Lillehammer 2016 Youth Olympic Games

YOG DNA

Olympic Data Feed

ODF Speed Skating Data Dictionary

Lillehammer – Winter Youth Olympic Games

Technology and Information Department

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Table of Contents

1 Introduction

1.1 This document

This document includes the ODF Speed Skating Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Speed Skating.

1.2 Objective

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

- **IF –** International Federation
- **IOC –** International Olympic Committee
- **NOC –** National Olympic Committee
- **ODF –** Olympic Data Feed
- **RSC –** Results System Codes
- **SSK –** Speed Skating
- **WNPA –** World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF General Messages Interface Document	This document describes the ODF Genera messages

Sport Codes

Discipline	Code_Entity	Code	Order	Description
SSK	@IRM	DNF		Did not finish
SSK	@IRM	DNS		Did not start
SSK	@IRM	DSQ		Disqualified
SSK	@IRM	DQB		Disqualified (Behaviour)
SSK	@IRM	NRS		No result. The IRM is used only in the Cumulative Result message, for the 2x500 event. When no cumulative result exists all athletes without Rank would receive this IRM in the DT_RESULT_SUMMARY message, IRM="NRS" ResultType="IRM
SSK	@IRM	WD		Withdrawn
SSK	@ResultType	IRM		Invalid Result Mark
SSK	@ResultType	TIME		Time

Results Functions (proposed, to be confirmed)

Discipline	Function Code	Order	Description	Category
SSK	RE		Referee	J
SSK	AR		Assistant Referee	J
SSK	STR		Starter	J

2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Speed Skating.

- 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 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 used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of Teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of Teams Update	X	X
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_IMAGE	Image (for Photofinish)	X	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	X	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CURRENT	Current Information	X	X
DT_PHASE_RESULT	Phase Results		
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets		
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration	X	X
DT_WEATHER	Event Unit Weather conditions	X	X
DT_KA	Keep Alive	X	

2.1.1 List of Participants by Discipline / Update

2.1.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes and historical athletes, as described in the ODF General Messages Interface Document.

2.1.1.2 Header Values

As defined in the header values document.

2.1.1.3 Trigger and Frequency

Follow the general definition.

2.1.1.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included:

- Competition /Participant/Discipline /RegisteredEvent /EventEntry

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

2.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant /Discipline	IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).
Participant /Discipline /RegisteredEvent	Event	M	CC @Event	
	Bib	O	Numeric ###0	Bib number from OVR

The following table describes in more detail the EventEntry element.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	RANK_WLD		Numeric ###0	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: ISU Rank of the athlete	
	SUBSTITUTE		S(1)	For @Type: Send proposed type	If applicable
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: Send Y if the athlete is a substitute else do not send.	
	PB		m:ss.ff	For @Type: Send proposed type	When known
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: Send the personal best time, do not send leading zeros.	
	SB		m:ss.ff	For @Type: Send proposed type	When known
				For @Code: Send proposed code	

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
				For @Pos Do not send anything	
				For @Value: Send the season best time, do not send leading zeros.	

2.1.1.6 Message sort

Please, follow the general definition.

2.1.2 List of Teams / Update

2.1.2.1 Description

This message is the List of Teams (and the update) as described in the ODF General Messages Interface Document.

2.1.2.2 Header Values

As defined in the header values document.

2.1.2.3 Trigger and Frequency

Follow the general definition.

2.1.2.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included:

- Team /Composition /Athlete
- Team /Discipline /RegisteredEvent /EventEntry

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

2.1.2.5 Message Values

The following table lists the "List of Teams / Update" optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Team /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	O	Numeric 0	Team member order
Team /Discipline	IFId	O	S(16)	Competitor's federation number for the corresponding discipline
Team /Discipline /RegisteredEvent	Event	M	CC @Event	

The following table describes in more detail the Competition /Team /Discipline /RegisteredEvent /EventEntry element.

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	RANK_WLD		Numeric ###0	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: ISU Rank of the team	
	SUBSTITUTE		S(1)	For @Type: Send proposed type	If applicable
				For @Code: Send proposed code	
				For @Pos Do not send anything	
				For @Value: 1 for First substitute 2 for Second substitute	

2.1.2.6 Message sort

Please, follow the general definition.

