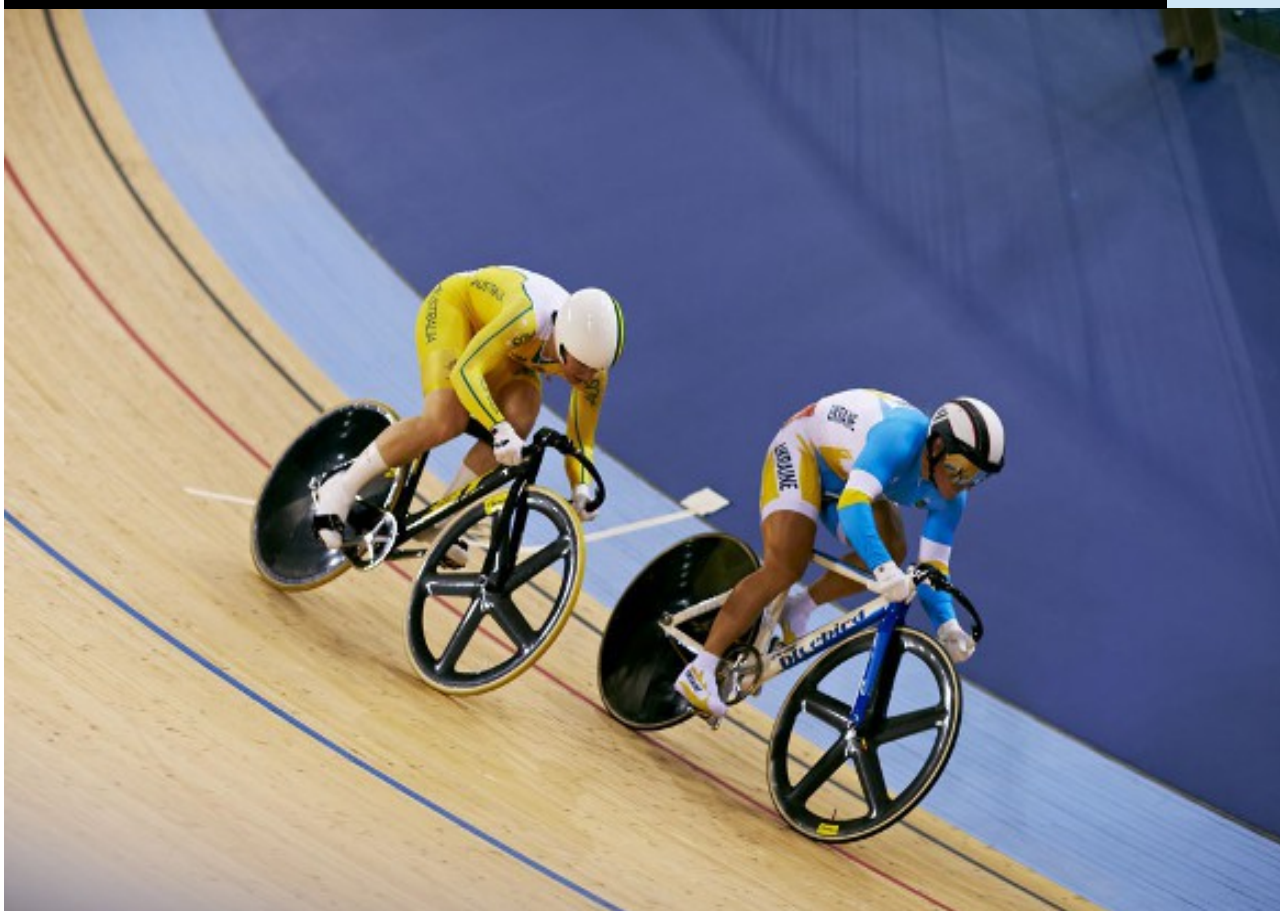




INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT156- R-SOG-2016-v1.11 APP (CT)

Olympic Data Feed



ODF Cycling Track Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
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ODF/INT156- R-SOG-2016-v1.11 APP (CT)
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1 Introduction

1.1 This document

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

1.2 Objective

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

- 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_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams 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_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	



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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	<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	SC @Source	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.

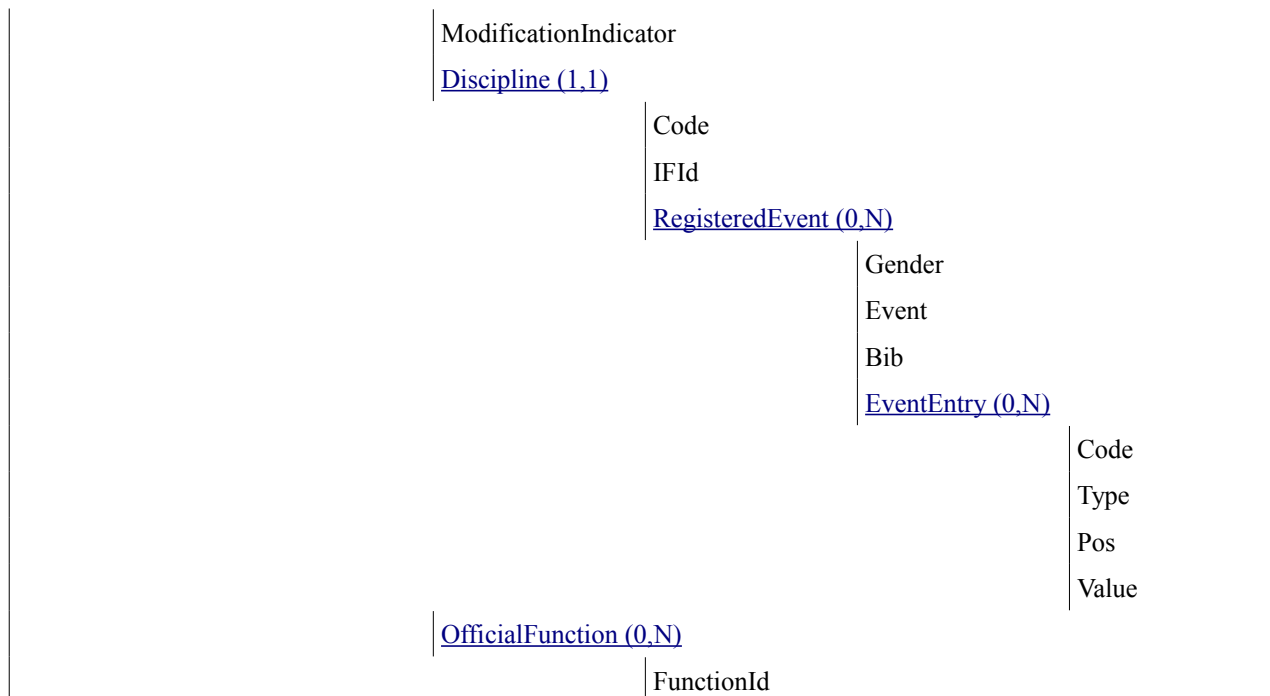


The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

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
<u>Competition (1,1)</u>					
	Code				
	<u>Participant (1,N)</u>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			



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,



			<p>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	CC @ParticStatus	<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
LocalFamilyName	O	S(25)	<p>Family name in the local language in the appropriate case for the local language (usually mixed case)</p> <p>Not for use in Rio 2016</p>
LocalGivenName	O	S(25)	<p>Given name in the local language in the appropriate case for the local language (usually mixed case).</p> <p>Not for use in Rio 2016</p>
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	S(1)	'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). Include if the discipline assigns international federation codes to athletes.

