INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Speed Skating Data Dictionary
PyeongChang – XXIII Olympic Winter Games

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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/INT400	ODF Foundation Principles	The document explains the environment and general principles for ODF
ODF/INT401	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD404	Common Codes	The document describes the ODF Common codes

Document Reference	Document Title	Document Description
		used across all ODF documents.
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

DT_CURRENT: Update for single unit in Pursuit Quarterfinals
DT_RESULT: Update for single unit in Pursuit Quarterfinals, update UnitNum description
DT_RESULT: Add Results @Unchecked for unverified marks
DT_RESULT: Add extension for average speed
DT_PHASE_RESULT: Removed
DT_RANKING: Update triggering to be after each unit (from phase)

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

- The column "Message type" indicates the DocumentType that identifies a message
- The column "Message name" is the message name identified by the message type
- The column "Message 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_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	

DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Event Unit Weather conditions	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 (event unit start list and results, phase results, medallists 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	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

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

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

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		

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

2.2.1.5 Message Values

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

			information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
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	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding 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**
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Bib number from OVR.
Substitute	O	S(1)	Send "Y" if the athlete is a substitute else do not send.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		RANK_WLD	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(4)	ISU Rank of the athlete
ENTRY		PB	N/A	Element Expected: When known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Send the personal best time, do not send leading zeros.
ENTRY		SB	N/A	Element Expected: When known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Send the season best time, do not send leading zeros.

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

The List of teams message 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 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	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	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	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.

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	Level 6
Competition (0,1)					
	Team (1,N)				
		Code			
		Organisation			

- Number
- Name
- TVTeamName
- Gender
- Current
- ModificationIndicator
- Composition (0,1)
  - Athlete (0,N)
    - Code
    - Order
- Discipline (0,1)
  - Code
  - IFId
  - RegisteredEvent (0,1)
    - Event
    - Substitute
    - EventEntry (0,N)
      - Code
      - Type
      - Pos
      - Value

2.2.2.5 Message Values

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 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. Send the Description of the code CC@Organisation.
TVTeamName	O	S(21)	Team's TV Name. In head-to-head pairs competitions this should be in the format SMITH/JONES [max char(10) per name] else it is the organisation name unless special rules apply.
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 (0,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 zeroes	Athlete ID
Order	O	Numeric 0	Team member order

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	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline

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	Full RSC of the Event
Substitute	O	S(1)	1 for First substitute 2 for Second substitute else do not send

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific team's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		RANK_WLD	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(4)	ISU Rank of the team

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.

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	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per race.
DocumentSubcode	N/A	Not used in SSK
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in SSK
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 LIVE (used when the unit starts and after every update (intermediates etc.)) INTERMEDIATE (used after each pair during the unit) OFFICIAL UNOFFICIAL 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) PROTESTED
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.

2.2.3.3 Trigger and Frequency

This message is sent:

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

Management of Reskate in individual events (not Mass Start) and Team Pursuit quarterfinals:

* In the case of a reskate a new "competitor" is added to the message with the competitor code "RS+competitor ID" for example RS1234567. Code "RS+comptetitor ID" should be send in the Competitor element.

* The new "pair", if a new pair is needed will use "a" after the order for example is after pair 10 then 10a. (startorder attribute). This does not trigger StartListMod flag.

* After the reskate this competitor is removed and the original time updated if applicable.

Management of Reskate in Team Pursuit semifinals and finals:

* In the case of a reskate the unit is set to its initial state and DT_RESULT(START_LIST) without any result is sent.

