



# Olympic Data Feed



**ODF Cycling Mountain Bike Data Dictionary**  
**Rio 2016 – Games of the XXXI Olympiad**  
Technology and Information Department  
© International Olympic Committee

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# 1 Introduction

## 1.1 This document

This document includes the ODF Cycling Mountain Bike Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Cycling Mountain Bike .

## 1.2 Objective

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



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes 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 Mountain Bike .

- 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_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RANKING	Event Final Ranking	
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	



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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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to <a href="#">CC @Discipline</a>
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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 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
<a href="#">Competition (1,1)</a>					
	Code				
	<a href="#">Participant (1,N)</a>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		<a href="#">Discipline (1,1)</a>			



	Code		
	IFId		
	<a href="#">DisciplineEntry (0,N)</a>		
		Code	
		Type	
		Pos	
	<a href="#">RegisteredEvent (0,N)</a>		
		Gender	
		Event	
		Bib	
		<a href="#">EventEntry (0,N)</a>	
			Code
			Type
			Pos
			Value
	<a href="#">OfficialFunction (0,N)</a>		
		FunctionId	

### 2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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.



			<p>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.</p> <p>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.</p>
Parent	M	S(20) with no leading zeroes	<p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @Discipline</a>	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).

**Element: Participant /Discipline /DisciplineEntry (0,N)**

Send if there is specific discipline information.

Type	Code	Pos	Description
------	------	-----	-------------

**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	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code
Event	M	<a href="#">CC @Event</a>	Event ID
Bib	O	S(2)	Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10,...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	RANK_WLD	N/A	Element Expected: As soon as the venue results has this information (this information can be sent in both messages)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(4)	Send the UCI ranking for the



				competitor.
ENTRY		UCIRIDERID	N/A	Element Expected: As soon as the venue results has this information (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	<a href="#">CC</a> <a href="#">@ResultsFunction</a>	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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	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 will be sent according to the ODF Common Codes document (header values sheet)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in CM	Not used in CM
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	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).
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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
StartListMod	S(1)	<p>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.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> <li>* Competitors or athletes are added, changed or removed including in &lt;ExtendedInfos /Competitor&gt;</li> <li>* Any change in &lt;Officials&gt;</li> <li>* Any change in StartOrder or StartSortOrder</li> <li>* Any changes in &lt;Coaches&gt;</li> <li>* Any changes in &lt;EventUnitEntry&gt;</li> </ul> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 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.

\* When the competition starts and all changes/additions in data (LIVE)

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).

\* When the last competitor finish (UNOFFICIAL)

