INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Cycling BMX Data Dictionary
Rio 2016 – Games of the XXXI Olympiad

Technology and Information Department
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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 General Messages Interface Document specifically for Cycling BMX .

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.

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

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes

Document Reference	Document Title	Document Description
		used across all ODF documents.
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.

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 Cycling BMX .

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	

DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.1.3 Trigger and Frequency

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

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

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			

- Code
- IFId
- RegisteredEvent (0,N)
  - Gender
  - Event
  - Bib
  - EventEntry (0,N)
    - Code
    - Type
    - Pos
    - Value
- OfficialFunction (0,N)
  - FunctionId

2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

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

			When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.

Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	UCI code (competitor's federation number for the discipline). It will be included.

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

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

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	M	S(4)	Athlete's Bike number. It will be included. Example: 3, 17, 732, 964 ... Send only in the Case of Current="true".

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	SUBSTITUTE	N/A	Element Expected: As soon as this information is known, when it applies (this information can be sent in both messages)

	Attribute	M/O	Value	Description
	Value	M	S(1) (Y)	Send 'Y' if the competitor is a Substitute else do not send.

Type	Code	Pos	Description
ENTRY	UCIRIDERID	N/A	Element Expected: As soon as this information is known, when it applies (this information can be sent in both messages)

	Attribute	M/O	Value	Description
	Value	M	S(16)	Send the UCI unique rider ID.

Element: Participant /OfficialFunction (0,N)

Send if the official has optional functions. Do not send, otherwise.			
Attribute	**M/O**	**Value**	**Description**
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.1.6 Message Sort

The message is sorted by Participant @Code

2.2.2 Event Unit Start List and Results

2.2.2.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit 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). But bear in mind, for the phases of Quarterfinals and Semi-finals, that the event unit of the DocumentCode (UU) is for all the runs in a single message.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in CB	Not used in CB
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).

		UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus. The Start List is considered to be changed if any of the following changes: * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> Changing descriptions is not considered a start list change.
Serial	Numeric	Sequence number (positive integer) for ODF messages.

		Serial starts with 1 each day for each Source.

2.2.2.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

* As soon as the start list is available and any changes [inc. IRMs] (START_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

* For any changes/additions in data when race have started (LIVE).
* (LIVE) At the end of each run during the seeding run (DT_CURRENT is updated during the run).

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

* After each run in the quarterfinals and semifinals (INTERMEDIATE)
* After the unit is finished (UNOFFICIAL / OFFICIAL)

Trigger also after any change.

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					

- SportDescription (0,1)
  - DisciplineName
  - EventName
  - Gender
  - SubEventName
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName

Result (1,N)

- Rank
- RankEqual
- Result
- IRM
- QualificationMark
- SortOrder
- StartOrder
- StartSortOrder
- ResultType
- Diff
- Competitor (1,1)
  - Code
  - Type
  - Organisation
  - Composition (0,1)
    - Athlete (1,N)
      - Code
      - Order
      - Bib
      - Description (1,1)
        - GivenName
        - FamilyName

Gender
Organisation
BirthDate
IFId
EventUnitEntry (0,N)
Type
Code
Pos
Value
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
ValueType
IRM
Rank
RankEqual
SortOrder
Diff
Speed
Extension (0,N)
Code
Pos
Value

2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /UnitDateTime (0,1) Scheduled start date and time. (where available update with actual start time) Actual start -and/or end- dates and times.			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		CURRENT	N/A	Element Expected: When competitor starts in Seeding Run
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Athlete's ID, to identify an athlete, for the current rider in this run
DISPLAY		CURRENT_RUN	N/A	Element Expected: At the beginning of each Run. Not included when official.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	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 3 for Quarterfinals and for Semi-finals) Do not send for: Final, Seeding run.
DISPLAY		LAST_COMP	N/A	Element Expected: When competitor finishes in Seeding Run
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Athlete's ID, to identify an athlete, for the most recently finished rider in this run