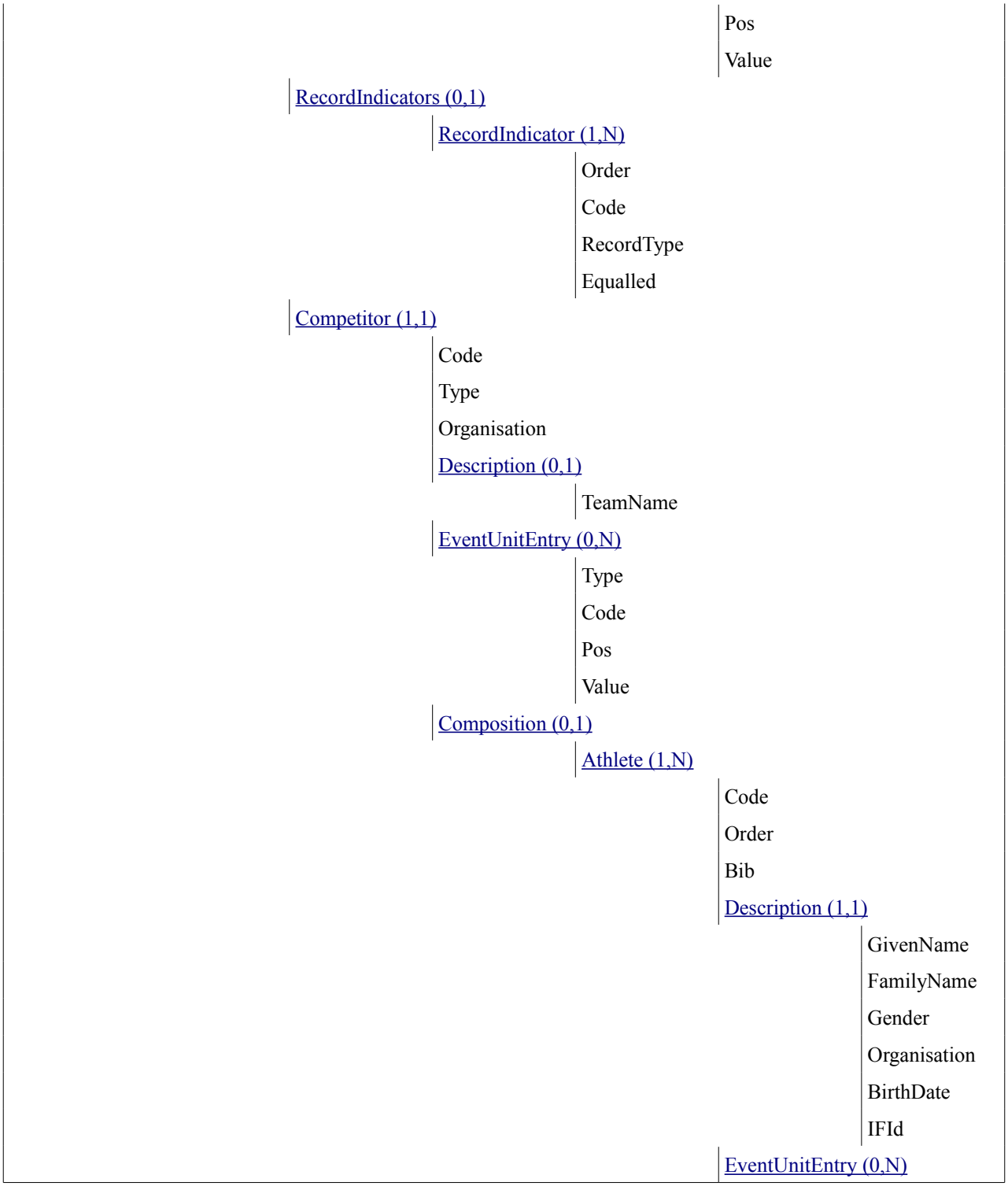
* Then the unit is run normally again.

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
Competition (0,1)						
	ExtendedInfos (0,1)					
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
			Extension (0,N)			
				Code		
				Pos		
				Value		
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
			UnitNum			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
			Attendance			
	Officials (0,1)					

- Official (1,N)
  - Code
  - Function
  - Order
  - Description (1,1)
    - FamilyName
    - Gender
    - Organisation
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - Unchecked
  - IRM
  - QualificationMark
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - ValueType
      - Rank
      - RankEqual
      - Diff
      - Extension (0,N)
        - Code


Pos
Value
RecordIndicators (0,1)
RecordIndicator (1,N)
Order
Code
RecordType
Equalled
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
EventUnitEntry (0,N)
Type
Code
Pos
Value
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
EventUnitEntry (0,N)

	Type Code Pos Value

2.2.3.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		STARTERS	N/A	Element Expected: Always is the status is not START_LIST
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Sent the number of competitors on the start list
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: Always is the status is not START_LIST**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
UI		LEADER	N/A	Element Expected: When known in individual events (not mass start)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) with no leading zeroes	Send the ID of the leading competitor.
UI		BREAK_PAIR	Numeric #0	Pos Description: The order number of the 'Ice preparation' event, 1.. Element Expected: When known in individual events (not mass start)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	The number of the last pair before the ice preparation's break.