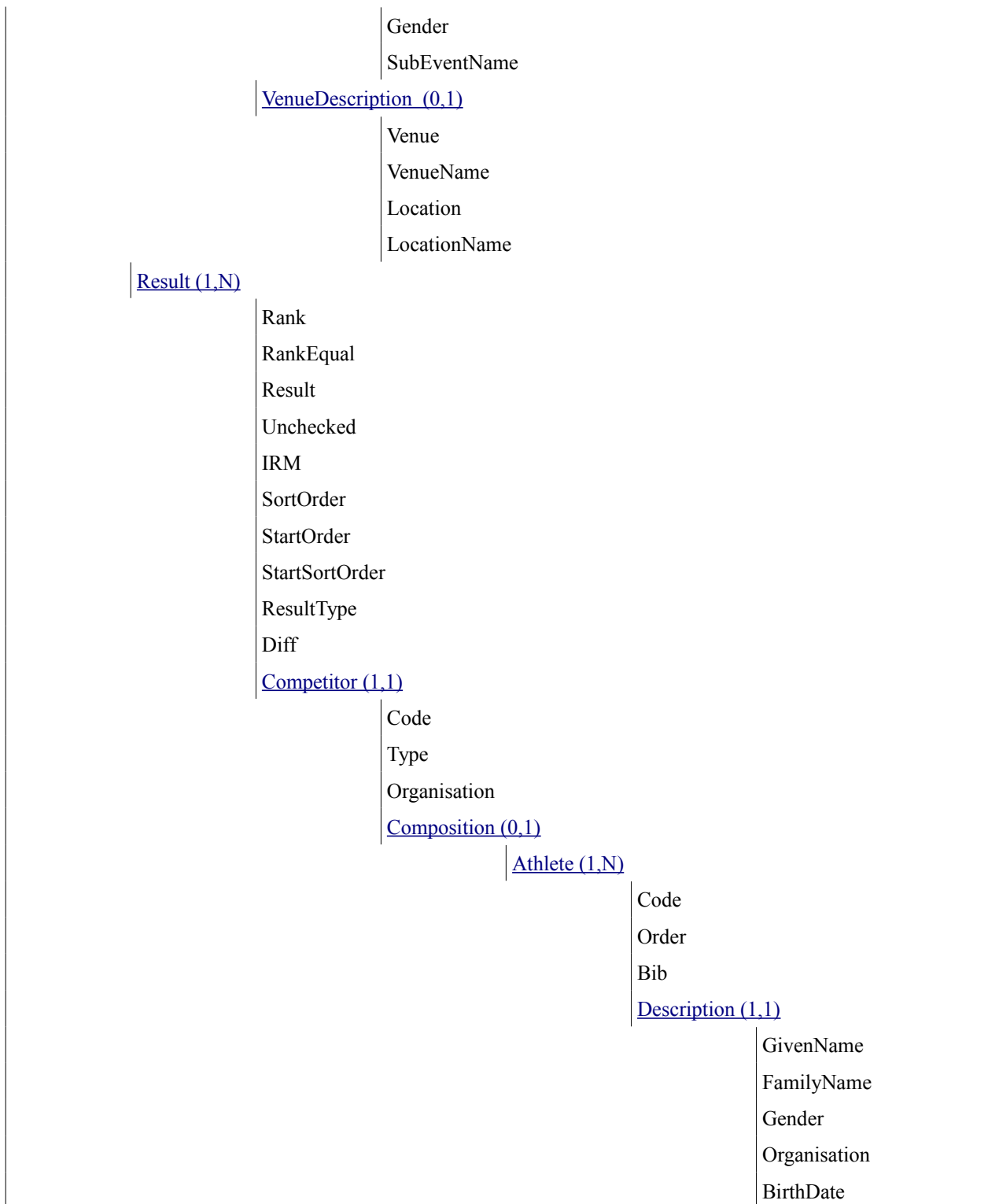
\* After the results for the race are approved (OFFICIAL)

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
<u>Competition (1,1)</u>							
	Code						
	<u>ExtendedInfos (0,1)</u>						
		<u>UnitDateTime (0,1)</u>					
			StartDate				
			EndDate				
		<u>ExtendedInfo (0,N)</u>					
			Type				
			Code				
			Pos				
			Value				
			<u>Extension (0,N)</u>				
				Code			
				Pos			
				Value			
		<u>SportDescription (0,1)</u>					
			DisciplineName				
			EventName				





	IFId
	<a href="#">EventUnitEntry (0,N)</a>
	Type
	Code
	Pos
	Value
	<a href="#">ExtendedResults (0,1)</a>
	<a href="#">ExtendedResult (1,N)</a>
	Type
	Code
	Pos
	Value
	ValueType
	Rank
	RankEqual
	SortOrder
	Diff
	Speed

### 2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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.
EndDate	O	DateTime	Actual end date-time



<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
DISPLAY		LAST_COMP	Numeric 0	Pos Description: Sent INTERMEDIATE @Pos in ExtendedInfos for the last intermediate passed by the most recent athlete to pass any intermediate point.  Element Expected: When available and only when the unit is LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the competitor ID of the last competitor to pass the intermediate point @Pos
UI		AFTER_N	N/A	Element Expected: When was available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Athletes passed point x riders have completed y distance (z Km)
UI		ENTRIES	N/A	Element Expected: When was available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Send the number of entries
UI		FASTEST	Numeric #0	Pos Description: Send the lap's number in which the competitor had the best time.  Element Expected: Send only at the end of the race
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	To know the fastest competitor and in which lap happened Send the ID of the competitor with the fastest lap
UI		FINISHED	N/A	Element Expected: When was available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Send number of riders who have



				finished the race.
UI		NOCS	N/A	Element Expected: When was available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Send the number of NOCs
UI		y Where y=CC@IRM	N/A	Element Expected: When was available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Send number of riders who have an IRM.
UI_LEADER		CURRENT	Numeric #0	Pos Description: Send the intermediate point where the current leader has most recently passed  Element Expected: When it is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the Current Leader ID at the intermediate point
UI_LEADER		INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the intermediate result point, from 1 to the total number (n) of intermediate result points. Where n is when finish the race.  According to the @pos of the EC_RACE /INTERMEDIATE code at the DT_CONFIG message  Element Expected: When it is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	h:mm:ss	Time up to that point of athlete who is leader at the intermediate point. Without leading zeros
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>				
<b>Expected: When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	LAP_SPEED_AVG		
	Pos	N/A	N/A	