Sample (Sample)

```
<ExtendedInfos>
        <UnitDateTime StartDate="2012-08-08T15:40:00+01:00" />
        <ExtendedInfo Type="UI" Code="CURRENT" Value="1" />
        <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="6427469" />
        <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="6368126" />
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

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

Element: Result (1,N) For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Cumulative Rank of the competitor in the corresponding event unit. This attribute is optional because the rider could get an invalid rank mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	m:ss.fff Or Numeric ##	Total result for the particular event unit. Send just in the case @ResultType is Time or Points (see codes), according to expected result in this event phase: -For the Seeding run: send the Time. -For the Quarterfinals and Semi-finals: send the Total Points achieved in all runs for this heat. -For the Final: send the Time. Do not send minutes if they do not apply.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM or both points and IRM.

QualificationMark	O	SC @QualificationMark	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. Only send if it applies
SortOrder	M	Numeric	Used to sort all the results of an event unit. 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. Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Start order of the competitor in the start list. - Send sequential number starting for the Seeding run, and - The Gate selection order for the rest of phases. (for the first run in a unit) Do not send anything in case a rider gets a DSQ in a previous run.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Generally the same @StartOrder, except that the attribute should be sent even in case of DSQ, following sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute, either time or IRM with/out points for the corresponding event unit.
Diff	O	+m.ss.fff	Time Behind leader. Only applicable in Seeding Run and final. (Blank for leaders)

Element: Result /Competitor (1,1) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Competitor's ID or TBD in case that the competitor is

		zeroes or TBD or NOCOMP	unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute. Send 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete's Race number.

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		START_TIME	N/A	Element Expected: Only for Seeding run
	Attribute	**M/O**	**Value**	**Description**
	Value	M	hh:mm:ss	Send the Start time for the competitor. Do not remove leading zeros

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member or individual athlete's extended result.				
Type		**Code**	**Pos**	**Description**
ER		PHOTO	Numeric #	Pos Description: The number that identifies the Run number, from 1 to the total number of runs (according to the event phase). Send 1 for Finals phases Element Expected: Always after each run, except for Seeding run
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send when a photo has been required to determine any result for this competitor after this run. Send 'P' if Photo is needed. Else do not send. If PHOTO is sent as 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 = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
ER		RUN	Numeric 0	Pos Description: The number that identifies the Run number, from 1 to the total number of runs (according to the event phase). Element Expected: Always for each run in Quarterfinals and Semifinals.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ffff	Run Time @Pos Run result Do not send minutes if not applicable.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult. Send just in the case the result is an IRM (invalid result mark) @Pos Run result. CC @IRM DNS can be received with the Start List without Rank.

Rank	O	Text	Send the rank of the competitor in the run
RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
SortOrder	M	Numeric	Send the order of the competitor in the run.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Always after each run, except for Seeding run and Final phase

Attribute	Value	Description
Code	CUM_ORDER	
Pos	N/A	N/A
Value	Numeric #0	Result's Cumulative order after this run (after the Pos Run result).

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Always after each run, except for Seeding run and Final phase

Attribute	Value	Description
Code	CUM_PTS	
Pos	N/A	N/A
Value	N/A	Cumulative Points after the Pos Run result.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Always after each run, except for Seeding run and Final phase

Attribute	Value	Description
Code	CUM_RANK	
Pos	N/A	N/A
Value	Numeric #0	Result Cumulative Rank after this run (after the Pos Run result)

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension

	Expected: For each run after the seeding run as soon as the information is known.			
	Attribute	**Value**	**Description**	
	Code	GATE		
	Pos	N/A	N/A	
	Value	Numeric #	Gate selected at this run (e.g.: 1..8)	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: For each run after the seeding run as soon as the information is known.**			
	Attribute	**Value**	**Description**	
	Code	GATE_SELECTION		
	Pos	N/A	N/A	
	Value	Numeric #	Gate selection order to start in this run (e.g.: 1..8)	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: Always after each run, except for Seeding run and Final phase**			
	Attribute	**Value**	**Description**	
	Code	POINTS		
	Pos	N/A	N/A	
	Value	Numeric #0	Points at the Pos Run result.	
ER		WARNING	N/A	Element Expected: Send for any athlete in case of Warning (All races)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1) (Y)	Warning indicator. Send 'Y' when it has received a Warning else do not send
PROGRESS		INTERMEDIATE	Numeric #	Pos Description: Send the intermediate position 1, 2 etc.

				for each intermediate point. (Including the Finish point) Element Expected: Always, Only for Seeding run when available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Send the time for the competitor in the corresponding intermediate point. Do not send minutes if not applicable.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the cumulative rank of the competitor up to this intermediate point
	RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Send the order of the competitor for this intermediate point.
	Diff	O	+m.ss.fff	Time Behind leader at each intermediate. Only applicable in Seeding Run. (Blank for leaders)
	Speed	O	Numeric ##0.000	Send the speed of the competitor at this point.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Always,Only for Seeding run when available			
	Attribute	**Value**	**Description**	
	Code	SPEED_ERANK		
	Pos	N/A	N/A	
	Value	S(1) (Y)	It identifies if the speed's rank has been equalled, send 'Y' in this case.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Always, Only for Seeding run when available			
	Attribute	**Value**	**Description**	

	Code	SPEED_RANK	
	Pos	N/A	N/A
	Value	Numeric ##	Speed's Rank

Sample (Seeding Run)