2.1.3 Event Unit Start List and Results

2.1.3.1 Description

This message is the Event Unit Start List and Results message as described in the ODF General Messages Interface Document.

2.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) with one message per race.

2.1.3.3 Trigger and Frequency

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

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- In the case of Team Pursuit & Mass Start
  - When the unit starts and after every update (intermediates etc.) (LIVE)
- In the case of individual (except mass start) events
  - When the unit starts and during each pair for each update with splits (LIVE)
  - After each pair during the unit (INTERMEDIATE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change

Management of Reskate in individual events (not Mass Start)

- In the case of a reskate a new “competitor” is added to the message with the competitor code “RS+competitor ID” for example RS1234567. However the athlete maintains the original ID.
- The new “pair”, if a new pair is needed will use “a” after the order for example is after pair 10 then 10a. (startorder attribute). This does not trigger StartListMod flag.
- After the reskate this competitor is removed and the original time updated if applicable.

2.1.3.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /UnitDateTime (StartDate)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /ExtendedResults /ExtendedResult

2.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
	UnitNum	M	S(3)	Race number
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Code	M	S(20) with no leading zeroes	Officials code
	Function	M	CC @ResultsFunction	Officials Function
	Order	O	Numeric	Order of officials.
Result	Rank	O	String	Rank of the competitor in the event unit (not cumulative).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	ResultType	O	SC @ResultType	Result type.
	IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
	Result	O	m:ss.fff or ss.fff (500m) or Numeric (mass start) #0	Time for the competitor except in mass start. Do not send leading zeros. Decimals vary according to sport rules. In mass start send the points.
	Diff	O	m:ss.ff or ss.ff (500m)	Time behind the leader. Send 0.00 for the leader.
	QualificationMark	O	SC @QualificationMark	Send just in the case the competitor has qualified.
	SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order,
	StartOrder	O	S(3)	- For individual events: Pair number in the start list. There will be two competitors with the same number. - For team events: Use 1 for 'Finishing straight' and 2 for 'Crossing straight' - For mass start simply the start order.
	StartSortOrder	M	Numeric #0	Unique number for sorting. To sort out competitors from its @StartOrder attribute, however - For individual events: placing first the inner lane skater, and afterwards the outer lane skater - For team events: Placing first the finishing straight starting team, and afterwards the crossing straight starting team - For mass start: Same as StartOrder

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	STARTERS			Numeric ##0	For @Type: Send proposed type	Always is the status is not

Element: ExtendedInfo						
					For @Code: Send proposed code	START_LIST
					For @ Pos: Do not send anything	
					For @Value: Sent the number of competitors on the start list	
		COMPLETE		Numeric ##0	For @Code: Send proposed code	Always is the status is not START_LIST
					For @ Pos: Do not send anything	
					For @Value: Send the number of competitors whose event unit is completed (includes IRMs)	
	LEADER			S(20) with no leading zeroes	For @Type: Send proposed type	When known in individual events (not mass start)
					For @Code: Send proposed code	
					For @ Pos: Do not send anything	
					For @Value: Send the ID of the leading competitor.	
	BREAK_PAIR		Numeric #0	S(3)	For @Type: Send proposed type	When known in individual events (not mass start)
					For @Code: Send proposed code	
					For @ Pos: The order number of the 'Ice preparation' event, 1..	
					For @Value: The number of the last pair before the ice preparation's break.	

Sample

```
……
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="LEADER" Value="123456" />
  <ExtendedInfo Type="UI" Code="BREAK_PAIR" Pos="1" Value="4" />
  <ExtendedInfo Type="UI" Code="BREAK_PAIR" Pos="2" Value="8" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="27" />
    <Extension Code="COMPLETE" Value="9" />
  </ExtendedInfo>
……
```

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

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
PROGRESS	INTERMEDIATE		S(2)	m:ss.ff or ss.ff (500m)	For @Type: Send proposed type	When data is available.
					For @Code: Send proposed code	
					For @Pos: Intermediate point where the intermediate time is recorded (1, 2…F).	
					For @Value: Cumulative time at the intermediate point in the current race (not over multiple races). Do not send minutes if zero.	
				CC @ResultType	For @ValueType: Send CC @ResultType	