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	O	S(4)	Race number 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	UCIRIDERID	N/A	Element Expected: As soon as the venue results has this information (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	S(16)
			Description
	SUBSTITUTE	N/A	Element Expected:



ENTRY			If it applies
Attribute	M/O	Value	Description
Value	M	S(1)	Send Y if the participant is a substitute/reserve otherwise do not send.

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 List of teams / List of teams update

2.2.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

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	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams 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	SC @Source	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>

2.2.2.3 Trigger and Frequency

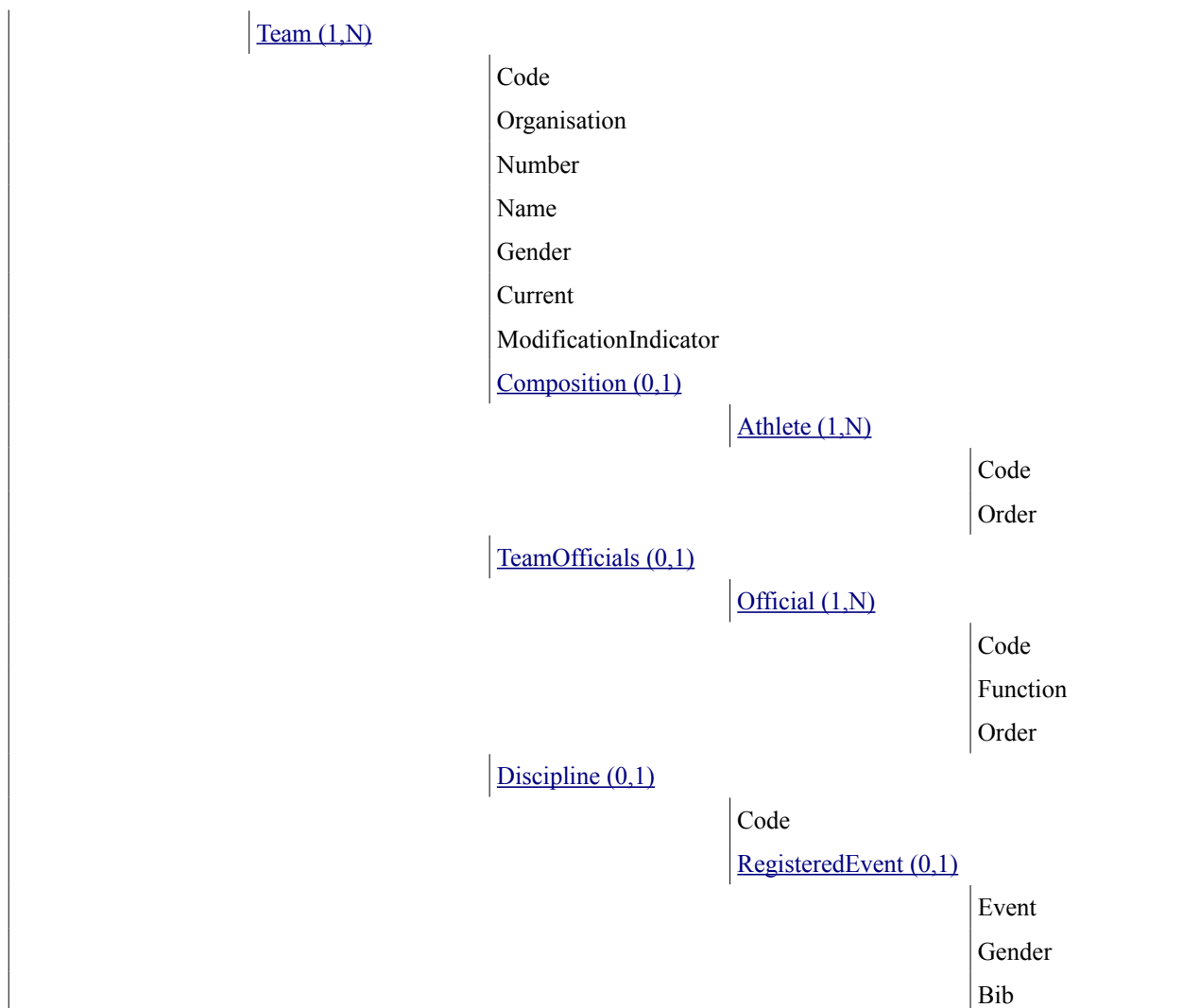
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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

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
Competition (1,1)				
	Code			



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: Team (1,N)			
Attribute	M/O	Value	Description



Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (1,N)

In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID of the listed team's member.



		zeroes	Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /TeamOfficials /Official (1,N)

Send if there are specific officials for the team. Does not apply to historical teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	CC @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

Element: Team /Discipline (0,1)

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Element: Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code
Bib	O	S(4)	Race number. It will be included if available (Is not expected to be used in Rio Games)

2.2.2.6 Message Sort

The message is sorted by Team @Code.



2.2.3 Event Unit Start List and Results

2.2.3.1 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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 attribute in the ODF header will be sent according to the ODF Common Codes document (header values).
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
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 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) INTERMEDIATE (For Sprints events, when progression of phase is the best of three races)



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	SC @Source	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"> * 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> <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>



2.2.3.3 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. The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.

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

* After the race is finished, when results pending of Photo finish or commissaries decision (UNCONFIRMED)

* For Sprints event, when progression of phase is the best of three races, (INTERMEDIATE) is used at the end of Race 1 and 2.

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).

* After the race is finished (UNOFFICIAL / OFFICIAL)

* Trigger also after any change.