```
<Result Rank="2" ResultType="TIME" Result="38.221" SortOrder="2" StartOrder="7" StartSortOrder="7" Diff="+0.442">
	<Competitor Code="1106858" Type="A" Bib="2" Organisation="SUI" >
		<Composition>
			<Athlete Code="1106858" Order="1" Bib="2">
				<Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
				<ExtendedResults>
					<ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="2.352" ValueType="TIME" Rank="8" SortOrder="8" Speed="62.608" Diff="+0.608">
						<Extensions>
							<Extension Code="SPEED_RANK" Value="1" />
						</Extensions>
					</ExtendedResult>
					<ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="18.897" ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.558"/>
				</ExtendedResults>
			</Athlete>
		</Composition>
	</Competitor>
</Result>
```

Sample (QF, SF)

```
<Result Rank="3" ResultType="POINTS" Result="19" SortOrder="3" StartOrder="5" StartSortOrder="5">
        <Competitor Code="1106858" Type="A" Bib="121" Organisation="SUI" >
                <Composition>
                        <Athlete Code="1106858" Order="1" Bib="121">
                                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1994-12-15" />
                                <ExtendedResults>
                                        <ExtendedResult Type="ER" Code="RUN" Pos="1" Value="42.560"
ValueType="TIME" Rank="7" SortOrder="7" >
                                                <Extensions>
                                                        <Extension Code="POINTS" Value="7" />
                                                        <Extension Code="GATE_SELECTION" Value="2" />
                                                        <Extension Code="GATE" Value="3" />
                                                        <Extension Code="CUM_PTS" Value="7" />
                                                        <Extension Code="CUM_RANK" Value="7" />
                                                        <Extension Code="CUM_ORDER" Value="7" />
                                                </Extensions>
                                        </ExtendedResult>
....
                                        <ExtendedResult Type="ER" Code="RUN" Pos="4" Value="42.560"
ValueType="TIME" Rank="1" SortOrder="1" >
                                                <Extensions>
                                                        <Extension Code="POINTS" Value="1" />
                                                        <Extension Code="GATE_SELECTION" Value="3" />
                                                        <Extension Code="GATE" Value="2" />
                                                        <Extension Code="CUM_PTS" Value="18" />
                                                        <Extension Code="CUM_RANK" Value="4" />
                                                        <Extension Code="CUM_ORDER" Value="4" />
                                                </Extensions>
                                        </ExtendedResult>
....
                                </ExtendedResults>
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
```

Sample (Final)