Element: Result /ExtendedResults /ExtendedResult						
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send “Y” if rank is equalled, otherwise do not send.	
				[-]m:ss.ff or [-]ss.ff (500m)	For @Diff: Send the time behind the leader in the unit at the split. Negative if faster than the leader. Do not send leading zeros.	
		PAIR_DIFF		s.ff	For @Code: Send proposed code	In individual events except mass start.
					For @Pos: Do not send anything	
					For @Value: Send time behind the leader in the pair. Do not send for leader.	
	SECTION		S(2)	s.ff	For @Type: Send proposed type	When available.
					For @Code: Send proposed code	
					For @Pos: Intermediate point at the end of the section where section time is taken (1, 2… F). For example 1 is the section from the start to 1.	
					For @Value: Time for the section ending at the intermediate point @Pos.	
ER	RE_RUN			S(1)	For @Type: Send proposed type	If applicable. Send as soon as known.
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send “Y” if the competitor is awarded a reskate.	
		PAIR		S(3)	For @Code: Send proposed code	If the athlete has a reskate in the future.
					For @Pos: Do not send anything.	
					For @Value: Send the pair number of the reskate. For example if the reskate is after pair 10 then send 10a. Remove after reskate is complete.	
	PHOTO			S(1)	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	

Element: Result /ExtendedResults /ExtendedResult						
					For @Value: To know if the competitor's final result was decided by photo. Send Y for Evaluated, P for Pending otherwise do not send. If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4…	
	TIME			m:ss.ff or ss.ff (500m)	For @Type: Send proposed type	Send in mass start or if the competitor time is evaluated to 3 decimals to split tie
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Race time (two decimals). Only send if applicable.	
	LAPS			Numeric #0	For @Type: Send proposed type	Mass start only.
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the number of laps completed.	
	SPRINT_POINTS		S(2)	Numeric #0	For @Type: Send proposed type	Only used in mass start and if athlete has points
					For @Code: Send proposed code	
					For @Pos: Intermediate sprint point number (1..n) and F for final sprint	
					For @Value: Points according to rank at the point.	
	LANE			S(1)	For @Type: Send proposed type	Team competition only.
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send F for finishing straight and C for crossing straight	

Sample

```
……
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="34.59" Diff="0.00"
StartOrder="4" StartSortOrder="6">
 <ExtendedResults>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" ValueType="TIME"
Value="9.59" Diff="+0.06" Rank="4" SortOrder="4" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" ValueType="TIME"
Value="34.59" Diff="0.00" Rank="1" SortOrder="1" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="9.59" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="25.00" />
 </ExtendedResults>
 <Competitor Type="A" Code="2039779" Organisation="GER" >
  <Composition>
   <Athlete Code="2039779" Bib="81" Order="1">
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
BirthDate="1994-12-15" />
    <EventUnitEntry Type="ENTRY" Code="LANE" Value="O" />
   </Athlete>
  </Composition>
 </Competitor>
</Result>
<Result SortOrder="2" Rank="2" ResultType="TIME" Result="34.63" Diff="+0.04"
StartOrder="5" StartSortOrder="8">
 <ExtendedResults>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" ValueType="TIME"
Value="9.58" Diff="+0.05" Rank="3" SortOrder="3" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" ValueType="TIME"
Value="34.63" Diff="+0.04" Rank="2" SortOrder="2" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="9.58" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="25.05" />
 </ExtendedResults>
 <Competitor Type="A" Code="2039710" Organisation="NED" >
  <Composition>
   <Athlete Code="2039710" Bib="63" Order="1">
    <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED"
BirthDate="1994-11-15" />
    <EventUnitEntry Type="ENTRY" Code="LANE" Value="I" />
   </Athlete>
  </Composition>
 </Competitor>
</Result>
……
```

The following table describes in more detail the Result /Competitor /EventUnitEntry element for team events.

Element: Result /Competitor /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	COLOUR		S(1)	For @Type: Send proposed type	When available in team events.
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: R – For the team wearing red armbands W – For the team wearing white armbands	

The following table describes in more detail the Result /Competitor /Composition /Athlete /EventUnitEntry element for individual events.