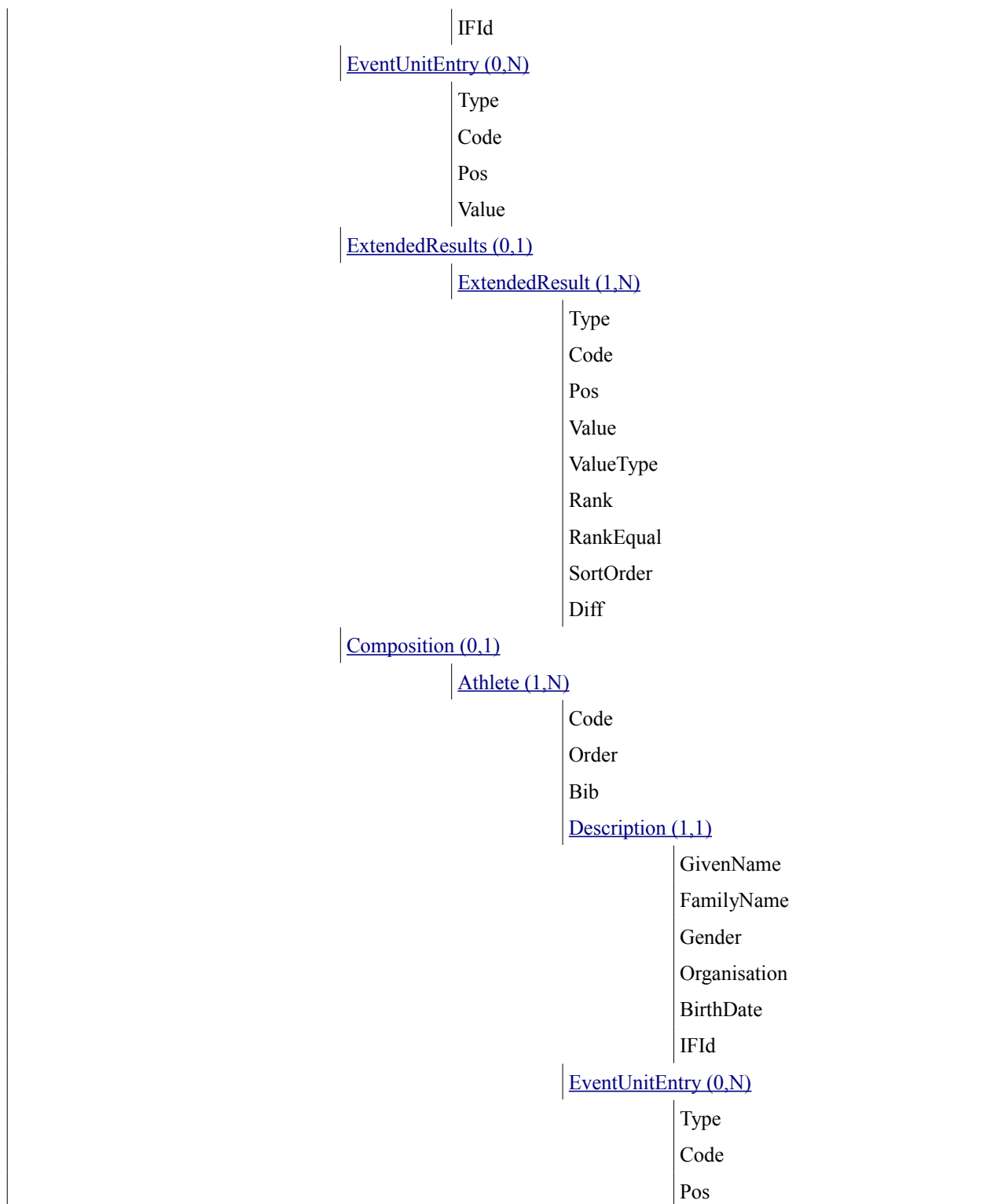
2.2.3.4 Message Structure

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
<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>SportDescription (0,1)</u>	
	DisciplineName
	EventName
	Gender
	SubEventName
<u>VenueDescription (0,1)</u>	
	Venue
	VenueName
	Location
	LocationName
<u>Result (1,N)</u>	
	Rank
	RankEqual
	Result
	IRM
	QualificationMark
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
<u>RecordIndicators (0,1)</u>	
<u>RecordIndicator (1,N)</u>	
	Order
	Code
	RecordType
<u>Competitor (1,1)</u>	
	Code
	Type
	Bib
	Organisation
<u>Description (0,1)</u>	
	TeamName





	Value
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	ValueType
	Rank
	RankEqual
	SortOrder
	Diff
	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: 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	M	DateTime	Actual start date and time. For multiday units, the start time is on the first day.
EndDate	M	DateTime	Actual end date-time (The attribute should only be included when required in the particular sport). Generally do not include.



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		ELAPSED_TIME	Numeric #0	Pos Description: Send 1, 2 or 3 in Keirin or Individual Sprint finals, otherwise do not send anything Element Expected: Just for Keirin, Individual Sprint Finals, Omnium Points Race, Omnium Scratch Race and Omnium Elimination Race
	Attribute	M/O	Value	Description
	Value	M	Omnium events mm:ss Keirin and Individual m:ss.fff	Send the elapsed time for the winner of the event unit. Do not send minutes if zero.
UI		SPEED_AVG	Numeric #0	Pos Description: Send 1, 2 or 3 in Keirin or Individual Sprint finals, otherwise do not send anything Element Expected: Just for Keirin, Individual Sprint Finals,, Omnium Points Race, Omnium Scratch Race and Omnium Elimination Race
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Send the average speed in km/h of the winner during the event unit
UI		UNIT_NUM	N/A	Element Expected: Send for Team Pursuit First Round and Finals, Team Sprint First Round and Finals, Sprint 1/16 Finals, 1/16 Final Repechages, 1/8 Finals, 1/8 Final Repechages, Quarterfinals, Semifinals, Finals 1-2 and 3-4 and Keirin First Round, First Round Repechages and Second Round.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Heat number for the event unit
DISPLAY		CURRENT	N/A	Element Expected: Individual Sprint Qualifying, Omnium



				Flying Lap and only when the unit is LIVE.
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the competitor ID of the competitor currently riding. Remove only for new competitor or the unit is finished.
DISPLAY		UNIT_CURRENT	N/A	Element Expected: Send in Team Pursuit Qualifying, Team Sprint Qualifying, Omnium Time Trial and Omnium Individual Pursuit, and only when the unit is LIVE
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current heat/race number
DISPLAY		LAST_UNIT	N/A	Element Expected: Send in Team Pursuit Qualifying, Team Sprint Qualifying, Omnium Time Trial and Omnium Individual Pursuit. (Update just at the end of Heat/race), and only when the unit is LIVE
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the last heat/race number
DISPLAY		LAST_COMP	N/A	Element Expected: Individual Sprint, Omnium Flying Lap, Omnium Points Race, Team Sprint and Team Pursuit and only when the unit is LIVE
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the competitor ID of the last competitor to ride, or in Omnium Points Race ID's of athletes to Score in the Recent Sprint.
DISPLAY		LAST_QUAL	N/A	Element Expected: As soon as it is known (Only for Individual Sprint and Team Sprint)
	Attribute	M/O	Value	Description
	Value	O	S(20) with no leading zeroes	Send the last qualifying place ID (in Qualifying round) In the situation where insufficient



				riders have participated to show the last qualifying position then show the current last place.
DISPLAY		RECENT_SPRINT	N/A	Element Expected: Send in Omnium Points Race
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the most recent sprint number

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	Rank for the competitor at the event unit. The Rank is by phase in case of Finals
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	m:ss.fff (time) or	The result of the competitor in the event unit. Send if ResultType is different from IRM.



		Numeric #0 (points) or -Numeric -#0 (points)	Time result or Points (just for Omnium Points Race)
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just if ResultType is equal to IRM or IRM_TIME or IRM_POINTS
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric #0	UAccording to the sport rules
StartOrder	O	Numeric	Competitor's start order. According to the sport rules. In the case of Team Pursuit Qualifying this is the Start Order/Heat Number.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. According to the sport rules
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	s.fff	Time Behind Leader Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.

Element: Result /RecordIndicators /RecordIndicator (1,N)

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the result value. (e.g. "CTM001900").
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR").



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	T,A	T for team A for athlete
Bib	O	S(4)	Bib number
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type	Code	Pos	Description	
EUE	WARNING	N/A	Element Expected: If applicable for all phases in Team Pursuit and Team Sprint	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the team has received a warning in a previous race else do not send

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	Numeric 0	Pos Description: Intermediate point number as defined in DT_CONFIG (including the finish race point)



