202	Semi-finals Heat 2
CC @DisciplineGender	Defined in ODF Common Codes Document See entity Discipline Gender <ul style="list-style-type: none"> • The entity's attribute to be used is Gender • It will be related to Discipline 	
CC @Event	Defined in ODF Common Codes Document See entity Event <ul style="list-style-type: none"> • The entity's attribute to be used is Event • It will be related to Discipline and Gender 	
CC @IRM	Code	Description



Code Entity	Code Entity Set of Values	
(The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	DNS	Did not start
	DNF	Did not finish
	DSQ	Disqualified
	REL	Relegated
CC @Phase	Defined in ODF Common Codes Document See entity Phase <ul style="list-style-type: none"> The entity's attribute to be used is Phase It will be related to Discipline, Gender and Event 	
CC @QualificationMark	Code	Description
	Q	Qualified
	q	Probably qualified
CC @ResultType	Code	Description
	IRM	Invalid Result Mark
	IRM_POINTS	For both, points and invalid result mark
	POINTS	Points
	TIME	Time
CC @Unit	Defined in ODF Common Codes See entity Unit <ul style="list-style-type: none"> The entity's attribute to be used is Event Unit It will be related to Discipline, Gender, Event and Phase <p>Note: for Quarterfinals and Semi-finals, the Unit will be the heat number.</p>	



4 Cycling BMX Data Extension

4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

4.1.2 Attributes Definition

The attributes types are explained in the section “5.1.2 Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information.



5 Point in Time

5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Cycling BMX, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central		
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central		
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_PARTIC_HORSES_UPDATE	List of horses update	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records update	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	



Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_GLOBAL_GN	Global good night	Central	Global	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports	X	X
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		
DT_SERIAL	List of Current PiT Serial	Sports	X	



5.1.1 List of participants by discipline / List of participants by discipline update

5.1.1.1 Description

This message is the List of participants (current athletes, officials and historical athletes) by discipline (and the update) as described in the ODF Central Messages Interface Document.

5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid.

5.1.1.3 Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.1.1.4 Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Cycling BMX are:

- Participant /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

5.1.1.5 Message Values

The following table lists the “List of participants by discipline / update” optional attributes (defined in the ODF Central Messages Interface Document) that are used in the case of Cycling BMX, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	BirthDate	O	YYYYMMDD	Date of birth. It will be included if this information is available.
	Height	O	N(3) 999	Height in centimetres. It will be included if this information is available (not needed in the case of officials/referees).
	Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available (not needed in the case of officials/referees).
Participant /Discipline	International FederationId	O	S(16)	UCI code (competitor’s federation number for the discipline). It will be included.
Participant /Discipline /RegisteredEvent	Bib	M	S(4)	Athlete’s Bike number. It will be included. Example: 3, 17, 732, 964 ...

The following table describes in more detail the Participant /Discipline /RegisteredEvent /EventEntry element in the case of Cycling BMX.

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_SUBSTITUTE		S(1) (Y,N)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything



Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
				For @Value: Send "Y" if the competitor is a Substitute, "N" just if the value of the attribute has changed
	E_RANK		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Federation Ranking

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
E_ENTRY /E_SUBSTITUTE	When the competitor is a substitute.	As soon as this information is known, when it applies (this information can be sent in both messages)
E_ENTRY /E_RANK	Federation Ranking	As soon as this information is known (this information can be sent in both messages). Federation will provide it.

5.1.1.6 Message sort

Please, follow the general definition.



5.1.2 Start List

5.1.2.1 Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

5.1.2.2 Header Values

The DocumentCode attribute in the ODF header (as concatenation of DD-discipline, G-discipline gender, EEE-event, P-phase and UU-unit) will be sent according to the ODF Common Codes document (header values sheet).

But bear in mind, for the phases of Quarterfinals and Semi-finals, that the event unit of the DocumentCode (UU) should be the number of heat (for all the runs).

5.1.2.3 Trigger and Frequency

Please, follow the general definition.

5.1.2.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Cycling BMX are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- Start /Competitor /Composition /Athlete /EventUnitEntry except for the Seeding run.

In the next section (message values), there is a more detailed definition.

5.1.2.5 Message Values

The following table lists the “Start List” optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Cycling BMX, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	O	Numeric	Start order of the competitor in the start list. Send sequential number starting by 1 according to the: - Athlete’s UCI Ranking for Seeding run, and - The Gate selection order for the rest of phases. Do not send anything in case a rider gets a DSQ in a previous run.
	SortOrder	M	Numeric	Same @StartOrder, except that the attribute should be sent even in case of DSQ.
Start /Competitor /Composition /Athlete	Bib	M	S(4)	Athlete’s Bike number.

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Cycling BMX, after the Seeding run.

Element: Start /Competitor /Composition /Athlete /EventUnitEntry (after Seeding run)				
Type	Code	Pos	Value	Description
EUE_CB	CB_GATE_SELECTION	N(1) 9	N(1) 9	For @Type: Send proposed type For @Code:



Element: Start /Competitor /Composition /Athlete /EventUnitEntry (after Seeding run)				
Type	Code	Pos	Value	Description
				Send proposed code
				For @Pos: Number of run according to the event phase. Values could be, for example: (1..3) for the Quarterfinals and the Semi-finals (1..1) for Final
				For @Value: Gate selection order to start in this run (e.g.: 1..8)
	CB_WARNING		S(1) (Y)	For @Type: Send proposed type
				For @Code: Send proposed code in case of Warning
				For @Pos: Do not send anything
				For @Value Warning indicator. Send "Y" if a Warning has been given.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EUE_CB /CB_GATE_SELECTION	Gate selection order per run.	After each run and when this information is known (except for Seeding run)
EUE_CB /CB_WARNING	Warning indicator (when the athlete has received a warning).	Send for any athlete in case of Warning (except for Seeding run)

5.1.2.6 Message sort

Please, follow the general definition.