Element: Result /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	LANE		S(1)	For @Type: Send proposed type	Individual (not mass start) events.
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	

Element: Result /Competitor /Composition /Athlete /EventUnitEntry					
				For @Value: I – For Inner lane skater O – For outer lane skater	

2.1.3.6 Message sort

Please, follow the general definition.

2.1.4 Current Information

2.1.4.1 Description

This message is the current message as described in the ODF General Messages Interface Document.

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

The message is NOT provided for mass start events. All needed information will be provided with the DT_RESULT message.

2.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values). The message is only used in individual events (except mass start) with a message for each pair.

DocumentCode: Unit level RSC. The Document Subcode is not required.

2.1.4.3 Trigger and Frequency

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

- At any time a competitor/pair starts. (This/these athlete(s) will be considered current) and there will be a new “next” (unless the current is the last pair).
- Immediately after every addition/change in data during the race.
- Immediately after each competitor completes the race and the data is available. (must be sent so a new leader can receive a negative time relative to current leader).

Each message will only include the athletes currently on the racing and the one to follow (“Next”); this is not more than four athletes. Next is to inform end users who is next.

Management of Reskate in individual events (not Mass Start)

- In the case of a reskate a new “competitor” is used with the competitor code “RS+competitor ID” for example RS1234567. However the athlete maintains the original ID.
- The new “pair”, if a new pair is needed will use “a” after the order for example is after pair 10 then 10a. (startorder attribute). This does not trigger StartListMod flag.

2.1.4.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- Result /ExtendedResults /ExtendedResult

2.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the event unit (not cumulative).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	ResultType	O	CC @ResultType	Result type.
	IRM	O	CC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
	Result	O	m:ss.ff or ss.ff (500m)	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules.
	Diff	O	[-]m:ss.ff or [-]ss.ff (500m)	Time behind the leader. Send 0.00 for the leader. Can be negative if faster than current leader. Do not send leading zeros
	SortOrder	M	Numeric 0	Order by StartSortOrder for the competitors in the file (1, 2, 3..).
	StartOrder	O	S(3)	Pair number in the start list. There will be two competitors with the same number.
	StartSortOrder	M	Numeric 0	Unique number for sorting. To sort out competitors from its @StartOrder attribute placing first the inner lane skater, and afterwards the outer lane skater.

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
DISPLAY	CURRENT			S(3)	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the pair number (StartOrder) of the current pair.	
	NEXT			S(3)	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the pair number (StartOrder) of the next pair to start.	
	LAST_COMP		Numeric 0	S(20) without leading zeroes	For @Type: Send proposed type	After each athlete passes an intermediate point.
					For @Code: Send proposed code	
					For @Pos: Used to identify the lane of the competitor. Send 1 for the 'Inner lane' and 2 for the 'Outer lane'	
					For @Value: Last intermediate point reached by the competitor (0,1,2,3,..F). For the DNF athlete, the last point is considered the split where s/he fell.	

Sample

```
……
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="LEADER" Value="123456" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="6" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="7" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="1" Value="3" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="3" />
</ExtendedInfos>
……
```

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

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
PROGRESS	INTERMEDIATE		S(2)	m:ss.ff or ss.ff (500m)	For @Type: Send proposed type	When data is available.
					For @Code: Send proposed code	
					For @Pos: Intermediate point where the intermediate time is recorded (1, 2…F).	
					For @Value: Cumulative time at the intermediate point in the current race (not over multiple races). Do not send minutes if zero.	
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send “Y” if rank is equalled, otherwise do not send.	
				[-]m:ss.ff or [-]ss.ff (500m)	For @Diff: Send the time behind the leader in the unit at the split. Negative if faster than the leader. Do not send leading zeros.	
		PAIR_DIFF		s.ff	For @Code: Send proposed code	In individual events except mass start.
					For @Pos: Do not send anything	
					For @Value: Send time behind the leader in the pair. Do not send for leader.	
	SECTION		S(2)	s.ff	For @Type: Send proposed type	When available.
					For @Code: Send proposed code	
					For @Pos: Intermediate point at the end of the section where section time is taken (1, 2… F). For example 1 is the section from the start to 1.	
					For @Value: Time for the section ending at the intermediate point @Pos.	
ER	RE_RUN			S(1)	For @Type: Send proposed type	If applicable. Send as