```
<Result Rank="2" ResultType="TIME" Result="37.929" SortOrder="2" StartOrder="5" StartSortOrder="3" Diff="+0.353" >
        <Competitor Code="1106858" Type="A" Bib="2" Organisation="SUI" >
                <Composition>
                        <Athlete Code="1106858" Order="1" Bib="2">
                                <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
                                <ExtendedResults>
                                        <ExtendedResult Type="ER" Code="WARNING" Value="Y" />
                                </ExtendedResults>
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
```

2.2.2.6 Message Sort

Sort by Result @SortOrder

2.2.3 Current Information

2.2.3.1 Description

The only data to be sent in this message is the current rider during the seeding run.

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit This Value is only used during the Seeding Run phase.
DocumentSubcode	Not used in CB	Not used in CB
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).

		The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.3.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following
* At the start of every athlete during the seeding runs.
* Immediately after Speed trap.
* Immediately after every intermediate point / data change for the athlete.
* When the athlete completes the run.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	Result (0,N)							
		Rank						
		RankEqual						
		Result						
		IRM						
		QualificationMark						
		SortOrder						
		StartOrder						
		StartSortOrder						
		ResultType						
		Diff						
		Competitor (1,N)						

Code
Type
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
ValueType
Rank
RankEqual
SortOrder
Diff
Speed
Extension (0,N)
Code
Pos
Value

2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Result (0,N)

Attribute	M/O	Value	Description
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	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	m:ss.fff	Total time for the particular event unit. Do not send minutes if they do not apply.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM or both points and IRM.
QualificationMark	O	SC @QualificationMark	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. Only send if it applies
SortOrder	M	Numeric	Used to sort all the results of an event unit. 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. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not
StartOrder	O	Numeric	Start order of the competitor in the start list. - Send sequential number starting for the Seeding run
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Generally the same @StartOrder, except that the attribute should be sent even in case of DSQ, following sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute, either time or IRM
Diff	O	+m.ss.fff	Time Behind leader. (Blank for leaders)

Element: Result /Competitor (1,N) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	A	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute. Send 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete's Race number.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**			
Type	**Code**	**Pos**	**Description**
PROGRESS	INTERMEDIATE	Numeric #	Pos Description: Send the intermediate position 1, 2 etc. for each intermediate point. Element Expected: Only for Seeding run

	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Send the time for the competitor in the corresponding intermediate point. Do not send minutes if not applicable.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Text	Send the cumulative rank of the competitor up to this intermediate point
	RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Send the order of the competitor for this intermediate point.
	Diff	O	Time	Time Behind leader at each intermediate. Only applicable in Seeding Run. (Blank for leaders)

	Speed	O	Numeric ##0.000	Send the speed of the competitor at this point.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Seeding run when available			
	Attribute	**Value**	**Description**	
	Code	SPEED_ERANK		
	Pos	N/A	N/A	
	Value	S(1) (Y)	It identifies if the speed's rank has been equalled, send "Y" in this case.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Seeding run when available			
	Attribute	**Value**	**Description**	
	Code	SPEED_RANK		
	Pos	N/A	N/A	
	Value	Numeric ##	Speed's Rank	

Sample (Sample)