				Element Expected: For Team Pursuit and Team Sprint
Attribute	M/O	Value	Description	
Value	O	m:ss.fff	Team's intermediate point time (from the start to this point).	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value (IRM not used)	
Rank	O	Text	Rank of the competitor for this specific ExtendedResult. rank at the intermediate point.	
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.	
SortOrder	M	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.	
Diff	O	+s.fff	Time behind leader at this ExtendedResult. Send the time behind the leader at the corresponding intermediate point.	
PROGRESS	SECTION	Numeric 0	Pos Description: Section number as defined in DT_CONFIG, from 2 to the total number of sections. (Section 1 is start to first intermediate) Element Expected: For Team Pursuit and Team Sprint	
Attribute	M/O	Value	Description	
Value	O	m:ss.fff	Team's time for this section	
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 rank in the section.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the section as well - after the ones who have, but before the IRMs. Sorted by the section passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
PROGRESS		LAP	Numeric 0	Pos Description: Lap number 1.. (Lap 1 etc) Element Expected: Team Sprint and Team Pursuit
	Attribute	M/O	Value	Description
	Value	O	s:fff	Time for each completed lap (not cumulative)
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
PROGRESS		SPLIT	Numeric 0	Pos Description: Each half lap point from the start 1..n4 (half Lap 1 etc) for Team events (where n is the finish point) Element Expected: For Team Pursuit Qualifying and Team Sprint Qualifying
	Attribute	M/O	Value	Description
	Value	O	m:ss:fff	Time for the split to @Pos. (not cumulative). Do not send minutes if zero.
	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 rank in the split
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the lap as well - after the ones who have, but before the IRMs. Sorted by the half lap passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
	Diff	O	+s.fff)	Time behind leader at this ExtendedResult Send the time behind the leader at the corresponding split.
PROGRESS		LAST_QUAL	N/A	Element Expected: Team Pursuit Qualifying and Team Sprint Qualifying.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if this competitor is in the last qualifying place else do not send.
PROGRESS		DIFF_LAST	N/A	Element Expected: For Team Pursuit Qualifying
	Attribute	M/O	Value	Description
	Value	O	+m:ss.fff	Time behind last qualifying positioned team. Do not send minutes if zero. Only send if not in qualifying position.
PROGRESS		SPEED_AVG	N/A	Element Expected: For Team Pursuit all phases and Team Sprint all phases
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Team's average speed in km/h in the race
PROGRESS		STATUS	N/A	Element Expected: If available
	Attribute	M/O	Value	Description



	Value	M	S(n)	Send the team status
PROGRESS		WARNING	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the team has received a warning

Sample (Sample (Team Pursuit Qualifying))



```
....
<ExtendedInfos>
  <ExtendedInfo Type ="DISPLAY" Code="UNIT_CURRENT" Value="2">
  <ExtendedInfo Type ="DISPLAY" Code="LAST_UNIT" Value="1">
</ExtendedInfos>
<Result Rank="1" ResultType="TIME" Result="3:52.499" QualificationMark="Q" SortOrder="1" StartOrder="3"
StartSortOrder="3" Diff="0.000" >
  <RecordIndicators>
    <RecordIndicator Order="1" Code="CTM402000" RecordType="WR" />
  </RecordIndicators>
  <Competitor Code="CTM402GBR01" Type="T" Organisation="GBR" >
    <Description TeamName="Great Britain" />
    <EventUnitEntry Type="EUE" Code="WARNING" Value="Y" />
    <ExtendedResults>
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1"
Value="1:05.209" ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2"
Value="2:04.826" ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
      ....
      <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="59.617"
ValueType="TIME" Rank="1" SortOrder="1"/>
      ".
      <ExtendedResult Type="PROGRESS" Code="SPLIT" Pos="1" Value="13.116"
ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
      <ExtendedResult Type="PROGRESS" Code="SPLIT" Pos="2" Value="20.808"
ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
      ....
      <ExtendedResult Type="PROGRESS" Code="LAP" Pos="1" Value="20.808"
ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
      <ExtendedResult Type="PROGRESS" Code="LAP" Pos="2" Value="14.040"
ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
      ....
      <ExtendedResult Type="PROGRESS" Code="SPEED_AVG" Value="61.935" />
    </ExtendedResults>
    <Composition>
      <Athlete Code="1093785" Bib="13" Order="1" >
        <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="GBR" BirthDate="1994-12-15" />
      </Athlete>
      <Athlete Code="1093810" Bib="113" Order="2" >
        <Description GivenName="Jon" FamilyName="Brown" Gender="M"
Organisation="GBR" BirthDate="1993-12-15" />
      </Athlete>
      <Athlete Code="1093783" Bib="131" Order="3" >
        <Description GivenName="Tom" FamilyName="Jones" Gender="M"
Organisation="GBR" BirthDate="1992-12-15" />
      </Athlete>
      <Athlete Code="1127186" Bib="213" Order="4">
        <Description GivenName="Barry" FamilyName="White" Gender="M"
Organisation="GBR" BirthDate="1991-12-15" />
    </Composition>
  </Competitor>
</Result>
....
```



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 used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(26) or S(4)	Race number Individual athlete's race number (if Competitor @Type="A") or team member's race number (if Competitor @Type="T")

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	LINEUP	N/A	Element Expected: Send for Omnium Points Race, Omnium Elimination Race and Omnium Scratch Race.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Line-up location. Send 1 for fence and 2 for the blue band
	EUE	UNIT_NUM	N/A	Element Expected: Omnium Individual Pursuit and Omnium Time Trial
	Attribute	M/O	Value	Description



	Value	M	S(2)	Send the heat or race number of the competitor
EUE		WARNING	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the rider has received a warning in a previous race else do not send.

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

Team member or individual athlete's extended result.

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	Numeric 0	Pos Description: Intermediate point number as defined in DT_CONFIG (including the finish race point)
	Attribute	M/O	Value
	Value	O	m:ss.fff
	ValueType	O	SC @ResultType
	Rank	O	Text
	RankEqual	O	Y
	SortOrder	O	Numeric #0
	Diff	O	+s.fff
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Sprint Finals			
	Attribute	Value	Description
	Code	WINNER	
	Pos	N/A	N/A
	Value	S(1)	Send "Y" if this competitor has won the race.



PROGRESS		SECTION	Numeric 0	Pos Description: Section number as defined in DT_CONFIG, from 2 to the total number of sections. (Section 1 is start to first intermediate) Element Expected: For Individual Sprint (Qualifying), Omnium Individual Pursuit, Omnium Time Trial and Omnium Flying Lap
	Attribute	M/O	Value	Description
	Value	O	m:ss.fff	Time for this section
	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 rank in the section.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the section as well - after the ones who have, but before the IRMs. Sorted by the section passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
PROGRESS		LAP_PTS	Numeric 0	Pos Description: Send 1 for points gained, 2 for points lost and 3 for balance Element Expected: For Omnium Points Race
	Attribute	M/O	Value	Description
	Value	M	+Numeric +#0	Send the number of lap points (gained, lost or balance) (1 for points gained, 2 for points lost and 3 for balance)
		SPEED_AVG	N/A	Element Expected:



PROGRESS				Omnium Flying Lap, Omnium Individual Pursuit, Omnium Time Trial
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Average speed in km/h in the race
PROGRESS		PTS_SPRINT	Numeric #0	Pos Description: Send the sprint number @Pos 1..10 for Women's Omnium Points Race @Pos 1..16 for Men's Omnium Points Race Element Expected: For Omnium Points Race
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of points at the sprint
	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on points obtained in each sprint (only for riders who get points, sorted first rider who get more points in the sprint to less points), but in last Sprint will be used to get finish order for all riders.
PROGRESS		STATUS	N/A	Element Expected:
	Attribute	M/O	Value	Description
	Value	M	S(n)	Send the athlete status
PROGRESS		LAPS_DOWN	N/A	Element Expected: For Omnium Scratch Race
	Attribute	M/O	Value	Description
	Value	M	-Numeric -0	Send the number of laps down
PROGRESS		EXPLANATION	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(n)	Send the incident explanation



PROGRESS		PULLED_OUT	N/A	Element Expected: For Team Pursuit
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the rider pulled out before the finish else do not send.
PROGRESS		WARNING	N/A	Element Expected: If applies
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the rider has received a warning
PROGRESS		PHOTO	Numeric	Pos Description: Send 1, 2 or 3 for Sprint Finals, to know the race affected by Photo-finish decision, otherwise Do not send anything Element Expected: Sprint Finals, Keirin and Omnium Scratch Race At the end of the race. Only send for competitor who needs that otherwise DO NOT send.
	Attribute	M/O	Value	Description
	Value	O	S(1)	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
PROGRESS		LAST_QUAL	N/A	Element Expected: Sprint Qualifying.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if this competitor is in the last qualifying place else do not send.
PROGRESS		LAST_SPRINT	N/A	Element Expected: Omnium Points Race
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the last sprint number done by the athlete