5.1.3 Event Unit Results

5.1.3.1 Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

5.1.3.2 Header Values

The DocumentCode attribute in the ODF header (as concatenation of DD-discipline, G-discipline gender, EEE-event, P-phase and UU-unit) will be sent according to the ODF Common Codes document (header values sheet).

But bear in mind, for the phases of Quarterfinals and Semi-finals, that the event unit of the DocumentCode (UU) should be the number of heat (for all the runs).

5.1.3.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- Seeding run: After the Seeding run
- Remaining phases: After all heats of a run have been completed

In every situation, the result status will have the OFFICIAL results, as expected.

5.1.3.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Cycling BMX are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions

5.1.3.5 Message Values

The following table lists the “Event Unit Results” optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the corresponding event unit. This attribute is optional because the rider could get an invalid rank mark.
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either time or points or IRM with/out points for the corresponding event unit (see codes section)



Element	Attribute	M/O	Value	Comments
	Result	O	M:SS.ttt 9:90.000 Or N(2) 99	Total result for the particular event unit. Send just in the case @ResultType is Time or Points (see codes section), according to expected result in this event phase: -For the Seeding run: send the <u>Time</u> . -For the Quarterfinals and Semi-finals: send the <u>Total Points</u> achieved in all runs for this heat. -For the Final: send the <u>Time</u> . Use Time format: M is minutes, SS is seconds, ttt is thousandths of second
	IRM	O	CC @IRM	IRM for the particular event unit. Send just in the case @ResultType is IRM or both points and IRM. (see codes section)
	QualificationMark	O	CC @QualificationMark Or blank	The code which gives an indication on the qualification of the competitor for the next round of the competition. Don't send for the Final. (see codes section) Blank for non-qualified.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_CB	CB_DIFF			+M:SS.ttt +9:90.000	For @Type: Send proposed type
				Or blank (for leader)	For @Code: Send proposed code For @Pos: Do not send anything For @Value Time difference (send just in the case @ResultType is Time), behind of the leader best time. Send blank if the athlete is the leader (for Result @Rank=1). Use Time format: M is minutes SS is seconds ttt is thousandths of second
	CB_WARNING			S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code in case of Warning For @Pos: Do not send anything For @Value Warning indicator.



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	
					Send "Y" when it has received a Warning.	
	CB_RUN		N(1) 9		For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: The number that identifies the Run number, from 1 to the total number of runs (according to the event phase). Don't send for Final phase.	
					For @Value: Do not send anything	
			CB_RANK		N(2) 99	For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Rank at the Pos Run result
			CB_ERANK		S(1) (Y)	For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: It identifies if the rank at the Pos Run has been equalled, send "Y" in this case.
			CB_TIME		M:SS.ttt 9:90.000	For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
						For @Value: Run Time at the Pos Run result Use Time format: M is minutes SS is seconds ttt is thousandths of second
			CB_POINTS		N(2) 99	For @Type: Send proposed code (as type)
						For @Code: Send proposed extension code
						For @Pos: Do not send anything
				For @Value: Points at the Pos Run result. Don't send for Seeding run.		
		CB_IRM		CC @IRM	For @Type: Send proposed code (as type)	



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send just in the case the result is an IRM (invalid result mark) at this Pos Run result. (see codes section)
		CB_GATE		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Gate selected at this run (e.g.: 1..8) Don't send for Seeding run.
		CB_ORDER		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Result's order at this Pos Run result (based in the points at this run). Don't send for Seeding run.
		CB_POINTS_AFTER		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative Points after the Pos Run result. Don't send for Seeding run.
		CB_RANK_AFTER		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Result Rank after this run (after the Pos Run result)
		CB_ERANK_AFTER		S(1) (Y)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: It identifies if the rank after this run (after the Pos Run) has been equalled, send "Y" in this case.
		CB_ORDER_AFTER		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Result's order after this run (after the Pos Run result).
	CB_START_RUN		N(1) 9		For @Type: Send proposed type For @Code: Send proposed code For @Pos: The number that identifies the Run number, from 1 to the total number of runs (according to the Seeding run). For @Value: Do not send anything
		CB_ST_TIME		M:SS.ttt 9:90.000	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Time to the Start at this Run (@Pos). Use Time format: M is minutes SS is seconds ttt is thousandths of second
		CB_ST_RANK		N(2) 99	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Rank to the Start at this Run (@Pos).
		CB_ST_ERANK		S(1) (Y)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: It identifies if the rank to the start at this run (@Pos) has been equalled, send "Y" in this case.
		CB_ST_SPEED		N(2).N(3) 99.990	For @Type: Send proposed code (as type)



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					Speed in km/h to the Start at this Run (@Pos).
		CB_ST_SPEED_RK		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Speed's Rank to the Start at this Run (@Pos).
		CB_ST_SPEED_ERANK		S(1) (Y)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: It identifies if the speed's rank to the start at this run (@Pos) has been equalled, send "Y" in this case.
	CB_SPLIT_RUN		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that identifies the Run number, from 1 to the total number of runs (according to the Seeding run).
					For @Value: Do not send anything
		CB_SP_TIME		M:SS.ttt 9:90.000	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Time to the Split at this Run (@Pos).
					Use Time format: M is minutes SS is seconds ttt is thousandths of second
		CB_SP_RANK		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Rank to the Split at this Run (@Pos).