```
<?xml version="1.0" encoding="utf-8"?>
<OdfBody CompetitionCode="OG2012" DocumentCode="CBM001901" DocumentType="DT_CURRENT" Version="12" ResultStatus="LIVE" FeedFlag="P" Date="2012-08-08" Time="163229773" LogicalDate="2012-08-08" Venue="BMX" Serial="12">
	<Competition Code="OG2012">
		<Result Rank="2" ResultType="TIME" Result="38.221" SortOrder="2" StartOrder="7" StartSortOrder="7" Diff="+0.442">
			<Competitor Code="1106858" Type="A" Bib="2" Organisation="SUI" >
				<Composition>
					<Athlete Code="1106858" Order="1" Bib="2">
						<ExtendedResults>
							<ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="2.352" ValueType="TIME" Rank="8" SortOrder="8" Speed="62.608" Diff="+0.958">
								<Extensions>
									<Extension Code="SPEED_RANK" Value="1" />
								</Extensions>
							</ExtendedResult>
							<ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="18.897" ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.079"/>
						</ExtendedResults>
					</Athlete>
				</Composition>
			</Competitor>
		</Result>
	</Competition>
</OdfBody>
```

2.2.3.6 Message Sort

Sort by Result @SortOrder.

2.2.4 Image

2.2.4.1 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 type of image may vary from discipline to discipline and could be a photofinish image or some other type of image to support the results of the discipline.

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) hence only one description. Unrelated images should be sent separately.

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	@ RSC	Depending on the message, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level)
DocumentSubcode	S(10)	Picture number.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was

		produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.4.3 Trigger and Frequency

Trigger and frequency defined in ORIS (or PRIS).

Trigger also after any change.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)			
	Code		
	Image (1,N)		
		Pos	
		Version	
		Revision	
		ImageType	
		ImageData (1,1)	
			-

2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message. In the case of different holes in golf the numbers 1..18 could be used.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

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

2.2.4.6 Message Sort

Sort by Competition /Image /Pos

2.2.5 Brackets

2.2.5.1 Description

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).

		The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.5.3 Trigger and Frequency

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

The message should be updated including information on each competitor in the different bracket items.

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

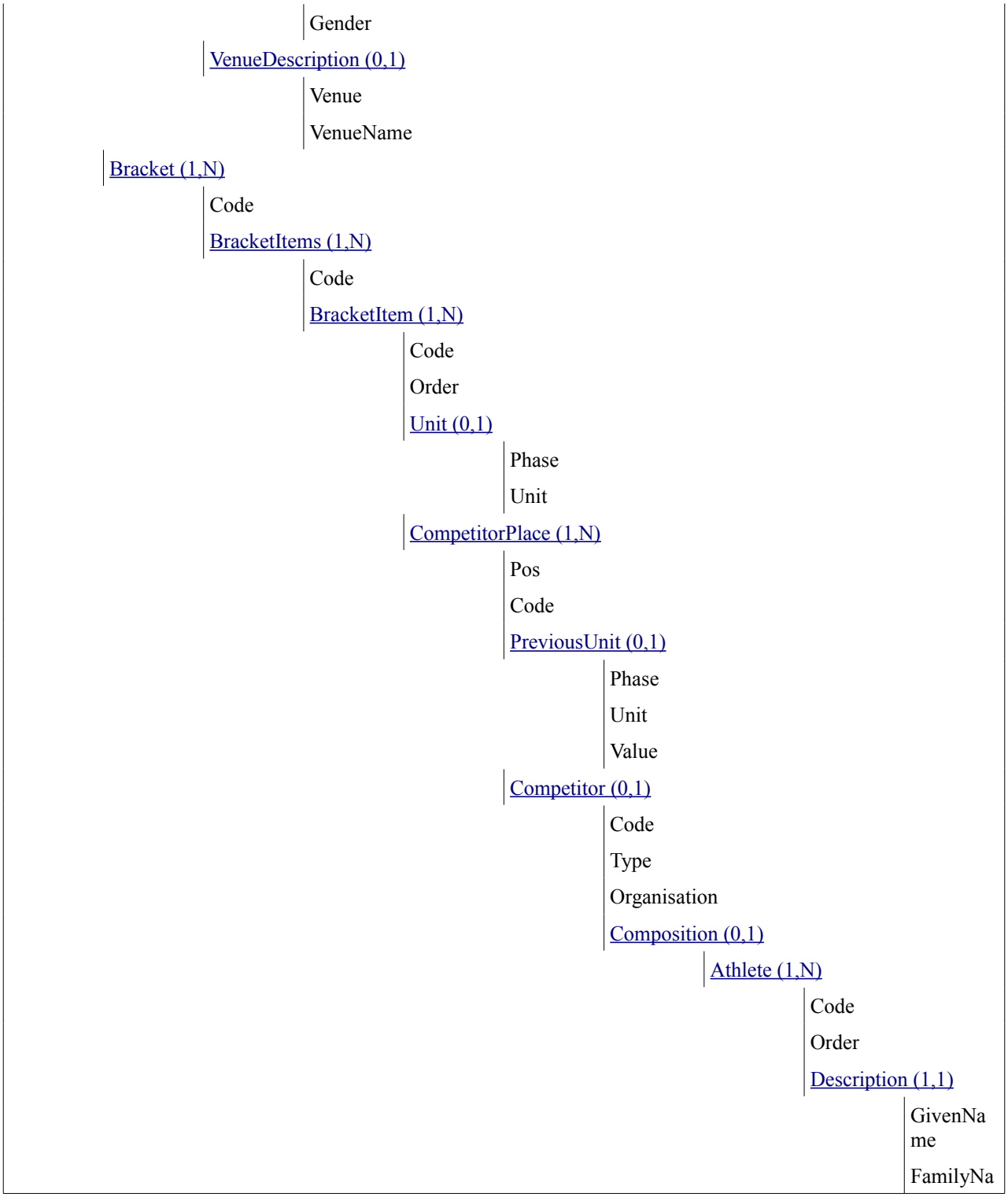
* Seeding run:
    * After the seeding run (INTERMEDIATE)
* Quarterfinals, Semi-finals:
    * After the last run of each phase (INTERMEDIATE)
* Finals:
    * After the run (UNOFFICIAL/OFFICIAL)

Trigger also after any change.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (1,1)									
	Code								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						


Gender
VenueDescription (0,1)
Venue
VenueName
Bracket (1,N)
Code
BracketItems (1,N)
Code
BracketItem (1,N)
Code
Order
Unit (0,1)
Phase
Unit
CompetitorPlace (1,N)
Pos
Code
PreviousUnit (0,1)
Phase
Unit
Value
Competitor (0,1)
Code
Type
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyNa

	me Gender Organisation BirthDate IFId

2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

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

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item. It should be always a bracket of finals.

Element: Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @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 Quarterfinals')

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @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 Quarterfinals): H1-Heat 1, ..., H4-Heat 4 (...) (for Final): FNL-Final)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1

Element: Bracket /BracketItems /BracketItem /Unit (0,1) **Unit related to the BracketItem.**			
Attribute	**M/O**	**Value**	**Description**
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).

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N) **- If the competitors are known, this element is used to place the competitors in the bracket.** **- If they are not yet known, it contains some information (on the rule to access to this bracket...)**			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...) (before race with Gate selection order and after race by Result)
Code	O	SC @CompetitorPlace	when the competitor for this bracket item is not known yet (TBD).

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool. Should be informed in the case of the Final, and Semi-finals			
Attribute	**M/O**	**Value**	**Description**
Phase	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
Value	O	SC @Desc	Send appropriate code describing the previous unit. If the competitor in the current unit is unknown due to coming from previous matches then fill this field with the match number as appropriate.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1) **CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute. Send 1 if Competitor @Type="A".

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation

BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Sample)