**Sample (Sample (Omnium Flying Lap))**

```
....
<ExtendedInfos>
<ExtendedInfo Type ="DISPLAY" Code="CURRENT" Value="1094754">
<ExtendedInfo Type ="DISPLAY" Code="LAST_COMP" Value="1093785">
</ExtendedInfos>
<Result Rank="1" ResultType="TIME" Result="12.556" SortOrder="1" StartOrder="3" StartSortOrder="3"
Diff="0.000" >
  <Competitor Code="1093785" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1093785" Bib="12" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="GBR" BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1"
Value="2.627" ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
          <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2"
Value="7.922" ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
          <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="3"
Value="13.320" ValueType="TIME" Rank="1" Diff="0.000" SortOrder="1"/>
          <ExtendedResult Type="ER" Code="SECTION" Pos="2" Value="5.295"
ValueType="TIME" Rank="1" SortOrder="1"/>
          <ExtendedResult Type="ER" Code="SECTION" Pos="3" Value="5.398"
ValueType="TIME" Rank="1" SortOrder="1"/>
          <ExtendedResult Type="ER" Code="SPEED_AVG" Value="67.567" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

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 will be a photofinish image.

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	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values). Depending on the message, the RSC could be: DD0000000 (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	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	<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	SC @Source	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
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.
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 Cumulative Results

2.2.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

The Cumulative Results message is be used to send an intermediate summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

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	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) and is only used in the Omnium in Track Cycling As the cumulative result in the Omnium is over all units the RSC will have phase 0 and unit 00. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	DDGEEEP00	It is the DocumentCode code up to the moment the cumulative message contains information: E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase



		<p>The DocumentSubtype is the code indicating the last included information.</p> <p>The contents of the DocumentSubtype, in case of Omnium events is:</p> <p>* DDGEEEEP00, being the cumulative results up to the end of the referenced phase</p>
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	<p>It indicates the status of the results</p> <p>LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL</p>
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	SC @Source	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>



2.2.5.3 Trigger and Frequency

The cumulative results accumulate scores/results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (usually using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

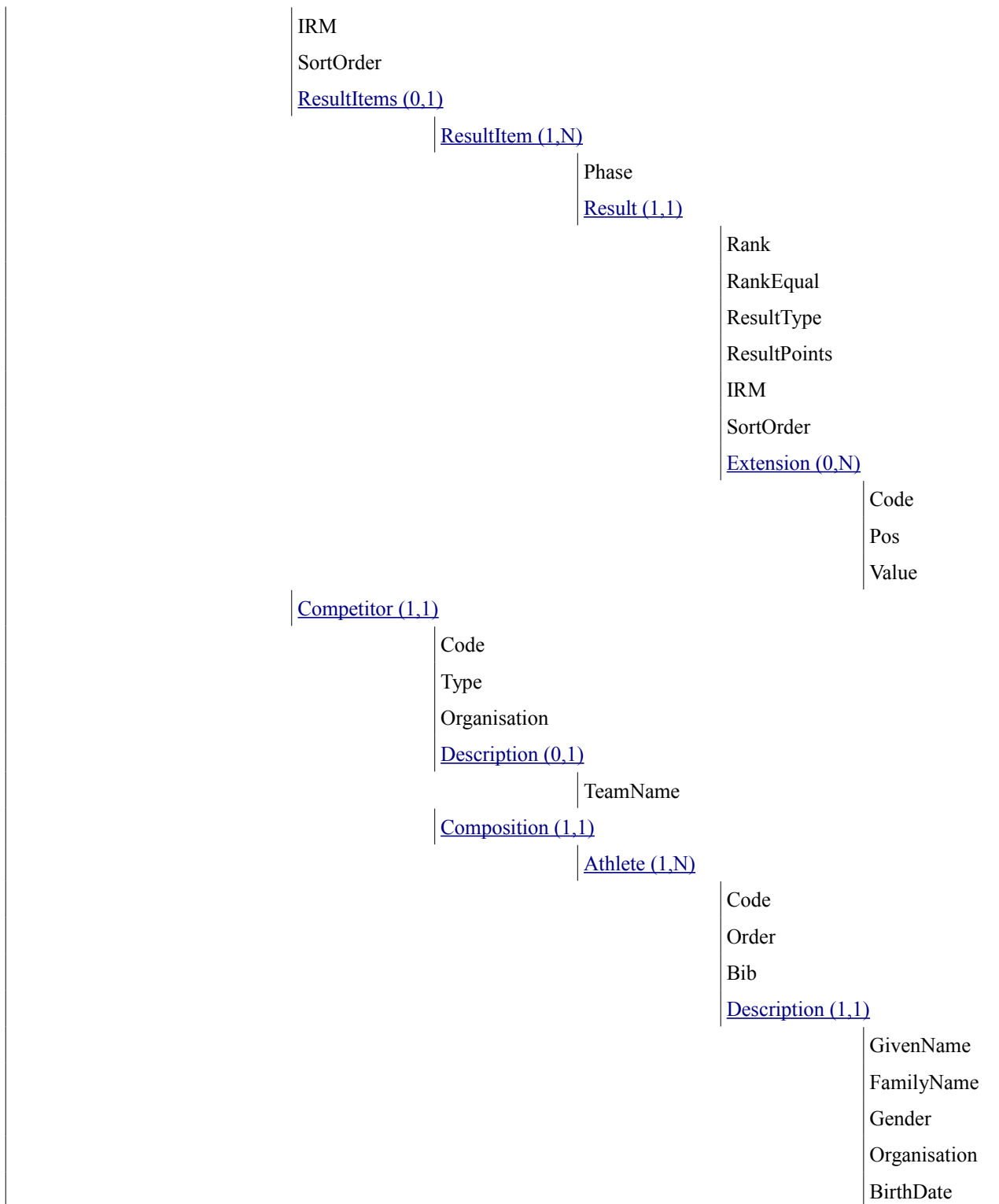
Where live updates are not appropriate (sport dependent) then the triggering is defined in the sport data dictionaries.

- * Send as LIVE when any sub-event is in progress, or after any change in global rank (except Scratch Race).
- * Send as INTERMEDIATE after each sub-event.
- * Send as UNCONFIRMED (optional, will be used only in special cases) / UNOFFICIAL / OFFICIAL after the point race.

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
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				





	IFId
--	------

2.2.5.5 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 /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

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the cumulative result. Send the rank of the competitor
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute
Result	O	Numeric	The cumulative result of the competitor.



		#0	Send the total number of points won by the competitor.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just if ResultType is equal to IRM or IRM_POINTS
SortOrder	M	Numeric #0	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes. According to the sport rules.

Element: Result /ResultItems /ResultItem (1,N)
Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase -identified by @Phase- or unit (if @Unit is also informed or just phase otherwise.

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.

Element: Result /ResultItems /ResultItem /Result (1,1)
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the phase identified by /ResultItems /ResultItem.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute for the phase identified by /ResultItems /ResultItem, only send in the case of IRM.. This is relative the value in Result below.
ResultPoints	O	Numeric #0	The points achieved in the phase identified by /ResultItems /ResultItem. Send just in case of @ResultType is different from IRM
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

Element: Result /ResultItems /ResultItem /Result /Extension (0,N)



Extensions of ResultItem if required.				
Type		Code	Pos	Description
		PROG_RANK	N/A	Element Expected: Send where the data exists
Attribute		M/O	Value	Description
	Value	M	Text	Rank of the athlete after this phase
		PROG_PTS	N/A	Element Expected: Send where the data exists
Attribute		M/O	Value	Description
	Value	M	Text	Overall points of the athlete after this phase

Sample (Sample)