DISPLAY		LAST_COMP	Numeric 0	Pos Description: Send a unique number for each competitor In individual events send one for Inner lane, 2 for outer lane. In team and mass start send 1.. for each participant modified in the message. Element Expected: When available and only when the unit is LIVE or INTERMEDIATE.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) to compete and receive result data.

Sample (ExtendedInfos)

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

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
UnitNum	M	S(3)	Race number. In the case of Team Pursuit this is: SF1 and SF2 in semifinals FA, FB, FC, FD in finals

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
Attendance	O	#####0	Total attendance (do not send if unknown)

Element: Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	O	Numeric	Order of officials.

Element: Officials /Official /Description (1,1) **Officials extended information.**			
Attribute	**M/O**	**Value**	**Description**
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

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	String	Rank of the competitor in the event unit
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	m:ss.fff or Numeric #0	Time for the competitor except in mass start. Do not send leading zeros. Decimals vary according to sport rules. In mass start send the points.
Unchecked	O	S(1)	Send "Y" if this result needs to be validated else do not

			send.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
QualificationMark	O	SC @QualificationMark	Send just in the case the competitor has qualified.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	S(3)	- For individual events and Team Pursuit Quarterfinals: Pair number in the start list. There will be two competitors with the same number. - For Team Pursuit Semifinals and Finals: Use 1 for 'Finishing straight' and 2 for 'Crossing straight' - Update if reskate is required in Team Pursuit. - For mass start simply the start order.
StartSortOrder	M	Numeric #0	Unique number for sorting. To sort out competitors from its @StartOrder attribute, however - For individual events: placing first the inner lane skater, and afterwards the outer lane skater - For team events: Order by pair and then the finishing straight starting team, and afterwards the crossing straight starting team - For mass start: Same as StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+m:ss.ff	Time behind the leader. Send 0.00 for the leader.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Cumulative time at the intermediate point in the current race. Do not send minutes if zero.

	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	Diff	O	[-+]m:ss.ff	Send the time behind the leader in the unit at the split. Negative if faster than leader or + for slower than leader. Do not send leading zeros.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: In individual events except mass start and in Team Pursuit if more than one pair in the unit (Quarterfinals).			
	Attribute	**Value**	**Description**	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+s.ff	Send time behind the leader in the pair. Do not send for leader.	
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2...F). For example 1 is the section from the start to 1. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	s.ff	Time for the section ending at the intermediate point @Pos.
PROGRESS		SPRINT	S(2)	Pos Description: Sprint point name (S1, S2, S3, F) Element Expected: If sprint points awarded for the competitor (in Mass Start)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	The sprint points awarded at this @Pos
ER		RE_RUN	N/A	Element Expected: If applicable. Send as soon as known.

	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" if the competitor is awarded a reskate.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: If the athlete has a reskate in the future.**			
	Attribute	**Value**	**Description**	
	Code	PAIR		
	Pos	N/A		
	Value	S(3)	Send the pair number of the reskate. For example if the reskate is after pair 10 then send 10a. Remove after reskate is complete.	
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	To know if the competitor's final result was decided by photo. Send Y for Evaluated, P for Pending otherwise do not send. If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4...
ER		TIME	N/A	Element Expected: Send in mass start or if the competitor time is evaluated to 3 decimals to split tie
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Race time (two decimals). Only send if applicable.
ER		LAPS	N/A	Element Expected: Mass start only
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #2	Send the number of laps completed.
ER		SPEED	N/A	Element Expected: When the competitor has completed the unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric	Average speed in km/h

			#0.0	

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.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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) Send "RS+competitor ID" for those competitors with a reskate. (individual and Team Pursuit Quarterfinals only)
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1) **Competitors extended information.**			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team.

Element: Result /Competitor /EventUnitEntry (0,N) **For team event information**			
Type	**Code**	**Pos**	**Description**

EUE		COLOUR	N/A	Element Expected: When available in team events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	R - For the team wearing red armbands W - For the team wearing white armbands
EUE		LANE	N/A	Element Expected: Team Pursuit
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	C - For Crossing Straight F - For Finishing Straight

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
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(5)	Bib number or in the case of Team Pursuit the arm band number.