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		CB_SP_ERANK		S(1) (Y)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: It identifies if the rank to the split at this run (@Pos) has been equalled, send "Y" in this case.
	CB_PHOTO_RUN		N(1) 9	S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: The number that identifies the Run number, from 1 to the total number of runs (according to the event phase). Send 1 for Final phase and don't send for Seeding run. For @Value: Send when a photo has been required to determine any result for this competitor after this run. Send "Y" for Evaluated Status for the photo finish.

For the table above, we have the following additional/summary information:

Type /Code /Extension Code	Description	Expected
ER_CB /CB_DIFF	Time difference, behind of the leader best time.	Only for Seeding run and Final phase (if it applies)
ER_CB /CB_WARNING	Warning indicator (when the athlete has received a warning).	Send for any athlete in case of Warning
ER_CB /CB_RUN /CB_RANK /CB_ERANK /CB_TIME /CB_IRM	Competitor's results of each run (rank, equalled rank indicator -if it applies-, time or IRM).	Always after each run, except for Final phase
ER_CB /CB_RUN /CB_POINTS /CB_ORDER	Competitor's results points and order achieved of each run in Quarterfinals and Semi-finals.	Always after each run, except for Seeding run and Final phase
ER_CB /CB_RUN /CB_GATE	Competitor's gate selected of each run.	Always after each run, except for Seeding run and Final phase
ER_CB /CB_RUN /CB_POINTS_AFTER /CB_RANK_AFTER /CB_ERANK_AFTER /CB_ORDER_AFTER	Competitor's cumulative results points, rank, equalled rank indicator -if it applies- and order achieved after each run in Quarterfinals and Semi-finals.	Always after each run, except for Seeding run and Final phase
ER_CB /CB_START_RUN /CB_ST_TIME /CB_ST_RANK /CB_ST_ERANK /CB_ST_SPEED /CB_ST_SPEED_RK /CB_ST_SPEED_ERANK	Competitor's results to the Start of the run in Seeding run (time, rank, equalled rank indicator -if it applies-, speed, speed's rank and equalled speed's rank indicator -if it applies-).	Only for Seeding run (after completion)



Type /Code /Extension Code	Description	Expected
ER_CB /CB_SPLIT_RUN /CB_SP_TIME /CB_SP_RANK /CB_SP_ERANK	Competitor's results to the Split of the run in Seeding run (time, rank and equalled rank indicator -if it applies-).	Only for Seeding run (after completion)
ER_CB /CB_PHOTO_RUN	Indicates the photo finish status of each run when a photo is required to determine any result for this competitor at this run. Send when two or more riders are too close together to be checked the result.	Always after each run, except for Seeding run

5.1.3.6 Message sort

Please, follow the general definition.



5.1.4 Event Final Ranking

5.1.4.1 Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

5.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.4.3 Trigger and Frequency

- After each event

5.1.4.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Cycling BMX are:

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

5.1.4.5 Message Values

The following table lists the “Event Final Ranking” optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Cycling BMX.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the corresponding event. This attribute is optional because the rider could get an invalid rank mark.
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either time or points or IRM with/out points for the corresponding event (see codes section)
	Result	O	M:SS.ttt 9:90.000 Or N(2) 99	Result of the competitor in the corresponding event, i.e. Total time or Total points achieved. Send just in the case @ResultType is Time or Points or IRM with points (see codes section), according to the expected result in this event phase: -For the Final: send the <u>Time</u> . -For the Quarterfinals and Semi-finals: send the <u>Total Points</u> achieved in all runs in the corresponding heat. Use Time format: M is minutes, SS is seconds, ttt is thousandths of second
	IRM	O	CC @IRM	Invalid Result Mark for the corresponding event, in case it is assigned. Send just in the case @ResultType is IRM or both IRM and points. (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified riders.

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_CB	CB_PHASE			CC @Phase	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Phase code of the event (except for Seeding) after which the event ranking corresponds. It means the last phase of the event in which the rider has participated.
	CB_HEAT			N(2) 99	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Heat number within the phase of the event (except for Seeding) for which the rider participates and the event ranking corresponds. (except for the Final phase)
	CB_POSITION			N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Position in their heat within the phase of the event (except for Seeding) or the final run, for which the rider participates and the event ranking corresponds.
	CB_RUN_TIME			M:SS.ttt 9:90.000	For @Value: Run time within the phase of the event (except for Seeding), only included if it is used to break a tie and for which the event ranking corresponds. Normally it will be the time from the run 3 (or, if it is necessary, from the previous one to break the tie). (except for the Final phase) Use Time format: M is minutes SS is seconds ttt is thousandths of second

For the table above, we have the following additional/summary information:

Type /Code /Extension Code	Description	Expected
ER_CB /CB_PHASE	Phase code of the event (except for Seeding) after which the event ranking corresponds.	When the event has finished
ER_CB /CB_HEAT	Heat number within the phase of the event (except for Seeding) for which the rider participates and the event ranking corresponds.	When the event has finished (except for the Final phase)
ER_CB /CB_POSITION	Position in their heat within the phase of the event (except for	When the event has finished



Type /Code /Extension Code	Description	Expected
	Seeding) or the final run, for which the rider participates and the event ranking corresponds.	
ER_CB /CB_RUN_TIME	Run time within the phase of the event (except for Seeding), only included if it is used to break a tie and for which the event ranking corresponds.	When the event has finished (except for the Final phase)

5.1.4.6 Message sort

Please, follow the general definition.



5.1.5 Event's Medallists

5.1.5.1 Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Cycling BMX, the message has to be sent for all the competition events, as listed in the header values section.

5.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.5.3 Trigger and Frequency

Please, follow the general definition.

5.1.5.4 Message Structure

Please, follow the general definition.

5.1.5.5 Message Values

Please, follow the general definition.