```

....
<Result Rank="1" ResultType="POINTS" Result="140" SortOrder="1">
  <ResultItems>
    <ResultItem Phase="6">
      <Result Rank="3" ResultPoints="36" SortOrder="3" >
        <Extension Code="PROG_RANK" Value="3"/>
        <Extension Code="PROG_PTS" Value="36"/>
      </Result>
    </ResultItem>
    <ResultItem Phase="5">
      <Result Rank="2" ResultPoints="38" SortOrder="2" >
        <Extension Code="PROG_RANK" Value="1"/>
        <Extension Code="PROG_PTS" Value="74"/>
      </Result>
    </ResultItem>
    <ResultItem Phase="4">
      <Result Rank="2" ResultPoints="38" SortOrder="2" >
        <Extension Code="PROG_RANK" Value="1"/>
        <Extension Code="PROG_PTS" Value="112"/>
      </Result>
    </ResultItem>
    <ResultItem Phase="3">
      <Result Rank="7" ResultPoints="28" SortOrder="7" >
        <Extension Code="PROG_RANK" Value="1"/>
        <Extension Code="PROG_PTS" Value="140"/>
      </Result>
    </ResultItem>
  </ResultItems>
  <Competitor Code="1090691" Type="A" Organisation="ESP">
    <Composition>
      <Athlete Code="1090691" Order="1" Bib="12" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ESP" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

Element: Result /Competitor (1,1)

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or	Competitor's ID



		NPC	
Type	M	T,A, N	T for team A for athlete N for NOC or NPC
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).

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 either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	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

2.2.5.6 Message Sort

The ResultItems should be ordered in the same order in which they took place, earliest to latest.

Result @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries. Other @Order attributes will usually be used to



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order the rest of elements, as these elements are being requested in each of the ODF Sport Data Dictionary Documents.



2.2.6 Brackets

2.2.6.1 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.

This message will be sent for the next phases:

- Men's and Women's Sprint events

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 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.

2.2.6.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). 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.

- * Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- * Send with ResultStatus = 'UNCONFIRMED' when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- * Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
- * Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

* Trigger also after any change.

Follow the previous definition, taking also into account the following:

- * Update after each Race is official.



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	Level 9	Level 10
<u>Competition (1,1)</u>									
	Code								
	<u>ExtendedInfos (0,1)</u>								
		<u>SportDescription (0,1)</u>							
			DisciplineName						
			EventName						
			Gender						
		<u>VenueDescription (0,1)</u>							
			Venue						
			VenueName						
	<u>Bracket (1,N)</u>								
		Code							
		<u>BracketItems (1,N)</u>							
			Code						
			<u>BracketItem (1,N)</u>						
				Code					
				Order					
				Date					
				<u>Unit (0,1)</u>					
					Phase				
					Unit				
				<u>NextUnit (0,1)</u>					
					Phase				
					Unit				
				<u>NextUnitLoser (0,1)</u>					
					Phase				
					Unit				
				<u>CompetitorPlace (1,N)</u>					
					Pos				
					Code				



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.
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 ((example, it could be finals or 1/8 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 usually refers to the phase BracketItem /Unit @Phase

Element: Bracket /BracketItems /BracketItem (1,N)

Attribute	M/O	Value	Description
Code	M	Numeric or TBD	Bracket code to identify a bracket item. Unique identifier for the BracketItem. In general, it will be sent the heat number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "TBD" for to be defined, if the heat number is not known
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available

Element: Bracket /BracketItems /BracketItem /Unit (0,1)



Unit related to the BracketItem.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	O	CC @Unit	Unit code for the bracket item

Element: Bracket /BracketItems /BracketItem /NextUnit (0,1)			
Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.

Element: Bracket /BracketItems /BracketItem /NextUnitLoser (0,1)			
Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.

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 ...).
Code	O	CC @CompetitorPlace or CC @IRM	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. It will be sent when there is no competitor (BYE) or when it is not known yet (TBD) or when it has an Invalid Result Mark (for example, DSQ).
WLT	O	SC @WLT	Indicates the winner (W) or loser (L) of the bracket item. Always send when known.



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.			
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.
WLT	O	W or L	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known.

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	T, A	T for team A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

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 used to sort team members in a team (if Competitor @Type="T") or 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)



```
....
<BracketItems Code="R16_RPC">
  <BracketItem Code="1" Order="1" Date="2012-07-28">
    <Unit Phase="4" Unit="51" />
    <NextUnit Phase="3" Unit="02" />
    <NextUnitLoser Phase="1" Unit="04" />
    <CompetitorPlace Pos="1" WLT="W">
      <PreviousUnit Phase="4" Unit="01" />
      <Competitor Code="1066119" Type="A" Organisation="SUI">
        <Composition>
          <Athlete Code="1066119" Order="1" >
            <Description                               GivenName="John"
FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L">
      <PreviousUnit Phase="4" Unit="04" />
      <Competitor Code="1039076" Type="A" Organisation="ESP">
        <Composition>
          <Athlete Code="1039076" Order="1" >
            <Description                               GivenName="Barry"
FamilyName="Jones" Gender="M" Organisation="ESP" BirthDate="1993-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="3" WLT="L">
      <PreviousUnit Phase="4" Unit="06" />
      <Competitor Code="1100098" Type="A" Organisation="USA">
        <Composition>
          <Athlete Code="1100098" Order="1" >
            <Description                               GivenName="Tom"
FamilyName="Black" Gender="M" Organisation="USA" BirthDate="1992-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </CompetitorPlace>
  </BracketItem>
  <BracketItem Code="2" Order="2" Date="2012-07-28">
....
```

2.2.6.6 Message Sort

The following order applies:

* Every ODF Sport Data Dictionary making use of this message should specify the order for Bracket @Code if more than one '@Code' is possible.



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* Every ODF Sport Data Dictionary should specify the order for BracketItems according to its @Code attribute. It will usually 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.



2.2.7 Records

2.2.7.1 Description

This message applies for all records depending on the sport.

The message contains the list of all records from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced. If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

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	DD0000000	DD according to CC @Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
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



		<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	SC @Source	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>

2.2.7.3 Trigger and Frequency

The DT_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

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	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						
			Order					
			RecordType					
			Shared					



NotEstablished
NotEstablishedLabel
<u>RecordData (0,N)</u>
Order
ResultType
Result
Unit
Country
Place
Date
Time
Equalled
Unconfirmed
Competition
Historical
Current
ModificationIndicator
<u>Extension (0,N)</u>
Code
Pos
Value
Type
<u>Competitor (0,1)</u>
Code
Type
Organisation
<u>Description (0,1)</u>
TeamName
<u>Composition (0,1)</u>
Athlete (1,N)
Code
Order
<u>Description (0,1)</u>



	GivenName FamilyName Gender Organisation BirthDate IFId
--	--

2.2.7.5 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

Element: Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @RecordCode	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Element: Record /Description (1,1)			
Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for to assist in case several records are broken, from high



			priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

Element: Record /RecordType /RecordData (0,N)

RecordData is not sent for NotEstablished Records

Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	Indicates whether the record result is a distance, a time, etc.
Result	O	m:ss.fff	Send always unless the record is not established. The performance of the competitor for the record.
Unit	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Include the event unit in the current competition where the record was broken. It is the full RSC in the format DDGEEPUU. Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current



			competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor being listed in the message was not achieved during the current competition. Send "N" if the record for the competitor being listed in the message was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

Element: Record /RecordType /RecordData /Extension (0,N)			
Type	Code	Pos	Description
ER	AVG_SPEED	N/A	Element Expected: Always, if available
	Attribute	M/O	Value
	Value	M	Numeric #0.000
			Description
			Speed of the record in km/h

Element: Record /RecordType /RecordData /Competitor (0,1)
Competitor to whom the record is assigned.
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"T" for team "A" for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Record /RecordType /RecordData /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Record /RecordType /RecordData /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 #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)

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

2.2.7.6 Message Sort

The following order applies:

- RecordType @Order
- RecordData, in the case Current=Y. Then send first the competitor who most recently broke/equalled the record.