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**			
Type	**Code**	**Pos**	**Description**
	LANE	N/A	Element Expected:

EUE				Individual (not mass start) events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	For @Value: I - For Inner lane skater O - For outer lane skater

Sample (Results)

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

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.
This message should only be used to build a standalone current table and not used to merge data with the DT_RESULT message. If the message is merged there is be conflicts where multiple people can have the same intermediate rank and the full DT_RESULT is only updated after each athlete.

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	Full RSC	Sent according to the ODF Common Codes document (header values). The message is only used in individual events (except mass start) with a message for each pair.
DocumentSubcode	N/A	Not used in SSK
DocumentType	DT_CURRENT	Current message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages. Optional attribute only for special cases.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on

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

2.2.4.3 Trigger and Frequency

This message is sent:

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

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

Management of Reskate in individual events (not Mass Start) and Team Pursuit quarterfinals:

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

Management of Reskate in Team Pursuit semifinals and finals:
* In the case of a reskate the unit is set to its initial state and DT_RESULT(START_LIST) without any result is sent.
* Then the unit is run normally again.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					

- ExtendedInfos (0,1)
  - ExtendedInfo (1,N)
    - Type
    - Code
    - Pos
    - Value
- Result (0,N)
  - Rank
  - RankEqual
  - Result
  - IRM
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - ValueType
      - Rank
      - RankEqual
      - Diff
      - Extension (0,N)
        - Code
        - Pos
        - Value
  - Competitor (1,N)
    - Code

	Type		
	Organisation		
	Composition (0,1)		
		Athlete (1,N)	
			Code
			Order
			Bib

2.2.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		CURRENT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	Send the pair number (StartOrder) of the current pair.
DISPLAY		NEXT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(3)	Send the pair number (StartOrder) of the next pair to start.
DISPLAY		STARTED	N/A	Element Expected: Not in mass start. Send only once for each pair (assuming no false start).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the pair number (StartOrder) of the pair most recently started.
DISPLAY		LAST_COMP	Numeric 0	Pos Description: Used to identify the lane of the competitor. Send 1 for the 'Inner lane' and 2 for the 'Outer lane' Element Expected: After each athlete passes an intermediate point.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading	Last intermediate point reached by the

			zeroes	competitor (0,1,2,3,..F). For the DNF athlete, the last point is considered the split where s/he fell.

Sample (ExtendedInfo)

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

Element: Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Rank of the competitor in the event unit
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	m:ss.fff	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
SortOrder	M	Numeric 0	Order by StartSortOrder for the competitors in the file (1, 2, 3..).
StartOrder	O	S(3)	Pair number in the start list. There will be two competitors with the same number.
StartSortOrder	M	Numeric 0	Unique number for sorting. To sort out competitors from its @StartOrder attribute however - For individual events: placing first the inner lane skater, and afterwards the outer lane skater - For team events: Order by pair and then the finishing straight starting team, and afterwards the crossing straight starting team
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	[-+]m:ss.ff	Time behind the leader. Send 0.00 for the leader. Can be negative if faster than current leader or + if slower than the leader. Do not send leading zeros.

Element: Result /ExtendedResults /ExtendedResult (1,N)

Type		Code	Pos	Description
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Cumulative time at the intermediate point in the current race (not over multiple races). Do not send minutes if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	Diff	O	[-+]m:ss.ff	Send the time behind the leader in the unit at the split. Negative if faster than the leader or + if slower than the leader. Do not send leading zeros.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: In individual events except mass start and in Team Pursuit if more than one pair in the unit (Quarterfinals).**			
	Attribute	**Value**	**Description**	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+s.ff	Send time behind the leader in the pair. Do not send for leader.	
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2...F). For example 1 is the section from the start to 1. Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	s.ff	Time for the section ending at the intermediate point @Pos.

ER		RE_RUN	N/A	Element Expected: If applicable. Send as soon as known.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" if the competitor received a reskate.
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	To know if the competitor's final result was decided by photo. Send Y for Evaluated, P for Pending otherwise do not send. If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4...
ER		TIME	N/A	Element Expected: Send if the competitor time is evaluated to 3 decimals to split tie
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Race time (two decimals). Only send if applicable.

Element: Result /Competitor (1,N) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown. Send "RS+competitor ID" for those competitors with a reskate. (individual and Team Pursuit quarterfinals)
Type	M	T, A	T for team A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(20) with no leading zeroes	Athletes ID.
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(5)	Bib number.