```
<Bracket Code="FNL">
....
        <BracketItems Code="SFL">
                <BracketItem Code="H1" Order="1">
                        <Unit Phase="2" Unit="01" />
                        <CompetitorPlace Pos="1">
                                <PreviousUnit Phase="3" Unit="01" Value="301">
                                <Competitor Code="1131831" Type="A" Organisation="SUI" >
                                        <Composition>
                                                <Athlete Code="1131831" Order="1">
                                                <Description GivenName="John" FamilyName="Smith"
Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
                                                </Athlete>
                                        </Composition>
                                </Competitor>
                        </CompetitorPlace>
                        <CompetitorPlace Pos="2">
                                <PreviousUnit Phase="3" Unit="01" Value="301">
                                <Competitor Code="1064189" Type="A" Organisation="ESP >
                                        <Composition>
                                                <Athlete Code="1064189" Order="1" />
                                                <Description GivenName="James" FamilyName="Black"
Gender="M" Organisation="SUI" BirthDate="1995-11-15" />
                                        </Composition>
                                </Competitor>
                        </CompetitorPlace>
```

2.2.5.6 Message Sort

The following order applies:
* Sort BracketItems according to its @Code attribute. It be referred to BracketItems /BracketItem /Unit @Phase (all BracketItem should be grouped by the BracketItem /Unit @Phase attribute).
* Then, the BracketItem /Unit @Unit are sorted according to their scheduled start time.

2.2.6 Event Final Ranking

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event The DocumentCode attribute will be sent according for all the competition events to the ODF Common Codes document (header values).
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at

		21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.6.3 Trigger and Frequency

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

* Message will be generated when final results are official (OFFICIAL).

Trigger also after any major change.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Result (1,N)						
		Rank					

RankEqual
ResultType
Result
IRM
SortOrder
Competitor (1,1)
Code
Type
Organisation
Composition (1,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value

2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1) Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in text			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the corresponding event. This attribute is optional because the rider could get an invalid rank mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute. Result type, either time or points or IRM with/out points for the corresponding event
Result	O	m:ss.fff	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 IRM, according to the expected result in this event phase: -For the Final: send the Time unless IRM. -For the Quarterfinals and Semi-finals: send the time where required to split ties else do not send.
IRM	O	See table comment	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break

			rank ties. 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.

Element: Result /Competitor (1,1) **Competitor related to one final event result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitors's organisation if known

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric See table comments	1 if Competitor @Type="A".

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or**

Competitor @Type="A" according to competitors' rules.				
Type		**Code**	**Pos**	**Description**
ER		AFTER_PHASE	N/A	Element Expected: When the event has finished
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Phase	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.
ER		HEAT	N/A	Element Expected: When the event has finished (except for the Final phase)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	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)
ER		HEAT_RANK	N/A	Element Expected: When the event has finished
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #	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.
ER		PTS	N/A	Element Expected: When the event has finished
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Send the points the competitor accumulated in the highest phase reached except for those reaching the final.

Sample (Sample)