2.2.8 Event Final Ranking

2.2.8.1 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.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

2.2.8.2 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
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.



		<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	SC @Source	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>

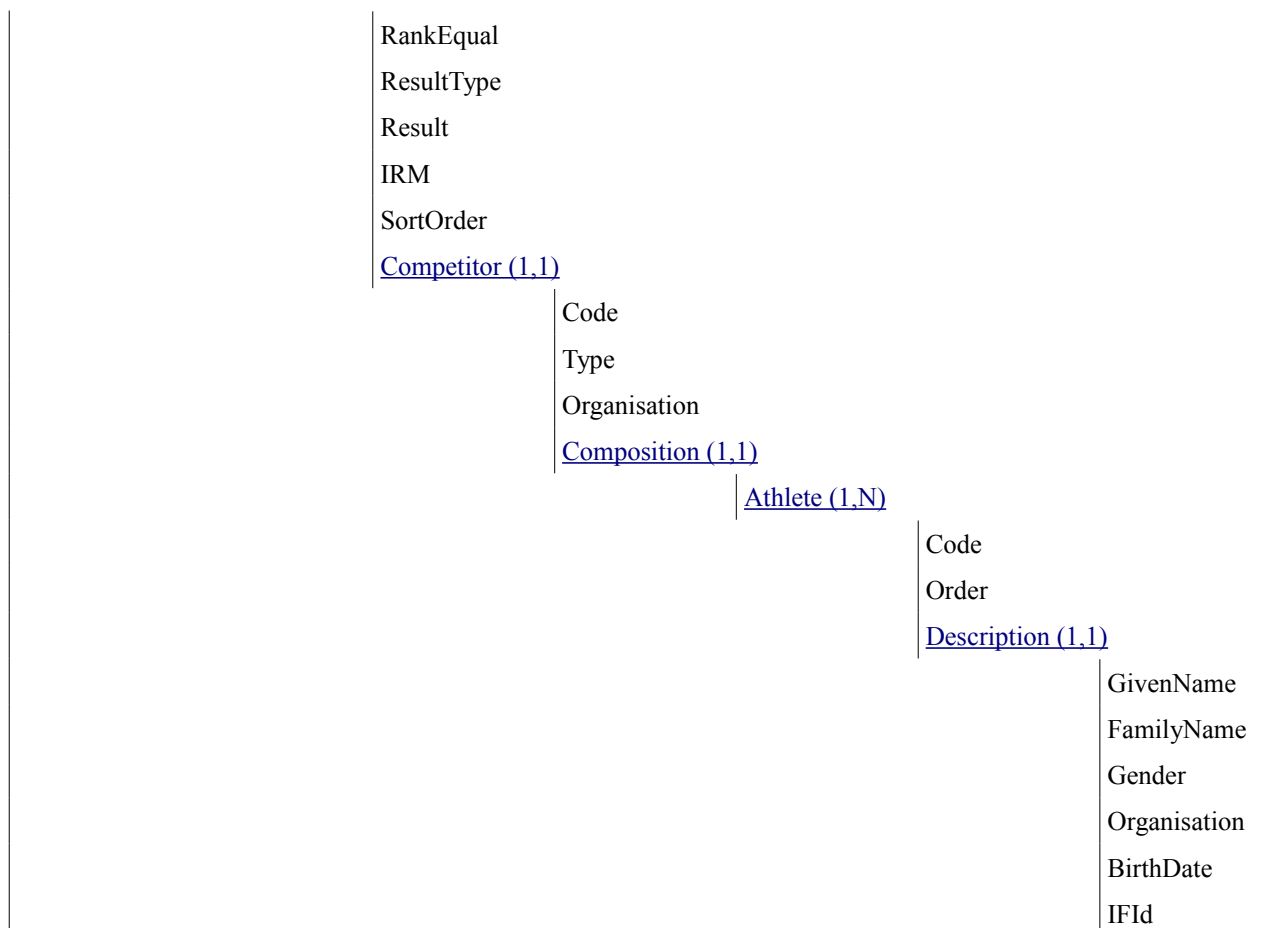
2.2.8.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
 Specific triggering conditions are defined in the sport data dictionary.
 Trigger also after any major change.

2.2.8.4 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
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				



2.2.8.5 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	Gender code for the event unit. Must be included if it is a



		@DisciplineGender	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	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	-Numeric -#0	The result of the competitor in the event. Send just if ResultType is different from IRM (Only for Omnium event)
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
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 results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitor'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	Order attribute used to sort team members in a team (if Competitor @Type="T") or 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

2.2.8.6 Message Sort

Sort by Result @SortOrder



2.2.9 Configuration

2.2.9.1 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="").

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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 This message is expected that the message is sent at Phase level. Not needed for Omnium Elimination Race.
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).



		<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	SC @Source	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>

2.2.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one particular discipline (ODF Sport Data Dictionary).

Depending on the data required in this message (sport by sport) the sport data dictionary may add or modify the triggering requirements.

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.

2.2.9.4 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

2.2.9.5 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. Include if information is by Phase or by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	DISTANCE	N/A	Element Expected: If available
	Attribute	M/O	Value
	Value	M	S(n)
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When available.		
	Attribute	Value	Description
	Code	BEGIN	
	Pos	N/A	N/A
	Value	Numeric 0	Send the intermediate point for the start of the section or 0 if the start of the race.



Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When available.				
Attribute	Value	Description		
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 or for last section, send "F".		
EC	QUAL_RULE	N/A	Element Expected: Do not send for finals	
	Attribute	M/O	Value	Description
	Value	M	S(n)	Explanation on how the riders advance to the next round. Should include date and time for next phase, e.g., Fastest 8 teams qualify for the first round (on 18 AUG at 20:15)
EC	INTERMEDIATE	Numeric 0	Pos Description: Send the intermediate number from 1 to n. Where 1 is the first intermediate point and n is the finish the race Men's Omnium Individual Pursuit/Team Pursuit: @Pos 1..4 @Value 1000, 2000, 3000,4000 Women's Omnium Individual Pursuit: @Pos 1..3 @Value 1000, 2000, 3000 Men's Omnium Time Trial: @Pos 1..4 @Value 250, 500, 750, 1000 Women's Omnium Time Trial: @Pos 2 @Value 250, 500 Team Sprint: @Pos 1..3	