Sample (Current)

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

2.2.4.6 Message Sort

Sort by Result @SortOrder.

2.2.5 Image

2.2.5.1 Description

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

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

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	Full RSC	Unit level RSC.
DocumentSubcode	S(10)	Picture number.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.

		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

Triggered as soon as image available.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Organisation			
				Description (0,1)			
					TeamName		
				Composition (0,1)			
					Athlete (1,N)		
						Code	
						Order	
						Bib	

		Description (1,1)
		GivenName
		FamilyName
	ImageData (1,1)	
	-	

2.2.5.5 Message Values

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 /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image. Formatted as appropriate in the event. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**

TeamName	O	S(73)	Name of the Team

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) **Only sent in the case of individual events. Team members are not sent in team events.**			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Send 1 for individuals.
Bib	O	S(4)	Bib number

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

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)

2.2.5.6 Message Sort

Sort by Competition /Image /Pos and SortOrder within image.

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.

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	Full RSC (event level)	Full RSC of the Event. Only applies in Team Events.
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: START_LIST (before any unit is complete) 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.

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 = "START_LIST" if no units are complete
* 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.

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
Competition (0,1)									
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						

- Gender
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- Bracket (1,N)
  - Code
  - BracketItems (1,N)
    - Code
    - BracketItem (1,N)
      - Code
      - Order
      - Date
      - Time
      - Unit
      - Result
      - NextUnit
      - NextUnitLoser
      - CompetitorPlace (1,N)
        - Pos
        - Code
        - WLT
        - Result
        - IRM
        - ExtCompPlaces (0,1)
          - ExtCompPlace (1,N)
            - Type
            - Code
            - Pos
            - Value
        - PreviousUnit (0,1)

Unit
Competitor (0,1)
Code
Type
Organisation
Description (0,1)
TeamName
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId

2.2.6.5 Message Values

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
Location	M	CC @Location	Location Code
LocationName	M	S(30)	Location 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 set of bracket items.

Element: Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric #0	Unique number for all BracketItems in the message 1,...
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available.
Time	O	S(5)	Time of the BracketItem (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Not used in this discipline
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress

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 0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	If there is no competitor (BYE) or when it is not known

			yet (TBD) or when both athletes are disqualified or Withdraw (NCT)
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known
Result	O	m:ss:fff	The team time or IRM if applicable. Decimals vary on sport rules
IRM	O	SC @IRM	The invalid rank mark, if applicable

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type		**Code**	**Pos**	**Description**
ECP		START	N/A	Element Expected: When known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send C or F denoting starting in Crossing or Finishing straight.

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
Unit	O	CC @Unit	Full RSC of the unit where the competitor progress from

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 ID
Type	M	S(1)	T for team
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.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Order	M	Numeric 0	Arm band of the athlete, also used to sort the athletes.

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 (Brackets)

```
...
<Bracket Code="FNL">
 <BracketItems Code="SFL">
       <BracketItem Code="5" Order="1" Date="2014-02-22" Time="15:22" Unit="SSKMTEAMPU----------
SFNL0001----" NextUnit="SSKMTEAMPU----------FNL-0001----" NextUnitLoser="SSKMTEAMPU----------
FNL-0002----" >
    <CompetitorPlace Pos="1" WLT="W" Result="3:08.48" >
     <ExtCompPlaces>
      <ExtCompPlace Type="ECP" Code="START" Value="C" />
     </ExtCompPlaces>
     <PreviousUnit Unit="SSKMTEAMPU----------QFNL0003----" />
     <Competitor Type="T" Code="SSKMTEAMPU--CAN01" Organisation="CAN">
      <Composition>
       <Athlete Code="2013323" Order="1" >
                    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="CAN"
BirthDate="1994-12-15" />
        </Athlete>
        <Athlete Code="2013339" Order="2" >
                   <Description GivenName="James" FamilyName="Brown" Gender="M" Organisation="CAN"
BirthDate="1993-12-15" />
        </Athlete>
        <Athlete Code="2013344" Order="4" >
                    <Description GivenName="John" FamilyName="Green" Gender="M" Organisation="CAN"
BirthDate="1992-12-15" />
        </Athlete>
       </Composition>
     </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L" Result="3:09.33" >
     <ExtCompPlaces>
      <ExtCompPlace Type="ECP" Code="START" Value="F" />
     </ExtCompPlaces>
     <PreviousUnit Unit="SSKMTEAMPU----------QFNL0004----" />
     <Competitor Type="T" Code="SSKMTEAMPU--KOR01" Organisation="KOR">
      <Composition>
       <Athlete Code="2031624" Order="2" >
         <Description GivenName="John" FamilyName="Lee" Gender="M" Organisation="GER" BirthDate="1994-
12-15" />
        </Athlete>
        <Athlete Code="2031626" Order="3" >
                    <Description GivenName="John" FamilyName="Kwan" Gender="M" Organisation="GER"
BirthDate="1993-12-15" />
        </Athlete>
        <Athlete Code="2031721" Order="4" >
          <Description GivenName="John" FamilyName="Ko" Gender="M" Organisation="GER" BirthDate="1992-
12-15" />
        </Athlete>
       </Composition>
     </Competitor>
    </CompetitorPlace>
```