Element: Result /ExtendedResults /ExtendedResult						
					For @Code: Send proposed code	soon as known.
					For @Pos: Do not send anything.	
					For @Value: Send “Y” if the competitor received a reskate.	
	PHOTO			S(1)	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: To know if the competitor’s final result was decided by photo. Send Y for Evaluated, P for Pending otherwise do not send. If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4…	
	TIME			m:ss.ff or ss.ff (500m)	For @Type: Send proposed type	Send if the competitor time is evaluated to 3 decimals to split tie
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Race time (two decimals). Only send if applicable.	
	CUMULATIVE			ss.fff	For @Type: Send proposed type	Only at the end of the second race 500m
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Total time for both races in 500m	
				CC @ResultType	For @ValueType: Send CC @ResultType	
				CC @IRM	For @IRM: Send if applicable	
				S(2)	For @Rank: Send the rank of the competitor over both races in 500m	
				S(1)	For @RankEqual: Send “Y” if rank is equalled, otherwise do not send.	
				[-]ss.ff	For @Diff: Send the time behind the leader in the event. Negative if faster than the leader. Do not send leading zeros.	
	LAPS			Numeric #0	For @Type: Send proposed type	Mass start only.
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	

Element: Result /ExtendedResults /ExtendedResult						
					For @Value: Send the number of laps completed.	
	SPRINT_POINTS		S(2)	Numeric #0	For @Type: Send proposed type	Only used in mass start and if athlete has points
					For @Code: Send proposed code	
					For @Pos: Intermediate sprint point number (1..n) and F for final sprint	
					For @Value: Points according to rank at the point.	
	LANE			S(1)	For @Type: Send proposed type	Team competition only.
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send F for finishing straight and C for crossing straight	

Sample

```
……
<Result SortOrder="2" Rank="2" ResultType="TIME" Result="34.63" Diff="+0.04"
StartOrder="6" StartSortOrder="8">
 <ExtendedResults>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" ValueType="TIME"
Value="9.58" Diff="+0.05" Rank="3" SortOrder="3" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" ValueType="TIME"
Value="34.63" Diff="+0.04" Rank="2" SortOrder="2" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="9.58" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="25.05" />
 </ExtendedResults>
 <Competitor Type="A" Code="2039710" Organisation="NED" >
  <Composition>
   <Athlete Code="2039710" Bib="63" Order="1" />
  </Composition>
 </Competitor>
</Result>
……
```

2.1.4.6 Message sort

Please, follow the general definition.

2.1.5 Image

2.1.5.1 Description

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

The message allows for multiple images but it is assumed the images are related (could be different resolutions, different states of a competition or different places in photofinish photos). Unrelated images should be sent separately.

2.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

DocumentCode: Unit level RSC.

DocumentSubtype is PHOTOFINISH.

2.1.5.3 Trigger and Frequency

Triggered as soon as image available.

2.1.5.4 Message Structure

No applicable optional elements.

2.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Image	Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
	Version	M	Numeric #0	Document Version
	Revision	M	Numeric #0	Document Revision
	ImageType	M	S(3)	Image type extension, jpg or png
Image /ImageData	-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

2.1.5.6 Message sort

Please, follow the general definition.

2.1.6 Cumulative Results

2.1.6.1 Description

This message is the Cumulative Results message as described in the ODF General Messages Interface Document.

The Cumulative Results message is used to send the cumulative results of the competition.

The Cumulative Results message only is provided for events which have more than one event unit which accumulate for the overall result in the event.

2.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values). It is only used in the 500m event which has two units.

The DocumentSubtype attribute in the ODF header can contain the following information:

- Unit level RSC would represent the cumulative results up to the referenced unit (either during or after).