	Value	Numeric ##0.000	Average Speed of rider leader at last lap. km/h	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SPEED_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.000	Average Speed, from the start, for athlete leader at each point.	
UI_LEADER	SECTION	Numeric #0	Pos Description: The number that identifies the lap, from 1 to the total number (n) of laps.  According to the @pos of the INTERMEDIATE code  Element Expected: When it is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	h:mm:ss	Time for that lap. Do not send h if it is zero.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SPEED_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.000	Leader Average Speed in that section	

**Sample (Sample)**





```

....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="ENTRIES" Value="30" />
  <ExtendedInfo Type="UI" Code="NOCS" Value="23" />
  <ExtendedInfo Type="UI" Code="AFTER_N" Value="30 riders completed 10Km" />
  <ExtendedInfo Type="UI" Code="FASTEST" Pos="1" Value="1076556" />
  <ExtendedInfo Type="UI" Code="FINISHED" Value="28" />
  <ExtendedInfo Type="UI" Code="DNF" Value="2" />
  <ExtendedInfo Type="UI_LEADER" Code="CURRENT" Pos="13" Value="1106825" >
  <ExtendedInfo Type="UI_LEADER" Code="INTERMEDIATE" Pos="1" Value="0:55">
    <Extension Code="SPEED_AVG" Value="28.800" />
  </ExtendedInfo>
....
  <ExtendedInfo Type="UI_LEADER" Code="INTERMEDIATE" Pos="13" Value="1:30:52">
    <Extension Code="SPEED_AVG" Value="19.320" />
    <Extension Code="LAP_SPEED_AVG" Value="19.131" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI_LEADER" Code="SECTION" Pos="3" Value="14:46">
    <Extension Code="SPEED_AVG" Value="19.178" />
  </ExtendedInfo>
....
  <ExtendedInfo Type="UI_LEADER" Code="SECTION" Pos="13" Value="15:05">
    <Extension Code="SPEED_AVG" Value="19.173" />
  </ExtendedInfo>
</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	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes



Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

<b>Element: Result (1,N)</b>			
<b>For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	h:mm:ss	The result of the competitor in the event unit. Do not include h if it is zero.
Unchecked	O	S(1)	Send "Y" if time is a transponder time or similar and needs to be validated by reading photo. Do not send if not "Y".
IRM	O	<a href="#">SC @IRM</a>	IRM for the particular event unit.  Send just in the case @ResultType is IRM or RANK.
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 Before the race start content is the same than StartSortOrder. After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank. The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives. Athletes who are disqualified or are notified as "did not finish" during the race must be dropped to the bottom with no rank. DNF, DSQ and DNF will be grouped separately in the order defined by the international federation. Overlapped (LAP) riders must be dropped to the bottom also but above the DNF/DSQ/DNS riders.
StartOrder	M	Numeric	Line-up (Line number).
StartSortOrder	M	Numeric	Order in the Start_list.



			Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	String	Time behind at finish only (for leader is +0:00)

**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 zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is 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	<a href="#">CC @Organisation</a>	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	1 if Competitor @Type="A".
Bib	O	S(2)	Bib 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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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		RANK	N/A	Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####	UCI Ranking

**Sample (Sample)**