```
<Result Rank="1" ResultType="TIME" Result="37.576" SortOrder="1">
        <Competitor Code="1106858" Type="A" Organisation="SUI" >
                <Composition>
                        <Athlete Code="1106858" Order="1" >
                                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1994-12-15" />
                                <ExtendedResults>
                                    <ExtendedResult Type="ER" Code="AFTER_PHASE" Value="1" />
                                    <ExtendedResult Type="ER" Code="HEAT_RANK" Value="1" />
                                </ExtendedResults>
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
<Result Rank="2" ResultType="TIME" Result="37.929" SortOrder="2">
        <Competitor Code="1090697" Type="A" Organisation="ESP" >
                <Composition>
                        <Athlete Code="1090697" Order="1">
                                <Description GivenName="James" FamilyName="Black" Gender="M"
Organisation="ESP" BirthDate="1994-12-15" />
                                <ExtendedResults>
                                    <ExtendedResult Type="ER" Code="AFTER_PHASE" Value="1" />
                                    <ExtendedResult Type="ER" Code="HEAT_RANK" Value="2" />
                                </ExtendedResults>
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
....
<Result Rank="18" ResultType="TIME" Result="38.808" SortOrder="18">
....
                                <ExtendedResults>
                        <ExtendedResult Type="ER" Code="AFTER_PHASE" Value="3" />
                                    <ExtendedResult Type="ER" Code="HEAT" Value="2" />
                                    <ExtendedResult Type="ER" Code="HEAT_RANK" Value="5" />
                                    <ExtendedResult Type="ER" Code="PTS" Value="20" />
                                </ExtendedResults>
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
....
<Result Rank="20" ResultType="TIME" SortOrder="20">
....
                                <ExtendedResults>
                                    <ExtendedResult Type="ER" Code="AFTER_PHASE" Value="3" />
                                    <ExtendedResult Type="ER" Code="HEAT" Value="4" />
                                    <ExtendedResult Type="ER" Code="HEAT_RANK" Value="5" />
                                    <ExtendedResult Type="ER" Code="PTS" Value="22" />
                                </ExtendedResults>
```

2.2.6.6 Message Sort

Sort by Result @SortOrder

2.2.7 Configuration

2.2.7.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value='').

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Sent this message for each phase.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.

		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list.

Note: Message is not needed for final phase.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Configs (1,1)				
		Config (1,N)			
			Gender		
			Event		
			Phase		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos

	Value

2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	M	CC @Phase	Phase code of the RSC. There are the following phases: (9) Seeding (3) Quarterfinals (2) Semi-finals (1) Final

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		GROUPS_NUM	N/A	Element Expected: (Quarterfinals and Semi-finals), when it is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##	Total number of heats (groups) per phase (only applies for the Quarterfinals and the Semi-finals).
EC		INTERMEDIATE	Numeric 0	Pos Description: Send the number that identifies the intermediate point, from 1 to n. Where 1 is the first intermediate point and n is the finish. Element Expected: When available in the seeding run

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Send distance in metres at this intermediate point.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: When available in the seeding run**			
	Attribute	**Value**	**Description**	
	Code	IS_LAST		
	Pos	N/A	N/A	
	Value	S(1)	Send 'Y'. Only send for the last Intermediate point (finish line).	
EC		INTERMEDIATES_TOTAL	N/A	Element Expected: When available in the seeding run
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of intermediate points not including the finish. First intermediate point is the point where Reaction Time is obtained.
EC		QUAL_RULE	N/A	Element Expected: When available except in Finals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Full text of qualification information for example: - For the Seeding: "The Seeding run 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." etc.
EC		RUNS_NUM	N/A	Element Expected: Always, except Seeding Run and Final Race
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Total number of runs (races) in this unit.
EC_QUALIFICATION_RULE		QR_RANK_QUALIFY_NEXT_ROUND	Numeric	Code Description: 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. Pos Description: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule Element Expected: (except for Final), always if the rule applies to the competition.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the rank according to @Code rule and @Pos (i.e.: for the Seeding run, 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 Quarterfinals - heat 1, 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.

Sample (Sample)