2.1.6.3 Trigger and Frequency (only applies in 2x500m)

- Send after each pair (or single athlete) completes the race (and has all data) during both units. (LIVE)
- After each group of competitors in the unit for resurfacing (INTERMEDIATE)
- After the first unit is OFFICIAL (INTERMEDIATE)
- Send after the last unit is complete (UNCONFIRMED / UNOFFICIAL / OFFICIAL as appropriate)

2.1.6.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos /ExtendedInfo
- Result /ExtendedResults /ExtendedResult
- Result /ResultItems /ResultItem

2.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	S(3)	Rank of the competitor in the cumulative result. Do not include the rank during the second unit until the competitor has completed the unit.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send. Do not include the rank during the second units until the competitor has completed the unit.
	ResultType	O	SC @ResultType	Result type
	IRM	O	SC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM

Element	Attribute	M/O	Value	Comments
	Result	O	ss.fff	Cumulative result Send when the @ResultType is TIME. Number of decimals varies by sport rules.
	Diff	O	s.ff	Total time behind leader. 0.00 for the leader. Do not send leading zeros. Do not send if @ResultType = IRM.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. During second unit those without rank will be ordered following their start order in the second unit.
Result /ResultItems /ResultItem /Result	Rank	O	S(3)	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
	Result	O	s.fff	The result of the competitor for the event unit identified by /ResultsItems /ResultItem Send when the @ResultType is TIME. Decimals vary by sport rumes.
	Diff	O	s.ff	Time behind leader in the referenced unit (only for those with a result). 0.00 for the leader. Do not send leading zeros.
	IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
	SortOrder	M	Numeric #0	Used to sort all results in an event unit identified by /ResultItems /ResultItem
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID
	Order	M	Numeric	
	Bib	O	S(4)	Athlete's bib number.

The following table describes in more detail the Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	RE_RUN			S(1)	For @Type: Send proposed type	If applicable
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send "Y" if the competitor received a reskate.	
	TIME			m:ss.ff or [-]ss.ff (500m)	For @Type: Send proposed type	Send if the competitor time is evaluated to 3 decimals to split tie
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Race time (two decimals). Only send if applicable (if result was three decimals).	

Sample

```
……
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="69.324" Diff="0.01" >
 <ResultItems>
  <ResultItem Phase="1" Unit="01">
   <Result SortOrder="1" Rank="1" ResultType="TIME" Result="34.599" Diff="0.00" >
    <ExtendedResults>
     <ExtendedResult Type="ER" Code="TIME" Value="34.59" />
    </ExtendedResults>
   </Result>
  </ResultItem>
  <ResultItem Phase="1" Unit="02">
   <Result SortOrder="3" Rank="3" ResultType="TIME" Result="34.725" Diff="0.02" >
    <ExtendedResults>
     <ExtendedResult Type="ER" Code="TIME" Value="34.72" />
    </ExtendedResults>
   </Result>
  </ResultItem>
 </ResultItems>
 <Competitor Type="A" Code="2039779" Organisation="GER" >
  <Composition>
   <Athlete Code="2039779" Bib="81" Order="1">
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
BirthDate="1994-12-15" />
   </Athlete>
  </Composition>
 </Competitor>
</Result>
……
```

2.1.6.6 Message sort

Please, follow the general definition.

2.1.7 Event Final Ranking

2.1.7.1 Description

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

2.1.7.2 Header Values

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

One message is sent for each event.

2.1.7.3 Trigger and Frequency

Follow the general definition though the message is expected at the end of each phase along with each change.

2.1.7.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /ExtendedResults

2.1.7.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	String	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of a red card, for example.
	RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
	Result	O	m:ss.fff or ss.fff (500m) or #0 (mass start race)	Time for the competitor. In teams, send the time in the final phase. Do not send leading zeros. Decimals vary according to sport rules. In mass start races please send the points.
	ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
	IRM	O	SC @IRM	Send if the competitor has an IRM
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
Result /ExtendedResults	Time	O	m:ss.fff	Time for the competitor. Decimals vary according to sport rules. For Mass start races only.

2.1.7.6 Sample (Individual)

```
……
<Result Rank="3" SortOrder="3" ResultType="TIME" Result="69.46">
 <Competitor Type="A" Code="2039711" Organisation="GER" >
  <Composition>
   <Athlete Code="2039711" Order="1" >
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"
BirthDate="1994-12-15" />
   </Athlete>
  </Composition>
 </Competitor>
</Result>
……
```

2.1.7.7 Message sort

Please, follow the general definition

2.1.8 Weather Conditions

2.1.8.1 Description

This message is the Event Unit Weather Conditions message as described in the ODF General Messages Interface Document.