5.1.5.6 Message sort

Please, follow the general definition.



5.1.6 Brackets

5.1.6.1 Description

This message is the Brackets message as described in the ODF Sport Messages Interface Document.

In the case of Cycling BMX, the message has to be sent for all the competition events, as listed in the header values section.

5.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.1.6.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following:

- Seeding run:
 - After the seeding run
- Quarterfinals, Semi-finals and Finals:
 - After the last run of last heat

5.1.6.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Cycling BMX are:

- Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (it should be included when the competitor is not yet known)
- Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor and its child element (it should be included only when the competitor is known)

Moreover, the following should be considered:

- Bracket /BracketItems /BracketItem /NextUnit should be informed in the case of the Quarterfinals and Semi-finals.
- Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit should be informed in the case of the Final, and Semi-finals.

5.1.6.5 Message Values

The following table lists the “Brackets” optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Cycling BMX, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Bracket	Code	M	CC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.
Bracket /BracketItems	Code	M	CC @BracketItems	Bracket code to identify a set of bracket items. It is referred to the phase of event. It will be sent quarterfinals, semi-finals or final phase (e.g.: QFL <i>Quarterfinals</i> ...)



Element	Attribute	M/O	Value	Comments
Bracket /BracketItems /BracketItem	Code	M	CC @BracketItem	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the heat number within the phase (for Quarterfinals and Semi-finals), or final for Final. (E.g.: it could be: (for <i>Quarterfinals</i>): H1-Heat 1, ..., H4-Heat 4 (...) (for <i>Final</i>): F-Final)
Bracket /BracketItems /BracketItem /Unit	Phase	M	CC @Phase	Phase code for which the current bracket item belongs to. It will be sent for the Quarterfinals, Semi-finals and Final (e.g.: '3' for QFL, '2' for SFL, '1' for FNL according to the defined in common codes).
	Unit	M	CC @Unit	Unit code for which the current bracket item belongs to. For the the Quarterfinals and the Semi-finals, the unit will be the heat number (e.g.: '01' for heat-1, '02' for heat-2, etc according to the defined units in common codes).
Bracket /BracketItems /BracketItem /CompetitorPlace	Code	O	CC @CompetitorPlace	It will be sent when the competitor for this bracket item is not known yet (UNK).

The following table describes in more detail the Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace				
Type	Code	Pos	Value	Description
ECP_CB	CB_COMP_INF	CC @Desc	N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the defined number for the preceding phase, to indicate in which the competitor has been qualified: from the Seeding run, Quarterfinals Heat (1 to 4) or Semi-finals Heat (1 to 2) (see codes section)
				For @Value: Send the rank that must be achieved in the preceding phase for this bracket item.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ECP_CB /CB_COMP_INF	The information in the place of the bracket regarding to the rule to access to this place (from which preceding phase and position it must be qualified; e.g.: 1 st in Seeding run..., or 4 th in Seeding run... or 1 st in Quarterfinals heat 1..., etc)	Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK)

5.1.6.6 Message sort

Please, follow the general definition.



5.1.7 Discipline/venue good morning

5.1.7.1 Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

5.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.1.7.3 Trigger and Frequency

Please, follow the general definition.

5.1.7.4 Message Structure

Please, follow the general definition.

5.1.7.5 Message Values

Please, follow the general definition.

5.1.7.6 Message sort

Please, follow the general definition.



5.1.8 Discipline/venue good night

5.1.8.1 Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

5.1.8.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.1.8.3 Trigger and Frequency

Please, follow the general definition.

5.1.8.4 Message Structure

Please, follow the general definition.

5.1.8.5 Message Values

Please, follow the general definition.

5.1.8.6 Message sort

Please, follow the general definition.



5.1.9 Discipline Configuration

5.1.9.1 Description

This message is the Discipline Configuration message as described in the ODF Sport Messages Interface Document.

5.1.9.2 Header Values

Please, follow the general definition.

5.1.9.3 Trigger and Frequency

Please, follow the general definition.

5.1.9.4 Message Structure

Please, follow the general definition.

5.1.9.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the “Discipline Configuration” optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Cycling BMX, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Configs /Config	Gender	M	CC @DisciplineGender	Gender code of the RSC.
	Event	M	CC @Event	Event code of the RSC.
	Phase	M	CC @Phase	Phase code of the RSC. There are the following phases: (9) Seeding (3) Quarterfinals (2) Semi-finals (1) Final
	Unit	O	CC @Unit	It should be informed just in the case that the information is by Event Unit. Only the ExtendedConfig code of Qualification rule for next round (@Code = QR_RANK_QUALIFY_NEXT_ROUND) will be applied for each event unit of competition phases except the Final (@Phase='2' to '9'). In this case, the event unit will be NN (a sequential number depending on the phase).

The following table describes in more detail the Configs /Config /ExtendedConfig element.

Element: Configs /Config /ExtendedConfig				
Type	Code	Pos	Value	Description
EC_CB	CB_QUALRULES (Send by phase)		String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Qualification rule text (except for Final). For example: - For the Seeding: “The Seeding run



Element: Configs /Config /ExtendedConfig				
Type	Code	Pos	Value	Description
				determines the seeding within the heats of next round." - For the Quarterfinals: "1-4 from each heat after 3 runs qualify for the Semi-finals; Remainder are eliminated." - For the Semi-finals: "1-4 from each heat after 3 runs qualify for the Final; Remainder are eliminated."
	CB_NUM_HEATS (Send by phase)		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total number of heats (groups) per phase (only applies for the Quarterfinals and the Semi-finals).
	CB_NUM_RUNS (Send by phase)		N(1) 9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total number of runs (races) in this phase (for the phase with heats -1_16, 1_8, QF and SF-, so it is applied to every heat of the phase).
EC_QUALIFICATION_RULE	QR_RANK_QUALIFY_NEXT_ROUND (Send by event unit)	Numeric	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code for the qualification rule. QR_RANK_QUALIFY_NEXT_ROUND is the code that indicates the qualification for next round based on rank. For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos (i.e.: for the <u>Seeding run</u> , will be: (Pos=1, Value=1) (Pos=2, Value=32) It means 1-32 ranks from the current phase/event unit will qualify to the next phase, and for the <u>Quarterfinals – heat 1</u> , will be: (Pos=1, Value=1) (Pos=2, Value=4) It means 1-4 ranks from the current phase/event unit (heat 1) will qualify to the next phase.