```

.....
<Competitor Code="1106825" Type="A" Organisation="NOC" Bib="4">
  <Composition>
    <Athlete Code="1106825" Order="1">
      <Description      GivenName="John"      FamilyName="Smith"      Gender="M"
Organisation="SUI" BirthDate="1996-12-12" />
      <EventUnitEntry Type="EUE" Code="RANK" Value="9" />
    </Athlete>
  </Composition>
</Competitor>
.....

```

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

**Team member or individual athlete's extended result.**

Type	Code	Pos	Description	
ER	CURRENT	N/A	Element Expected: Always when LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Intermediate point was the athlete has most recently passed  If the competitor has an IRM: 1. In case the DNS or the athlete has an IRM before he crosses the first intermediate point: send 0. 2. In other cases, send the Intermediate point that he has crossed most recently. (Starting by 1. Start point (0) not considered if athlete don't gets an IRM)
ER	IRM_LAP	N/A	Element Expected: Only If the @IRM=LAP or @IRM=DNF	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	If the @IRM=LAP Send the laps remaining for finish the race. If the @IRM=DNF Send the lap when the competitor left the race. Example:



				<p>If the rider abandoned in lap 0 @IRM="DNF" IRM@Value=0</p> <p>If the rider abandoned in lap 3 @IRM="DNF" IRM@Value=3</p> <p>If the rider lapped with 4 laps remaining @IRM="LAP" IRM@Value=4</p>
ER		PHOTO	N/A	<p>Element Expected: At the end of the race. Only send for competitor who needs that.</p>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	<p>To know if the competitor's final result was decided by photo. Send P for Pending Status. Otherwise 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</p>
PROGRESS		INTERMEDIATE	Numeric #0	<p>Pos Description: Intermediate point where the competition has taken place (1,2..) (Including the Finish point)</p> <p>Element Expected: When it is available</p>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	h:mm:ss	<p>Cumulative time after the intermediate point (@pos) Do not send h if it is zero.</p>
	ValueType	O	<a href="#">SC @ResultType</a>	<p>ValueType should be used to describe the type of data @Value</p>
	Rank	O	Text	<p>Send the cumulative rank of the competitor at the intermediate point. Do not send if no value.</p>
	RankEqual	O	Y	<p>Send 'Y' if rank is equalled, otherwise do not send.</p>
	SortOrder	M	Numeric	<p>Send the order of the competitor at the corresponding point Order based on whole list (with the</p>



			<p>ones who have not passed yet are ordered as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)).</p> <p>Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders.</p> <p>For tied athletes, the rider with the lowest bib number is listed first.</p> <p>E.g.: If the leader (ATH1) is in the intermediate point 3 and the Athlete AT2 just to pass that point so the values for these athletes are</p> <p>AT1 @SortOrder 1 INTERMEDIATE 3</p> <p>AT2 @SortOrder 2 INTERMEDIATE 3</p> <p>Then If the Athlete AT2 is the first to pass the intermediate point 4, he will be the new leader in that point so the values for these athletes are:</p> <p>AT2 INTERMEDIATE 3 / SortOrder 2 INTERMEDIATE 4 / SortOrder 1</p> <p>AT1 INTERMEDIATE 3 / SortOrder 1 INTERMEDIATE 4 / SortOrder 2</p>
Diff	O	Time	Send the time behind the leader at the corresponding point. (Format +h:mm:ss or +0:00 for the leader. Do not send H is zero
Speed	O	Numeric ##0.000	Send the average speed of the competitor up to that point.
PROGRESS	SECTION	Numeric #0	Pos Description: Section between the intermediate points delimiting a Lap. The section 1 is the first SECTION (usually Start Loop). Use as in ExtendedInfos.



				Element Expected: When it is available
Attribute	M/O	Value	Description	
Value	O	h:mm:ss	Time for that lap. Do not send h if it is zero.	
ValueType	O	<a href="#">SC @ResultType</a>	ValueType should be used to describe the type of data @Value	
Rank	O	Text	Rank of the competitor in the section.	
RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.	
SortOrder	M	Numeric	Index based on whole list (with the ones who have not completed the SECTION as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first.	
Diff	O	Time	Send the time behind the fastest in the corresponding SECTION. (Format +h:mm:ss or + 0:00 for the leader. Do not send H is zero)	
Speed	O	Numeric ##0.000	Send the average speed of the competitor in the SECTION.	

**Sample (Sample)**



```
....
<Result Rank="3" ResultType="TIME" Result="1:32:00" SortOrder="3" StartOrder="1" StartSortOrder="2"
Diff="+3:23">
  <Competitor Code="1132993" Type="A" Organisation="SUI" Bib="11">
    <Composition>
      <Athlete Code="1132993" Order="1">
        <Description GivenName="Jane" FamilyName="Smith" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
        <EventUnitEntry Type="EUE" Code="RANK" Value="9990" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="CURRENT" Value="13" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="2" Value="7:39" ValueType="TIME" Rank="16" SortOrder="16" Diff="+0:23" Speed="21.568">
            </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2"
Value="14:57" ValueType="TIME" Rank="1" SortOrder="1" Diff="+0:00" Speed="19.344">
            </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="6" Value="37:26" ValueType="TIME" Rank="3" SortOrder="3" Diff="+0:02" Speed="19.859">
            </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

### 2.2.2.6 Message Sort

Sort by Result @SortOrder





## 2.2.3 Play by Play

### 2.2.3.1 Description

The Play by Play is a message containing official raw data from the results provider.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	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
DocumentSubcode	Not used for CM.	Not used for CM.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL (when results 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