2.1.8.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

2.1.8.3 Trigger and Frequency

Trigger approximately one hour before the start of the session and again if there is a significant change in the conditions.

2.1.8.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- Competition /Weather /Conditions /Condition (following the general rules for this element)

2.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Conditions	Code	M	SC @WeatherPoint	Weather points, send GEN only
	Humidity	O	Numeric ##0	Humidity in %
Weather /Conditions /Condition	Code	M	S(3)	Weather condition type, send ICE only
	Value	M	CC @SnowConditions	Use CC @SnowConditions for ICE
Weather /Conditions /Pressure	Unit	M	S(2)	Send “Pa”, Metric system unit for Pressure
	Value	M	Numeric ###0	Air Pressure
Weather /Conditions /Temperature	Code	M	S(4)	Temperature type, send AIR, ICE
	Unit	M	SC @TemperatureUnit	Unit for temperature, send both
	Value	M	Numeric #0	Temperature of the @Code. Negative is applicable

2.1.8.6 Sample

```
……
<Weather>
 <Conditions Code="GEN" Humidity="31" >
  <Condition Code="ICE" Value="nor" />
  <Pressure Unit="Pa" Value="1005" />
  <Temperature Code="AIR" Unit="C" Value="15.3" />
  <Temperature Code="AIR" Unit="F" Value="59.5" />
  <Temperature Code="ICE" Unit="C" Value="-5.8" />
  <Temperature Code="ICE" Unit="F" Value="21.6" />
 </Conditions>
</Weather>
……
```

2.1.8.7 Message sort

Please, follow the general definition.

2.1.9 Configuration

2.1.9.1 Description

This message is the Event unit configuration message as described in the ODF General Messages Interface Document.

2.1.9.2 Header Values

Send one message per event with the header of the event level RSC.

All phases use the same configuration.

2.1.9.3 Trigger and Frequency

Please, follow the general definition.

2.1.9.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedConfigItem

2.1.9.5 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 General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

The following table describes in more detail the Competition ExtendedConfig element.

Element: ExtendedConfig						
Type	Code	Extended ConfigItem Code	Pos	Value	Description	Expected
EC (by event)	INTERMEDIATE		S(2)	S(10)	For @Type: Send proposed type	Always
					For @Code: Send proposed code	
					For @Pos: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Do not consider start.	
					For @Value: In pursuit and mass start send the intermediate name (“Split 9” etc.). In other events send the distance from the start in metres.	
		SPRINT		S(2)	For @Code: Send proposed code	Mass Start events only
					For @Pos: Do not send anything	
					For @Value: Send the sprint name if there is a sprint at this intermediate, S1, S2 etc	
	INTERMEDIATES_NUM			Numeric #0	For @Type: Send proposed type	Always
					For @Code: Send proposed code	
					For @Pos: Do not send anything	

Element: ExtendedConfig						
					For @Value: Send the total number of intermediate points where the time or points are recorded not including F.	
	LAPS			Numeric #0	For @Type: Send proposed type	In mass start
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the total number of laps	

2.1.9.6 Samples

1500m

```
……
<Configs>
 <Config Unit="SSKM1500m-------------------------">
   <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="300" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="700" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1100" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
    </Config>
……
```

Pursuit

```
……
<Configs>
 <Config Unit="SSKMTeamPu-----------------------">
   <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="12" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Split 1" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Split 2" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Split 3" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Split 4" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="Split 5" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="Split 6" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="Split 7" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="Split 8" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="9" Value="Split 9" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="10" Value="Split 10" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="11" Value="Split 11" />
   <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="Split 12" />
 </Config>
……
```

Mass Start

```
<Config Unit="SSKMMS----------------------------">
 <ExtendedConfig Type="EC" Code="LAPS" Value="16" />
 <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="16" />
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Split 1" />
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Split 2" />
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Split 3" >
  <ExtendedConfigItem Code="SPRINT" Value="S1" />
 </ExtendedConfig>
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Split 4" />
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="Split 5" />
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="Split 6" />
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="Split 7" >
  <ExtendedConfigItem Code="SPRINT" Value="S2" />
 </ExtendedConfig>
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="Split 8" />
……
 <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="Split 16" >
  <ExtendedConfigItem Code="SPRINT" Value="S4" />
 </ExtendedConfig>
</Config>
……
```

2.1.9.7 Message sort

Please, follow the general definition.