2.2.6.6 Message Sort

The following order applies:
* Bracket: by @Code: FNL, BRN, FNLC, FNLD.
* BracketItems: It will be referred to BracketItems /BracketItem /Unit (all BracketItem should be grouped by the BracketItem /Unit attribute).
* Then, the BracketItem /Unit are sorted according to their scheduled start time.

2.2.7 Records

2.2.7.1 Description

The Records 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	Full RSC (discipline level)	RSC of the 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 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.

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.

After competition start it will be triggered with each new record set or equalled.

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 (0,1)								
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						
			Order					
			RecordType					
			Shared					
			RecordData (0,N)					
				Order				

- ResultType
- Result
- Unit
- Country
- Place
- Date
- Time
- Equalled
- Unconfirmed
- Competition
- Historical
- Current
- ModificationIndicator
- Extension (0,N)
  - Code
  - Pos
  - Value
  - Type
- Competitor (0,1)
  - Code
  - Type
  - Organisation
  - Description (0,1)
    - TeamName
    - IFId
  - Composition (0,1)
    - Athlete (1,N)
      - Code
      - Order
      - Description (0,1)
        - GivenName
        - FamilyNa

	me Gender Organisation BirthDate IFId

2.2.7.5 Message Values

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 records from 1 to n. (Can use the Order column from CC @RecordType for reference). Speed Skating does not have a hierarchy as the records are different but this is still required.
RecordType	M	CC @RecordType	Record type. (WR and OR)
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record

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

RecordData is not sent for NotEstablished Records unless a "standard" applies			
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	TIME
Result	O	m:ss:fff	The performance of the competitor for the record. Do not send leading zeros. Number of decimal places varies by sport rules.
Unit	O	CC @Unit	Include the event unit in the current competition where the record was broken. It is the full RSC Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Country code where the record was broken
Place	O	S(40)	Place (town or city) where the record was broken (example: "PyeongChang").
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 was not achieved during the current competition.

			Send "N" if the record for the competitor 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		INTERMEDIATE	S(2)	Pos Description: Sequential number from 1.. for each intermediate point in the record, to indicate its number (DT_CONFIG). It can be one or more (depending on the distance of the event unit). Element Expected: When available for each intermediate
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Split time in the record. Do not send leading zeros. Number of decimals varies by sport rules.
ER		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from the start to 1 and F is the last intermediate to the finish. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	s.fff	Time for the section ending at the intermediate point @Pos. Number of decimals varies by sport rules.

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.
IFId	O	S(16)	Team IF number, send if available.

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

Sample (Record)

```
...
<Record Code="SSKM1000M-------------------------">
 <RecordType Order="1" Code="WR" Shared="N">
     <RecordData Order="1" ResultType="TIME" Result="1:07.18" Country="USA" Place="Salt Lake City, UT"
Date="2002-02-16" Competition="Olympic Games" Historical="Y" Current="Y" >
    <Extension Type="ER" Pos="1" Code="INTERMEDIATE" Value="16.33"/>
    <Extension Type="ER" Pos="2" Code="INTERMEDIATE" Value="41.00"/>
    <Extension Type="ER" Pos="F" Code="INTERMEDIATE" Value="1:07.18"/>
    <Extension Type="ER" Pos="1" Code="SECTION" Value="16.33"/>
    <Extension Type="ER" Pos="2" Code="SECTION" Value="24.67"/>
    <Extension Type="ER" Pos="F" Code="SECTION" Value="26.18"/>
    <Competitor Code="1098720" Type="A" Organisation="NZL" >
     <Composition>
      <Athlete Code="1098720" Order="1">
                  <Description FamilyName="John" GivenName="Smith" Gender="M" Organisation="NZL"
BirthDate="1983-12-15" />
       </Athlete>
     </Composition>
    </Competitor>
   </RecordData>
 </RecordType>
 ...
</Record>
...
```

2.2.7.6 Message Sort

The following order applies:
- Record @Code
- RecordType @Order
- RecordData @Order

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 agregated athletes.