For the table above, we have the following additional/summary information



Type /Code	Description	Expected
EC_CB /CB_QUALRULES	It's the Qualification rules for the competition by phase.	Send by phase (except for Final), always that the information is available.
EC_CB /CB_NUM_HEATS	It's the number of heats (groups) per phase if apply.	Send by phase (Quarterfinals and Semi-finals), when it is available.
EC_CB /CB_NUM_RUNS	It's the number of runs (races) per phase.	Send by phase, always that the information is available.
EC_QUALIFICATION_RULE /QR_RANK_QUALIFY_NEXT_ROUND	Qualification rule for next round based on rank.	Send by event unit per phase (except for Final), always if the rule applies to the competition.

5.1.9.6 Message sort

Please, follow the general definition.



6 Real time

The following chapter describes the ODF-RT part of Cycling BMX.

6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Cycling BMX the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	Sports	X	
DT_RT_GN	RT Discipline/venue good night	Sports	X	
DT_RT_KA	RT Discipline/venue keep alive	Sports	X	
DT_RT_RESULT	RT Event Unit Results	Sports	X	X
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results	Sports		



6.1.1 RT Event Unit Results

6.1.1.1 Description

This message is the RT Event Unit Results message as described in the ODF Sport Messages Interface Document.

6.1.1.2 Header Values

The DocumentCode attribute in the ODF header (as concatenation of DD-discipline, G-gender, EEE-event, P-phase and UU-unit) will be sent according to the ODF Common Codes document (header values sheet).

But bear in mind, for the phases of Quarterfinals and Semi-finals, that the event unit of the DocumentCode (UU) should be the number of heat (for all the runs).

6.1.1.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE_UPDATE"
 - T1: Trigger at the beginning of the round.
 - T2: Trigger at the beginning of each run.
 - T3: Trigger when each competitor starts the run.
 - T4: Trigger when a competitor obtains an invalid result mark (during the race).
 - T5: Trigger when each competitor finishes the run.
 - T6: Trigger at the end of each run.
 - T7: Trigger when each competitor finishes the round (for seeding run).
 - T8: Trigger at the end of the round.
- ResultStatus="LIVE_FULL"
 - This value should be suggested and sent in the DT_RT_GM message after further testing
 - Suggested to test frequency values around the average time used by the athlete to complete their participation in the course.
- For other ResultStatus, follow the general definition.

6.1.1.4 Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Cycling BMX are:

- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions



Please, follow the general considerations for all ResultStatus, taking into account that: Result information for one competitor is known in the finish line (time and rank).

In the next section (message values), there is a more detailed definition.

6.1.1.5 Message Values

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	Rank	O	Text	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid rank mark, but such athletes may be given a rank (e.g.: DNF competitors have a rank).	T5, T6
	RankEqual	O	S(1) (Y,N)	Send 'Y' if the Rank is equalled. Send "N" only if Rank was equalled in previous RT message and is not equalled anymore.	T5, T6 (if applies)
	ResultType	O	CC @ResultType	Result type, either time or points or IRM with/out points for the corresponding event unit (see codes section)	T4, T5, T6
	Result	O	M:SS.ttt 9:90.000 Or N(2) 99	Result for the particular event unit. Send just in the case @ResultType is Time or Points (see codes section), according to expected result in this event phase: -For the Seeding run: send the <u>Time</u> . -For the Quarterfinals and Semi-finals: send the <u>Total Points</u> achieved in all runs for this heat. -For the Final: send the <u>Time</u> . Use Time format: M is minutes, SS is seconds, ttt is thousandths of second	T5 (for all phases), T7 (only for Seeding run)
	IRM	O	CC @IRM	The invalid result mark (IRM) for the particular event unit, in case it is assigned. Send just in the case @ResultType is IRM, or both points and IRM (see codes section)	T4, T5, T6
	Qualification Mark	O	CC @QualificationMark Or blank	The code which gives an indication on the qualification of the competitor for the next round of the competition. (see codes section) Blank for non-qualified.	T8 (don't send for Final phase)
	SortOrder	O	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.	T4, T5, T6

The following table describes in more detail the UnitInfos /UnitInfo element in the case of Cycling BMX.



Element: UnitInfos /UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_RESULTS	CB_CURRENT			S(20) with no leading zeroes	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Athlete's ID, to identify an athlete, for the current rider in this run
	CB_LAST_FINISHED			S(20) with no leading zeroes	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Athlete's ID, to identify an athlete, for the last finished rider in this run
	CB_CURRENT_RUN			N(1) 9	For @Type: Send proposed type
For @Code: Send proposed code					
For @Pos: Do not send anything					
For @Value: The number that identifies the current Run for this event unit, according to the defined number of runs per phase (e.g.: from 1 to 5 for Quarterfinals and 1 or 2 or 3 for Semi-finals) Do not send for: Final, Seeding run.					