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

### 2.2.3.3 Trigger and Frequency

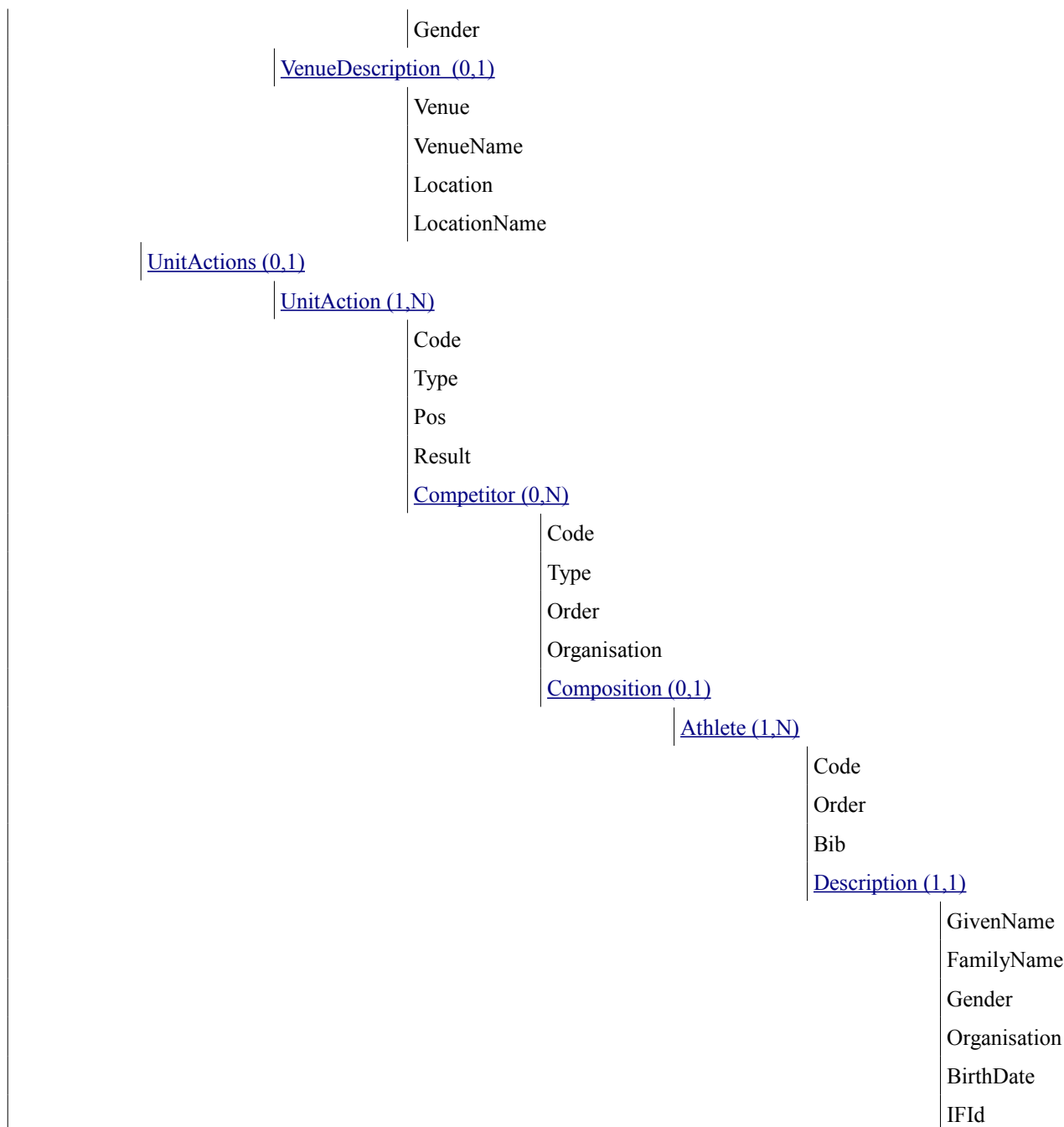
Messages will be generated with this frequency and status

- \* After every race incident (LIVE)(UNOFFICIAL if any new incident after race and before results be official)
- \* After the race (unit) (OFFICIAL).