```
<Config Gender="M" Event="001" Phase="3">
        <ExtendedConfig Type="EC" Code="GROUPS_NUM" Value="4" />
        <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="The seeding run determines the seeding and gate selection order for the first run of the quarterfinals
and the gate selection order for the first run of the semifinals" />
        <ExtendedConfig Type="EC" Code="RUNS_NUM" Value="1" />
        <ExtendedConfig Type="EC" Code="INTERMEDIATE" Value="4" />
        <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="85" />
        <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="176">
                <ExtendedConfigItem Code="IS_LAST" Value="Y" />
        </ExtendedConfig>
        <ExtendedConfig                                         Type="EC_QUALIFICATION_RULE" Code="QR_RANK_QUALIFY_NEXT_ROUND" Pos="1" Value="1" />
        <ExtendedConfig                                         Type="EC_QUALIFICATION_RULE" Code="QR_RANK_QUALIFY_NEXT_ROUND" Pos="2" Value="4" />
</Config>
```

2.2.7.6 Message Sort

There is no message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	30 May 2014	First Version
v1.1	11 July 2014	SFA version after IDM Meeting
v1.2	1 September 2014	Version updated
v1.3	7 November 2014	Version Updated
v1.4	21 November 2014	Version Updated
v1.5	12 February 2015	CR4550 applied Approved version
v1.6	05 November 2015	Version Updated
v1.7	24 March 2016	Version Updated
v1.8	05 May 2016	Version updated
v1.9	09 June 2016	Version updated

File Reference: ODF/INT151- R-SOG-2016-v1.9 APP (CB)

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First Version
v1.1	SFA	- (DT_PARTIC) EventEntry/ Rank removed. - (DT_PARTIC) UCI unique rider ID added - (DT_RESULT) Trigger definition updated. - (DT_RESULT) Rank definition clarified. - (DT_RESULT) Diff format updated - (DT_RESULT) Composition/Athlete Code and Order removed. Follows ODF General definition. - (DT_RESULT) Bib format updated, and definition clarified. - (DT_RESULT) ExtendedInfo/ RUNS_NUM expected section updated. - (DT_RESULT) ExtendedInfo/ INTERMEDIATE (UI) @Pos updated, and @Value of extension IS_LAST redefined. - (DT_RESULT) ExtendedInfo/ INTERMEDIATES_TOTAL @Value definition clarified. - (DT_RESULT) ExtendedResult/ WARNING, expected section updated. - (DT_RESULT) ExtendedResult/ RUN @Pos definition updated. In the extensions POINTS,

		GATE and CUM_PTS @Value updated. - (DT_RESULT) ExtendedResult/ PHOTO definition updated. - (DT_RESULT) ExtendedResult/ INTERMEDIATE expected section updated. The same in the extensions. - (DT_CURRENT) StartOrder definition updated. - (DT_CURRENT) Diff format updated - (DT_CURRENT) Composition/Athlete Code and Order removed. Follows ODF General definition. - (DT_ CURRENT) Bib format updated, and definition clarified. - (DT_RANKING) Trigger definition updated. - (DT_BRACKETS) Trigger definition updated. - (DT_BRACKETS) CompetitorPlace definition updated. - (DT_BRACKETS) PreviousUnit/ WLT removed. - Gender definition modified in all messages, added correspondence with the Common codes table.
v1.2	SFA	- (DT_CONFIG) Message updated. - (DT_RESULT) attributes QUAL_RULE, RUNS_NUM, INTERMEDIATE and INTERMEDIATES_TOTAL moved from ExtendedInfo to DT_CONFIG message. - (DT_RESULT) attribute Type=UI Code=CURRENT updated to Type=DISPLAY Code=CURRENT_RUN - (DT_PARTIC) UCIRIDERID moved to EventEntry.
v1.3	SFA	- (DT_RESULT) Trigger definition updated - (DT_RESULT) ResultType updated to optional attribute. - (DT_RESULT) Agreed to remove CUM_ERANK. Tie in rank will be broken always. - (DT_RESULT) Definition of element ER/RUN @SortOrder updated. - (DT_RESULT) Definition of element ER/PHOTO @Value updated. - (DT_RESULT) PROGRESS/INTERMEDIATE @Pos element definition updated to clarify that finish point information should to be received also like intermediate point. - (DT_CURRENT) ResultType updated to optional attribute. - (DT_CURRENT) ExtendedResult WARNING attribute removed, will be notified only on DT_RESULT. - (DT_RANKING) Trigger definition updated. - (DT_RANKING) Result/IRM definition updated. - (DT_BRACKET) Trigger definition updated to clarify status to be used. - (DT_BRACKET) NextUnit element removed from sample. Not used in CB. - (DT_BRACKET) Message sample updated. - (DT_CONFIG) Updated trigger definition. Message is not needed for Final phase.
v1.4	SFA	- (DT_RESULT & DT_CURRENT) Diff added to intermediate information for Seeding - (DT_RESULT) Definition of element ER/PHOTO @Value updated.
v1.5	APP	- CR4550 applied: Included DT_IMAGE and DT_PRESSPHOTOFINISH_LK messages - Approved version
v1.6	APP	- (DT_RESULT) clarify use of "PHOTO"
v1.7	APP	- (DT_RESULT) ExtendedResult ER/RUN definition clarified for DNS IRM before race start. (123912) - (DT_RESULT) PROGRESS/INTERMEDIATE Diff format definition unified with RESULT Diff definition (127579)

v1.8	APP	Diff definition updated to follow correct format +m.ss.fff
v1.9	APP	- (DT_CONFIG) ExtendedConfigItem definition reviewed for ExtendedConfig element.