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_RESULTS /CB_CURRENT	Send the athlete ID for the rider that is currently running this run.	T3 (only for Seeding run)
UI_RESULTS /CB_LAST_FINISHED	Send the athlete ID for the rider who has just finished this run.	T5 (only for Seeding run)
UI_RESULTS /CB_CURRENT_RUN	Number of the current run (except for Final phase), according to the defined number of runs (CB_NUM_RUNS @Value) of the "Discipline Configuration" message.	T2 (except for Final phase)

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_CB	CB_CURRENT			S(1) (Y,N)	For @Type: Send proposed type



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					Send "Y" when this competitor is currently running this current run, and "N" otherwise (if not and it has changed).
	CB_LAST_FINISHED			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					Send "Y" when this competitor is the last finished in this current run, and "N" otherwise (if not and it has changed).
	CB_DIFF			+M:SS.ttt +9:90.000	For @Type: Send proposed type
				Or	For @Code: Send proposed code
				blank (for leader)	For @Pos: Do not send anything
					For @Value Time difference (send just in the case @ResultType is Time), behind of the leader best time. Send blank if the athlete is the leader (for Result @Rank=1). Use Time format: M is minutes SS is seconds ttt is thousandths of second
	CB_WARNING			S(1) (Y,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value Warning indicator. Send "Y" when it has received a Warning, and "N" otherwise (if not and it has changed).
	CB_RUN		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that identifies the Run number, from 1 to the total number of runs (according to the event phase).
					Don't send for Final phase.
					For @Value:



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					Do not send anything
		CB_RANK		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Result Rank for this run (at the Pos Run result)
		CB_ERANK		S(1) (Y, N)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: It identifies if the rank at the Pos Run has been equalled (send "Y" in this case), or not and has changed (send "N").
		CB_TIME		M:SS.ttt 9:90.000	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Run Time at the Pos Run result Use Time format: M is minutes SS is seconds ttt is thousandths of second
		CB_POINTS		N(2) 99	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Points at the Pos Run result. Don't send for Seeding run.
		CB_IRM		CC @IRM	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send just in the case the result is an IRM (invalid result mark) for this run (at this Pos Run result) (see codes section)
		CB_GATE		N(1) 9	For @Type: Send proposed code (as type)



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Gate selected at this run (e.g.: 1..8) Don't send for Seeding run.
		CB_ORDER		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Result's order at this Pos Run result (based in the points at this run). Don't send: - for Seeding run. - in Run 4 and 5 of the Men's Quarterfinals for 2 riders who qualified after Run 3.
		CB_POINTS_AFTER		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative Points after the Pos Run result. Don't send for Seeding run
		CB_RANK_AFTER		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Result Rank after this run (after the Pos Run result)
		CB_ERANK_AFTER		S(1) (Y,N)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: It identifies if the rank after this run (after the Pos Run) has been equalled (send "Y" in this case), or not and has changed (send "N").
		CB_ORDER_AFTER		N(2) 90	For @Type: Send proposed code (as type)



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Result's order after this run (after the Pos Run result)
	CB_PHOTO_RUN		N(1) 9	S(1) (Y,P,N)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that identifies the Run number, from 1 to the total number of runs (according to the event phase). Send 1 for Final phase and don't send for Seeding run.
					For @Value: Send when a photo is required to determine any result for this competitor after this run. Send "Y" for Evaluated Status, "P" for Pending Status for the photo finish, and "N" otherwise (for no photo and it has changed).

For the table above, we have the following additional/summary information:

Type /Code /Extension Code	Description	Expected
ER_CB /CB_CURRENT	Indicates that this competitor is currently running.	T3 (only for Seeding run)
ER_CB /CB_LAST_FINISHED	Indicates that this competitor has just finished.	T5 (only for Seeding run)
ER_CB /CB_DIFF	Time difference, behind of the leader best time.	(only for Seeding run, if it applies): T5, T6, T7
ER_CB /CB_WARNING	Warning indicator (when the competitor has received a warning).	(when it applies): T3, T5
ER_CB /CB_RUN /CB_RANK /CB_ERANK /CB_TIME /CB_IRM	Competitor's results of each run (rank, equalled rank indicator -if it applies-, time or IRM).	(except for Final phase): T4, T5, T6
ER_CB /CB_RUN /CB_POINTS /CB_ORDER	Competitor's results points and order achieved of each run in Quarterfinals and Semi-finals. Don't send in Run 4 and 5 of the Men's Quarterfinals for 2 riders who qualified after Run 3.	(only for Quarterfinals phase and Semi-finals phase): T5, T6
ER_CB /CB_RUN /CB_GATE	Competitor's gate selected of each run.	(only for Quarterfinals phase and Semi-finals phase): T5, T6
ER_CB /CB_RUN /CB_POINTS_AFTER /CB_RANK_AFTER /CB_ERANK_AFTER /CB_ORDER_AFTER	Competitor's cumulative results points, rank, equalled rank indicator -if it applies- and order achieved after each run in Quarterfinals and Semi-finals.	(only for Quarterfinals phase and Semi-finals phase): T5, T6
ER_CB /CB_PHOTO_RUN	Indicates the photo finish status of each run when a photo is required to determine any result for this competitor at this run. Send if two or more riders are too close together to	(except for Seeding run): T5, T6



Type /Code /Extension Code	Description	Expected
	be checked the result.	