### 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
<a href="#">Competition (1,1)</a>							
	Code						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				



### 2.2.3.5 Message Values

**Element: Competition (1,1)**



Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
EI	AFTER_DIST	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	String	The race distance completed so far Example: Lap 4, 56km or just 56km

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
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

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

Element: UnitActions /UnitAction (1,N)			
Type	Code	Pos	Description
UAC	Text	Numeric #0	Code Description: When in race (km or lap etc.)  Pos Description: Unique sequential number for all the



			incidents from 1 to n (from the first incident to the last one).  Element Expected: For each action
Attribute	M/O	Value	Description
Result	O	Text	Incident Description

<b>Element: UnitActions /UnitAction /Competitor (0,N)</b>			
<b>Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

<b>Element: UnitActions /UnitAction /Competitor /Composition /Athlete (1,N)</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID ( individual athlete or team member) related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	S(2)	Bib number

<b>Element: UnitActions /UnitAction /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Athletes extended information</b>			
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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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)**



```
....
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="AFTER_DIST" Value="56km" />
  <SportDescription DisciplineName="Cycling Mountain Bike" EventName="Women's Mountain Bike"
SubEventName="Women's Mountain Bike" Gender="W" />
  <VenueDescription Venue="HLL" VenueName="The Hill" Location="MLL" LocationName="The Hill"/>
</ExtendedInfos>
<UnitActions>
....
<UnitAction Type="UAC" Code="Lap 3" Pos="3" Result="Riders 56 and 58 involved in minor crash at 22 km. No
serious injuries.">
  <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
    <Composition>
      <Athlete Code="1008743" Order="1">
        <Description GivenName="Jane" FamilyName="Smits" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
  <Competitor Code="1008223" Type="A" Organisation="SUI" Order="1">
    <Composition>
      <Athlete Code="1008223" Order="1">
        <Description GivenName="Mary" FamilyName="Jones" Gender="W"
Organisation="FRA" BirthDate="1992-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
....
</UnitAction>
....
```

### 2.2.3.6 Message Sort

UnitActions /UnitAction @Code followed by @Pos will be used to sort actions (if actions are requested).



## 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	@ RSC	Depending on the message, the RSC could be: DD000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP000 (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	<a href="#">SC @ResultStatus</a>	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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 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
<a href="#">Competition (1,1)</a>	Code <a href="#">Image (1,N)</a>	Pos Version Revision ImageType <a href="#">ImageData (1,1)</a>	-





### 2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	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 Configuration

### 2.2.5.1 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="").

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	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 Unit.
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	<a href="#">SC @Source</a>	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

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 unit must be provided before the start list.

### 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
<a href="#">Competition (1,1)</a>	Code <a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>	Gender Event Phase Unit <a href="#">ExtendedConfig (1,N)</a>	Type Code Pos Value <a href="#">ExtendedConfigItem (0,N)</a>	Code Pos Value



### 2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	<a href="#">CC @DisciplineGender</a>	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	<a href="#">CC @Event</a>	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	M	<a href="#">CC @Phase</a>	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	M	<a href="#">CC @Unit</a>	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	DISTANCE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric
	<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Always when applicable		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	FINISH_LOOP	
	Pos	N/A	N/A
	Value	Numeric 0	Total number of the Finish Loops in the race Send if any Finish Loops exist
	<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Always		



Attribute	Value	Description	
Code	LAPS		
Pos	N/A	N/A	
Value	Numeric #0	Total Lap's numbers in the race	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always when applicable</b>			
Attribute	Value	Description	
Code	START_LOOP		
Pos	N/A	N/A	
Value	Numeric 0	Total number of the Start Loops in the race Send if any Start Loops exist	
EC	FED_RANKING_DATE	N/A	Element Expected: As soon as the venue results has this information
Attribute	M/O	Value	Description
Value	M	YYYY-MM-DD	Send the date for UCI Ranking
EC	INTERMEDIATE	Numeric 0	Pos Description: Each intermediate point in the race where results are taken (Example: after start loop, after each lap/half lap, after the finish loop, at the end of the race, ..), from 1 to n. Where 1 is the first intermediate point and n is the finish the race.  Element Expected: When available
Attribute	M/O	Value	Description
Value	O	Numeric ##0.0	Send distance in km at this intermediate point.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: When available</b>			



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).	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: When available</b>			
Attribute	Value	Description	
Code	TYPE		
Pos	N/A	N/A	
Value	<a href="#">SC @IntPtType</a>	Send an indication of whether the timing point is the Start Loop (SL), a Half Lap (HL), a Lap (LAP), or the Finish Loop (FL) (see codes)	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: If it applies</b>			
Attribute	Value	Description	
Code	TYPE_DISTANCE		
Pos	N/A	N/A	
Value	Numeric #0.0	Send an indication of whether the timing point is a half or full lap.  Where the TYPE is SL (Start Loop) or FL (Finish Loop) then do not send the TYPE_DISTANCE attribute, for the 'Half Lap' the value is "x.5" where x is the number of completed laps, and for the 'Lap' the value is "x.0" where x is the number of completed laps.	
EC	INTERMEDIATES_T OTAL	N/A	Element Expected: When available
Attribute	M/O	Value	Description