				<p>@Value: 250, 500, 750</p> <p>Individual Sprint (Qualifying): @Pos 1 @Value: 100</p> <p>Individual Sprint (Finals): @Pos 1..3 (related to number of races of the phase) @Value: N/A</p> <p>Omnium Flying Lap: @Pos 1..3 @Value: 50, 150, 250</p> <p>Element Expected: Send as explained for each event</p>
	Attribute	M/O	Value	Description
	Value	M	Numeric #000	Distance in metres from the beginning of the race to this intermediate point.
EC		INTERMEDIATES_TOTAL	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 finish
EC		SECTION	Numeric 0	<p>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.</p> <p>Element Expected: When available.</p>
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send distance in m.
EC		GROUPS_NUM	N/A	Element Expected: Send for Omnium Individual Pursuit, Team Pursuit (First round), Team Sprint (first round), Individual Sprint (1/16



				finals, 1/8 finals, repechages, quarterfinals and semifinals) and Keirin (all phases).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of heats by phase
SPRINTS_NUM (for Omnium Points Race)			N/A	Element Expected: Send for Omnium Points Race
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of sprints
EC		LAPS_NUM	N/A	Element Expected: Send for Team Sprint events
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the number of laps by phase
EC		SPLIT	Numeric 0	Pos Description: The number that identifies the Split. A Split is between two half lap points, from 1 and n. Example: Split 1 is the split between start the race and first half lap. @Pos 1..31 Element Expected: Send for Team events
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send distance in m. @Value 125, 250, ... 4000
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Send for Team events				
	Attribute	Value	Description	
	Code	BEGIN		
	Pos	N/A	N/A	
	Value	Numeric 0	Send the half lap point for the start of the split or 0 if the start of the race.	



Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Send for Team events		
Attribute	Value	Description
Code	END	
Pos	N/A	N/A
Value	Numeric 0 Or S(1)	Send the half lap point which is the end of the split or for last section, send "F".
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Send for Team events		
Attribute	Value	Description
Code	IS_LAP	
Pos	N/A	N/A
Value	S(1)	Send the lap number if this is a full lap (1, 2, 3 ...)

2.2.9.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history			
Version	Date		Comments
v1.0	31 October 2014		Submitted for review version
v1.01	12 December 2014		Submitted for approval version
v1.02	18 December 2014		Small changes
v1.03	20 January 2015		Several changes
v1.04	13 February 2015		Several Changes
v1.05	17 February 2015		Updated version
v1.06	14 May 2015		Approved version
v1.07	6 August 2015		Minor corrections
v1.08	05 November 2015		Minor Changes
v1.09	18 December 2015		Minor changes. (CR008591,CR008592)
v1.10	24 March 2016		Minor changes
v1.11	09 June 2016		Minor changes

File Reference: ODF/INT156- R-SOG-2016-v1.11 APP (CT)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.01	SFA	<ul style="list-style-type: none"> - (DT_PARTIC_TEAM) Clarified that Bib will not be used for Rio Games - (DT_RESULT) QualificationMark definition updated. - (DT_RESULT) RecordIndicator/Equalled removed. Is not used in CT. - (DT_RESULT)ELAPSED_TIME & SPEED_AVG definition updated. Are used in more events. - (DT_RESULT) UNIT_CURRENT, LAST_UNIT & RECENT_SPRINT attributes moved with DISPLAY elements. - (DT_RESULT)CURRENT definition updated. Not needed for Team Pursuit Qualifying.



		<ul style="list-style-type: none"> - (DT_RESULT) ExtendedResult Type ER changed to PROGRESS. - (DT_RESULT) INTERMEDIATE @Pos definition updated to clarify how many intermediate points should be received. - (DT_RESULT) INTERMEDIATE/LAP @ValueType definition updated to clarify that in this point IRM value will not be used. - (DT_RESULT) KILO renamed to SPLIT. Definition updated. Will be used only for Team Qualifying events. - (DT_RESULT) ExtendedResult/RACE attribute removed - (DT_RESULT) ExtendedResult/PHOTO attribute added - (DT_PHASE_RESULT) Message removed - (DT_CUMULATIVE_RESULT) Trigger definition updated. - (DT_CUMULATIVE_RESULT) RecordIndicator Section removed. - (DT_RANKING) Result definition updated, this element will be used only for Omnium event - (DT_CONFIG) Definition updated. Message will be generated at phase level. - (DT_CONFIG) INTERMEDIATE definition updated. Which information is expected to be received. - (DT_CONFIG) INTERMEDIATES_TOTAL element added - (DT_CONFIG) SPLIT element added.
v1.02	SFA	<ul style="list-style-type: none"> - (DT_RESULT) INTERMEDIATE @ValueType definition updated (use of IRM for specific event). - (DT_RESULT) INTERMEDIATE @IRM added for be used in Individual Sprint Finals. - (DT_RESULT) SPEED_AVG expected definition updated. - (DT_CONFIG) INTERMEDIATE definition clarified for Sprint Individual Finals.
v1.03	SFA	<ul style="list-style-type: none"> - (DT_HISTORIC_RECORD) CR4550: Remove message DT_HISTORIC_RECORD and update DT_RECORD with new structure as approved. - (DT_RESULT) LAST_COMP attribute definition updated to manage correctly last results of each Sprint in Omnium Points Race event - (DT_IMAGE) New message definition added to manage Photofinish pictures. - (DT_RECORDS) Definition updated following new Records solution approved. - (DT_BRACKETS) Trigger definition updated.
v1.04	SFA	<ul style="list-style-type: none"> - (DT_RESULT) UNCONFIRMED status added when Photo finish. - (DT_RESULT) For Teams, PROGRESS/LAP attributes @Rank, @RankEqual, @Diff and @SortOrder has been removed. - (DT_RESULT) For Teams, INTERMEDIATE/DIFF_LAST has been removed. - (DT_RESULT) LAST_QUAL added also for Sprint Qualifying. - (DT_RESULT) PTS_SPRINT @Sortorder definition updated to explain that attribute will be used at last Sprint for all riders, to get finish order. - (DT_RESULT) DIFF_LAST removed. Information not needed. - (DT_RESULT) WINNER attribute added for Individual Sprint Finals. - (DT_CUMULATIVE) clarify definition for ResultStatus UNCONFIRMED - (DT_BRACKETS) Updated Trigger definition. Message will be sent when each race be official. - (DT_CONFIG) Message won't be used for OMNIUM Elimination Race
v1.05	SFA	<ul style="list-style-type: none"> - (DT_RESULT) added use of @Pos for PHOTO attribute for Sprint Finals events.
v1.06	APP	Approved version
v1.07	APP	-DT_COMMUNICATION message was missing by mistake in the Applicable messages section



		-DT_RESULT Trigger definition updated to add definition for INTERMEDIATE ResultStatus
v1.08	APP	<ul style="list-style-type: none">- (DT_RESULT) clarify use of "PHOTO"- (DT_CUMULATIVE_RESULTS) add Optional extensions to Athlete/Description- (DT_RANKING) add Organization to Competitor element- (DT_RANKING) add Optional extensions to Athlete/Description- (DT_CONFIG) Updated definition of Sub-elements of ExtendedConfig- (DT_CUMULATIVE_RESULTS) PROG_RANK and PROG_PTS definition updated
v1.09	APP	<ul style="list-style-type: none">- DT_RESULT LAST_QUAL definition moved to ExtendedInfo (CR008592)- DT_PARTIC added SUBSTITUTE Entry (CR008591)- DT_CUMULATIVE_RESULT Bib definition updated (122400)- DT_RECORD: AVG_SPEED extension record moved to Record/RecordType/RecordData/Extension, to cover Individual and Team events. (119452)
v1.10	APP	- DT_RANK Rank has been modified from Mandatory to Optional. DSQ competitors should to be listed without Rank. (120645)
v1.11	APP	- (DT_RESULT) Extensions definition reviewed for ExtendedResults element.