2.2 Message Timeline

2.2.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
OVR gets Initial data	DT_CODES		o			o	o
	DT_SCHEDULE					o	o
	DT_PARTIC						
OVR sends	DT_CONFIG			X			
	DT_PDF C08 Schedule		X				
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_TEAM_UPDATE		X				
When athlete data is confirmed	DT_PDF C32X Entry List			X			
	DT_PDF C35 Competition Officials			X			

2.2.2 Before and During each Race

Trigger	Message	Status	D	E	P	S	U
Start List is known (Day before)	DT_RESULT	START_LIST					X
	DT_PDF C51X Start List					X	
At scheduled start time (0')	DT_SCHEDULE_UPDATE	*GETTING_READY*	X			o	o
Start	DT_SCHEDULE_UPDATE	*RUNNING*	X			o	o
	DT_RESULT	LIVE					X
Split time *	DT_CURRENT						X
*	DT_RESULT	LIVE					X
Finish *	DT_CURRENT						X
	DT_RESULT	LIVE					
*	DT_CUMULATIVE_RESULT (only 500m Race 2)						X
Next heat *	DT_CURRENT						X
* repeated for each athlete							

2.2.3 After each Race

Trigger	Message	Status	D	E	P	S	U
Last result	DT_RESULT	LIVE					X

Trigger	Message	Status	D	E	P	S	U
	DT_SCHEDULE_UPDATE	*FINISHED*	X				o
Stats (and Score) are entered	DT_RESULT	UNOFFICIAL					X
Game Score confirmed	DT_RESULT	OFFICIAL					X
		INTERMEDIATE			X		
	DT_PDF C73X Results						X
	DT_PDF C77X Distance Analysis						X
	DT_PDF C82X Ice and Climatic Conditions			X			

2.2.4 At the end of the event

Trigger	Message	Status	D	E	P	S	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		X			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_RANKING	OFFICIAL		X			
	DT_PDF C92X Medallist			X			
After last event	DT_PDF C93 Medallists by Event		X				

Legend:

D Discipline **E** Event **P** Phase **S** Session **U** Unit **X** Sent on that level **o** Includes info from that level

3 Document Control

Version history				
Version		Date		Comments
WYOG-2016-SSK -v1.0		8 Jul 2015		First Version
WYOG-2016-SSK -v1.1		9 Sep 2015		Minor updates
WYOG-2016-SSK -v1.2		1 Oct 2015		Minor updates
WYOG-2016-SSK -v1.2		2 Dec 2015		Approved with no changes
WYOG-2016-SSK -v1.3		6 Feb 2016		Approved with small changes

File reference: ODF/INT018-WYOG-2016-SSK-v1.3 APP

Change Log		
Version	Status	Changes on version
WYOG-2016-SSK -v1.0	Draft	First version
WYOG-2016-SSK -v1.1	SFR	DT_CURRENT: Change the CURRENT and NEXT Values in ExtendedInfos DISPLAY from Numeric to S(3) DT_RESULT: Change the BREAK_PAIR Value in ExtendedInfos UI from Numeric to S(3) DT_RESULT: In Result/ExtendedResults/ExtendedResult add the Extension PAIR at ER / RE_RUN to indicate the time of the reskate. Clarified that DT_CUMULATIVE_RESULT is sent after each pair in the first race DT_RESULT to update during each pair with splits as LIVE and after each pair as INTERMEDIATE. DT_RESULT / DT_CURRENT to have F as the final intermediate point for intermediate times.
WYOG-2016-SSK -v1.2	SFR	Add explanation of managing reskate in DT_RESULT and DT_CURRENT
WYOG-2016-SSK -v1.3	APP	Message timeline was added Added LANE extension for team competition in DT_RESULT. Added SPRINT_POINTS extension for mass start in DT_RESULT Added SPRINT_POINTS, LAPS and LANE extension in DT_CURRENT DT_CURRENT is not provided in mass start races. LAST_COMP is only provided in DT_CURRENT, but not in DT_RESULT.

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