	Value	M	Numeric #0	Send the total number of intermediate points not including the start or finish.
EC		SECTION	Numeric 0	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n), from 2 to the total number of sections.  Element Expected: When available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Send distance in km.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: When available.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	BEGIN		
	Pos	N/A	N/A	
	Value	Numeric 0	Send the intermediate point for the start of the section.	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: When available.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	END		
	Pos	N/A	N/A	
	Value	Numeric 0 Or S(1)	Send the intermediate point which is the end of the section (usually same a SECTION @Pos. For last section, send 'F'.	

Sample (Sample)



```
....
<Configs>
  <Config Gender="W" Event="021" Phase="1" Unit="01">
    <ExtendedConfig Type="EC" Code="FED_RANKING_DATE" Value="2012-08-25" />
    <ExtendedConfig Type="EC" Code="DISTANCE" Value="29.26">
      <ExtendedConfigItem Code="LAPS" Value="6" />
      <ExtendedConfigItem Code="START_LOOP" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.4" >
      <ExtendedConfigItem Code="TYPE" Value="SL" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="2.8" >
      <ExtendedConfigItem Code="TYPE" Value="HL" />
      <ExtendedConfigItem Code="TYPE_DISTANCE" Value="0.5" />
    </ExtendedConfig>
    ....
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="13" Value="29.3" >
      <ExtendedConfigItem Code="TYPE" Value="LAP" />
      <ExtendedConfigItem Code="TYPE_DISTANCE" Value="6.0" />
      <ExtendedConfigItem Code="IS_LAST" Value="Y" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_TOTAL" Value="12" />
    <ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="4.7" >
      <ExtendedConfigItem Code="BEGIN" Value="1" />
      <ExtendedConfigItem Code="END" Value="3" />
    </ExtendedConfig>
    ....
    <ExtendedConfig Type="UI" Code="SECTION" Pos="13" Value="4.8" >
      <ExtendedConfigItem Code="BEGIN" Value="12" />
      <ExtendedConfigItem Code="END" Value="F" />
    </ExtendedConfig>
  </Config>
</Configs>
....
```

### 2.2.5.6 Message Sort

There is no message sorting rule.





## 2.2.6 Event Unit Weather conditions

### 2.2.6.1 Description

The 'Event Unit Weather Conditions' is a message containing the weather conditions in the Event Unit.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	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
DocumentType	DT_WEATHER	Weather conditions in the match 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	<a href="#">SC @Source</a>	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

The message is sent if weather data conditions change during an event unit.

### 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
<a href="#">Competition (1,1)</a>	Code <a href="#">Weather (1,1)</a>	<a href="#">Conditions (1,N)</a>	Code Humidity <a href="#">Condition (0,3)</a>	Code Value
			<a href="#">Temperature (0,N)</a>	Code Unit Value

### 2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	GL	GL for generically, because this information will only be



			measured once.
Humidity	O	Numeric ##0	Humidity in %

**Element: Weather /Conditions /Condition (0,3)**

Send three times in the case of Winter conditions.

Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	<a href="#">CC</a> <a href="#">@WeatherConditions</a>	Codes that describe the Weather Condition.

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

Send with three different @Code in the case of Winter conditions.

Attribute	M/O	Value	Description
Code	M	AIR	Air
Unit	M	<a href="#">SC</a> <a href="#">@TemperatureUnit</a>	Metric system unit for temperature
Value	M	Numeric #0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

**2.2.6.6 Message Sort**

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



### 3 Document Control

Version history		
Version	Date	Comments
v0.1	6 March 2014	Draft version in ODF2 Format
v1.0	30 May 2014	First version
v1.1	11 July 2014	SFA version after IDM meeting
v1.2	28 August 2014	Updated version
v1.3	7 November 2014	Updated version
v1.4	21 November 2014	Updated Version
v1.5	12 February 2015	CR4550 applied Approved version
v1.6	6 August 2015	.CR5548 applied
v1.7	05 November 2015	Minor changes
v1.8	01 June 2016	CR011440
v1.9	30 June 2016	CR011440 change Rejected.