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent for all the competition events according to the ODF Common Codes document (header values). One message is sent for each 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. 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.

2.2.8.3 Trigger and Frequency

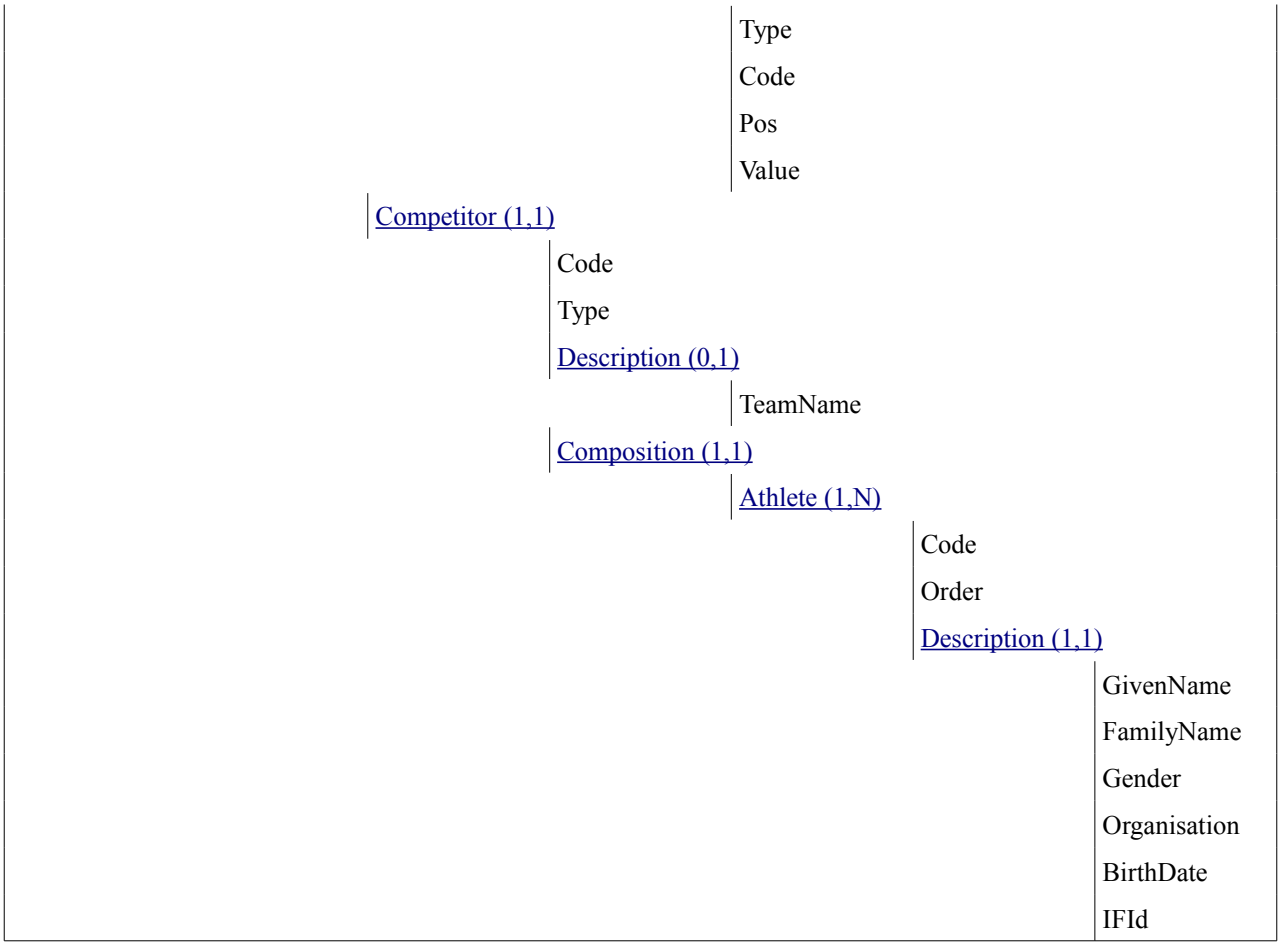
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