6.1.1.6 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	22 May 2009	Submitted for review version
R2 v2.0	19 Jun 2009	Changes after IDM and Submitted for Approval version
R2 v3.0	17 Jul 2009	Added the copyright and Approved version
R2 v4.0	13 Apr 2010	ORIS Release 5 version 1.1 changes, after WNPA meeting and some minor issues
R2 v5.0	28 Jun 2010	Changes after WNPA meeting and some minor issues/improvements
R2 v5.1	23 Dec 2010	Some minor issues/improvements
R2 v6.0	11 Mar 2011	IR022 and some minor issues
R2 v6.1	08 Apr 2011	Some minor issues
R2 v7.0	13 May 2011	CR1898
R2 v7.1	08 Jul 2011	Some minor issues
R2 v7.2	03 Oct 2011	Some minor issues
R2 v8.0	09 Jan 2012	IR101 and some minor issues
R2 v8.1	12 Mar 2012	Some minor issues

File reference: ODF/INT026-R2-v8.1 APP (CB)



Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version
R2 v2.0	SFA	<ul style="list-style-type: none">• After IDM meeting:<ul style="list-style-type: none">▪ Codes: CC @BracketItems: added the codes “1_8” for ‘1/8 Finals’ and “1_16” for ‘1/16 Finals’, including the comment “depending on the competition rules”, as well as to QFL phase (eliminating the comment “men only”). CC @BracketItem: eliminated from the codes the phase included (it is not necessary) and added the codes for the rest of heats (related with the new phases 16th and 8th of finals): “H5” to “H16”. CC @Desc: added codes related with these new phases: “501” to “516” for ‘16F Heat 1’ to ‘16F Heat 16’, and “401” to “408” for ‘8F Heat 1’ to ‘8F Heat 8’.▪ Adapt the whole document to include the new phases: 1/16 Finals and 1/8 Finals.▪ Start List: the code CB_WARNING has been included like in Results (it will be for the whole competition). And the code CB_GATE has been changed to CB_GATE_SELECTION.▪ Event Unit Results: the gate selected per run, CB_GATE, has been added as extended result of the athlete.▪ Discipline Configuration: added in comments of Phase attribute these new phases: “5” for ‘1/16 Finals’ and “4” for ‘1/8 Finals’. Another Qualifying rules have been included in case the World Cup rules are applied for the Seeding phase, therefore these codes have been added QR_RANK_QUALIFY_R1_NEXT_ROUND and QR_RANK_QUALIFY_R2_NEXT_ROUND.▪ RT Event Unit Results: have been added new codes for the extension of CB_RUN to have a history of the results after each run (cumulative results points, rank and order) for 1/16 Finals, 1/8 Finals, Quarterfinals and Semi-finals: CB_POINTS_AFTER, CB_RANK_AFTER, CB_ORDER_AFTER.
R2 v3.0	APP	<ul style="list-style-type: none">• Approved• Added the copyright.• Changed the name of the DT_PARTIC_HORSES_UPDATE message to “List of horses update”.
R2 v4.0	APP	<ul style="list-style-type: none">• Event Unit Results: Merge RT Data, those codes that had an asterisk (which will be removed from now), in the PiT message.• Event Unit Results / RT Event Unit Results: has been included the value “N” (not), besides the “Y” (yes), in the codes CB_CURRENT, CB_LAST_FINISHED, CB_WARNING and CB_RUN /CB_BESTTIME from the Athlete /ExtendedResults /ExtendedResult element.• RT Event Unit Results: The code CB_GATE (the gate selected per run) has been included like in Results, as extension of CB_RUN.• ORIS 5 v1.1 changes (CR205):<ul style="list-style-type: none">▪ Codes: CC @Desc: modified the description of the codes related to phases 1/16 Finals, 1/8 Finals, Quarterfinals and Semi-finals because have been replaced “QF” with “Quarterfinals” and “SF” with “Semi-finals” in the bracket: [“501” to “516”] changing ‘16F’ to ‘1/16 Finals’, [“401” to “408”] changing ‘8F’ to ‘1/8 Finals’, [“301” to “304”] changing ‘QF’ to ‘Quarterfinals’, and [“201” to “202”] changing ‘SF’ to ‘Semi-finals’.▪ Changed in whole document the competition phase “Finals” to “Final”.▪ List of participants by discipline (and update): attributes “Height” and “Weight” have been included from the Participant element. Has been updated the “Trigger and Frequency”.▪ Start List: has been removed the code CB_COMMUNIQUE, and therefore the optional element UnitInfos/UnitInfo also has been eliminated from the section “Message Structure”. Updated the “Trigger and Frequency”, the trigger for the Seeding phase has been changed.▪ Event Unit Results / RT Event Unit Results: changed the value of the code ER_CB /CB_DIFF as blank for the leader instead of 0.000, from the Result



Change Log

Version	Status	Changes on version
		<p>/Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.</p> <p>And have been changed the time format to M:SS.ttt (from SS.ttt) and the gap format to +M:SS.ttt (from +SS.ttt).</p> <ul style="list-style-type: none">▪ Event Unit Results: has been removed the code CB_COMMUNIQUE from the element UnitInfos/UnitInfo. Added new codes just for Seeding phase due to new output "Race Analysis (Seeding phase)" in the Athlete /ExtendedResults /ExtendedResult element: CB_START_RUN and its extensions (as competitor's results to the Start of each run in Seeding phase -time, rank, speed and speed's rank-), and, CB_SPLIT_RUN and its extensions (as competitor's results to the Split of each run in Seeding phase -time and rank-).Has been updated the Trigger and Frequency.▪ The "Event Final Ranking" message (DT_RANKING) has been included from this sport (it has extended definition due to new output "Results Summary").▪ Brackets: changed the description of the attribute @Pos of the code CB_COMP_INF (related to the descriptions change of the codes CC @Desc) from the BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace element.Has been updated the "Trigger and Frequency".▪ RT Event Unit Results: has been added the code CB_PHOTO_RUN from the element Athlete/ExtendedResults/ExtendedResult, to indicate the photo finish status of each run when a photo is required to determine the result at this run (except for the Seeding phase). <ul style="list-style-type: none">• After WNPA meeting:<ul style="list-style-type: none">▪ List of participants by discipline (and update) / Start List: the Bib attribute value has been changed from Numeric to String.