#### File Reference: ODF/INT153- R-SOG-2016-v1.9 APP (CM)

Change Log		
Version	Status	Changes on version
v0.1	DRAFT	Draft version in ODF2 Format
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none"> <li>- (DT_PARTIC) UCI unique rider ID added</li> <li>- (DT_RESULT) Trigger definition updated</li> <li>- (DT_RESULT) IRM definition updated</li> <li>- (DT_RESULT) IRM definition clarified.</li> <li>- (DT_RESULT) SortOrder definition updated to clarify how results are sorted during competition.</li> <li>- (DT_RESULT) StartOrder definition clarified</li> <li>- (DT_RESULT) StartSortOrder definition added</li> <li>- (DT_RESULT) Diff format updated</li> <li>- (DT_RESULT) ExtendedInfo/ After_N definition updated according new ODF messages rules</li> <li>- (DT_RESULT) ExtendedInfo/ INTERMEDIATE (UI) @Pos definition updated. Extension IS_LAST @value updated</li> </ul>



		<ul style="list-style-type: none"> <li>- (DT_RESULT) ExtendedInfo/ SECTION, name of Extensions updated.</li> <li>- (DT_RESULT) ExtendedInfo/ INTERMEDIATE (UI_LEADER) format and @value definition updated</li> <li>- (DT_RESULT) ExtendedInfo/ SECTION (UI_LEADER), definition of Extension SPEED_AVG updated.</li> <li>- (DT_RESULT) ExtendedResult/IRM_LAP, expected definition updated.</li> <li>- (DT_RESULT) ExtendedResult/ PHOTO @Value redefined to simplify values to use.</li> <li>- (DT_RESULT) ExtendedResult/ INTERMEDIATE @Rank definition clarified.</li> <li>- (DT_RESULT) ExtendedResult/ INTERMEDIATE @Unchekek removed</li> <li>- (DT_RESULT) ExtendedResult/ SECTION @Unchekek removed</li> <li>- (DT_RESULT) ExtendedResult/ INTERMEDIATE, Extension PASSIDX definition updated.</li> <li>- (DT_RESULT) ExtendedResult/ SECTION, Extension PASSIDX definition updated.</li> <li>- (DT_RESULT) ExtendedResult/ SPRINTOFF_WIN removed</li> <li>- Gender definition modified in all messages, added correspondence with the Common codes table.</li> </ul>
v1.2	SFA	<ul style="list-style-type: none"> <li>- (DT_CONFIG) Message updated.</li> <li>- (DT_RESULT) attributes DISTANCE, INTERMEDIATE, INTERMEDIATES_TOTAL and SECTION moved from ExtendedInfo to DT_CONFIG message.</li> <li>- (DT_PARTIC) UCIRIDERID moved to EventEntry.</li> </ul>
v1.3	SFA	<ul style="list-style-type: none"> <li>- (DT_RESULT) Use of IRM attribute modified to add RANK value.</li> <li>- (DT_RESULT) ExtendedResult ER/CURRENT definition clarified to avoid an invalid use of Value = 0</li> <li>- (DT_RESULT) PROGRESS/SECTION @Pos definition updated to clarify limits of Section.</li> <li>- (DT_RESULT) PROGRESS/INTERMEDIATE @Pos element definition updated to clarify that finish point information should to be received also like intermediate point.</li> <li>- (DT_RESULT) PASSIDX removed from PROGRESS/INTERMEDIATE and PROGRESS/SECTION</li> <li>- (DT_PLAY_BY_PLAY)Trigger definition updated, to clarify when messages are generated and the status to be used.</li> </ul>
v1.4	SFA	<ul style="list-style-type: none"> <li>- (DT_RESULT) all Diff definition updated for leader value</li> </ul>
v1.5	APP	<ul style="list-style-type: none"> <li>- CR4550 applied: Included DT_IMAGE and DT_PRESSPHOTOFINISH_LK messages</li> <li>- Approved version</li> </ul>
v1.6	APP	<ul style="list-style-type: none"> <li>.(DT_PARTIC) Change RANK to RANK_WLD</li> </ul>
v1.7	APP	<ul style="list-style-type: none"> <li>- (DT_RESULT) clarify use of "PHOTO"</li> </ul>
v1.8	APP	<ul style="list-style-type: none"> <li>- (DT_RESULT): Rank definition updated to clarify that Lapped riders will receive final Rank at the end of the Race.</li> </ul>
v1.9	APP	<ul style="list-style-type: none"> <li>- (DT_RESULT): Rank definition restored to original definition.</li> </ul>