Change Log

Version	Status	Changes on version
R2 v5.0	APP	<ul style="list-style-type: none">List of participants by discipline (and update): has been included the value "N" (not), besides the "Y" (yes), in the code E_SUBSTITUTE from the Participant /Discipline /RegisteredEvent /EventEntry element.Event Unit Results: eliminated some codes of the RT Data that had been merged before (those codes that had an asterisk in RT) in the PiT message, because they do not have sense in this message. The codes CB_CURRENT, CB_LAST_FINISHED and CB_CURRENT_RUN have been removed from the UnitInfos/UnitInfo element, and therefore this optional element also have been eliminated from the section "Message Structure". And the codes CB_CURRENT and CB_LAST_FINISHED have been removed from the Athlete /ExtendedResults /ExtendedResult element.RT Event Unit Results: as not all the codes of the RT Data have been merged in the PiT message, these codes will have an asterisk again (which will remain from now).Event Unit Results: eliminated the value "N" (not) in the codes CB_WARNING and CB_RUN /CB_BESTTIME, and also the values "P" (pending) and "N" (no photo) in the code CB_PHOTO_RUN from the Athlete /ExtendedResults /ExtendedResult element.Event Unit Results / RT Event Unit Results: included the comment (send just in the case @ResultType is Time) in the description of the code CB_DIFF from the Athlete /ExtendedResults /ExtendedResult element.RT Event Unit Results: modified the trigger expected for the attributes "Rank" and "Result" from the Result element due to the seeding phase expected data.WNPA meeting changes (IR003):<ul style="list-style-type: none">Event Unit Results / RT Event Unit Results / Event Final Ranking: added the attribute "RankEqual" (as it is defined in the ODF Sport Messages Interface Document) in these messages to identify if the Rank is equalled.Event Unit Results: for the same reason to indicate if any rank is equalled, have been added the codes CB_ERANK and CB_ERANK_AFTER as extensions of CB_RUN, the codes CB_ST_ERANK and CB_ST_SPEED_ERANK as extensions of CB_START_RUN, and the code CB_SP_ERANK as extension of CB_SPLIT_RUN from the element Athlete /ExtendedResults /ExtendedResult.RT Event Unit Results: and also have been added the codes CB_ERANK and CB_ERANK_AFTER as extensions of CB_RUN, from the element Athlete /ExtendedResults /ExtendedResult.
R2 v5.1	APP	<ul style="list-style-type: none">List of participants by discipline (and update): Changed the code E_UCIRANK by the code E_RANK to unify the world and the federation rankings.Event Unit Results / RT Event Unit Results: Added the code CB_ORDER as extension of CB_RUN to have the order of results at each run (except for Seeding phase and Final phase), from the element Athlete /ExtendedResults /ExtendedResult.Discipline Configuration:<ul style="list-style-type: none">The attribute "Unit" has been included to the Configs /Config element, for all phases except the Final.The codes QR_RANK_QUALIFY_R1_NEXT_ROUND and QR_RANK_QUALIFY_R2_NEXT_ROUND for qualification rules at each run in case of World Cup rules for the Seeding phase have been removed, they will not be necessary. And the existing code QR_RANK_QUALIFY_NEXT_ROUND has been modified to be defined to event unit level instead of phase, and also it will be used for the Seeding phase.RT Event Unit Results: Included a clarification for the value "N" (this is not the value by default, only it will be sent if it has changed) in the codes CB_CURRENT, CB_LAST_FINISHED, CB_WARNING, CB_RUN /CB_BESTTIME and CB_PHOTO_RUN from the Athlete /ExtendedResults /ExtendedResult element.
R2 v6.0	APP	<ul style="list-style-type: none">IR022: Changes after the WNPA meeting:<ul style="list-style-type: none">Change the triggers and frequency as the revision of WNPA meetingCodes: add a format column to Section 3 of the Data Dictionaries



Change Log

Version	Status	Changes on version
R2 v6.1	APP	<ul style="list-style-type: none">Event Unit Results: Trigger and Frequency has been modified.
R2 v7.0	APP	<ul style="list-style-type: none">CR1898: Phase name has been changed from 'Seeding phase' to 'Seeding run'.
R2 v7.1	APP	<ul style="list-style-type: none">All references to 1/16 and 1/8 finals have been removed as they are not used.Start List: Comments have been updated for StartOrder and SortOrder attributes.Brackets: Triggers and Frequency section has been updated.Event Unit Results & RT Event Unit Results: Some elements have been updated or removed because Seeding run has now only one run (CR1898).RT Event Unit Results: Comments about ResultStatus have been updated.
R2 v7.2	APP	<ul style="list-style-type: none">All RankEqual comments have been updated.Event Unit Results:<ul style="list-style-type: none">Trigger has been updated.Reference to Unofficial results has been removed in Trigger and Frequency.RT Event Unit Results:<ul style="list-style-type: none">CB_ORDER code should not be sent in Run 4 and 5 of the Men's Quarterfinals for the 2 riders who qualified after Run 3.
R2 v8.0	APP	<ul style="list-style-type: none">IR101: DT_SERIAL message added in the PiT messages.Event Unit Results:<ul style="list-style-type: none">A comment has been added to make clear that only OFFICAL results will be sent for BMX.
R2 v8.1	APP	<ul style="list-style-type: none">List of participants:<ul style="list-style-type: none">InternationalFederationId attribute is now Optional.



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