The message is expected at the end of each unit during finals along with each 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 (0,1)						
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				
		ExtendedResults (0,1)				
			ExtendedResult (1,N)			



2.2.8.5 Message Values

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: 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	String	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of a red card, for example.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	m:ss.fff or Numeric #0	Time for the competitor. In teams, send the time in the final phase. Do not send leading zeros. Decimals vary according to sport rules. In mass start send the points.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		TIME	N/A	Element Expected: When available in mass start only.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Time for the competitor

Element: Result /Competitor (1,1) **Competitor related to one final event result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Competitor's ID.

		zeroes, NOC 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

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

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

Sample (Individual)

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

Sample (Mass Start)

```
...
<Result Rank="3" SortOrder="3" ResultType="POINTS" Result="20">
 <ExtendedResults>
  <ExtendedResult Type="ER" Code="TIME" Value="7:30.83" >
 </ExtendedResults>
 <Competitor Type="A" Code="2039711" Organisation="GER" >
  <Composition>
   <Athlete Code="2039711" Order="1" >
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-
12-15" />
   </Athlete>
  </Composition>
 </Competitor>
</Result>
...
```

2.2.8.6 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	Full RSC of the Event	Send one message per event with the event level RSC.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.

Source	SC @Source	Code indicating the system which generated the message.

2.2.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any major change, but considering that, if possible, the configuration for one particular event 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 (0,1)					
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos
					Value

2.2.9.5 Message Values

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	O	CC @Unit	Full RSC of the Unit at event level.

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the

				intermediate point, 1 to n for intermediates along the course and F for the finish point. Do not consider start. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(10)	In pursuit and mass start send the intermediate name ("Split 9" etc.). In other events send the distance from the start in metres.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Mass Start events only			
	Attribute	**Value**	**Description**	
	Code	SPRINT		
	Pos	N/A		
	Value	S(2)	Send the sprint name if there is a sprint at this intermediate: S1, S2, S3, F	
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the total number of intermediate points where the time or points are recorded not including F.
EC		LAPS	N/A	Element Expected: In mass start
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the total number of laps

Sample (1500m)

```
...
<Configs>
        <Config Unit="SSKM1500M------------------------">
                <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="300" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="700" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1100" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
        </Config>
...
```

Sample (Pursuit)

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

Sample (Mass Start)

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

2.2.9.6 Message Sort

There is no general message sorting rule.

2.2.10 Event Unit Weather conditions

2.2.10.1 Description

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

2.2.10.2 Header Values

The following table describes the message header attributes.

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

2.2.10.3 Trigger and Frequency

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

2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Weather (1,1)			
		Conditions (1,N)		
			Code	
			Humidity	
			Condition (0,3)	
				Code
				Value
			Pressure (0,N)	
				Unit
				Value
			Temperature (0,N)	
				Code
				Unit
				Value

2.2.10.5 Message Values

Element: Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather Point, send GEN only
Humidity	O	Numeric ##0	Humidity in %

Element: Weather /Conditions /Condition (0,3) Send three times in the case of Winter conditions.			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(3)	Weather conditions type, send ICE only
Value	M	CC @SnowConditions	Use CC @SnowConditions for ICE

Element: Weather /Conditions /Pressure (0,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	S(2)	Send "Pa", Metric system unit for Pressure
Value	M	Numeric ###0	Air pressure

Element: Weather /Conditions /Temperature (0,N) **Send with three different @Code in the case of Winter conditions.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Temperature type, send AIR, ICE
Unit	M	SC @TemperatureUnit	Unit for temperature, send both
Value	M	Numeric -##0.0 or ##0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

Sample (Weather Conditions)

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

2.2.10.6 Message Sort

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

3 Message Timeline

3.1 Preparation Phase

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

3.2 Before and During each Race

Trigger	Message	Status	D	E	P	U
Start List is known (Day before)	DT_RESULT	START_LIST				X
	DT_BRACKET			X		
	DT_PDF C51X Start List					X
At scheduled start time (0')	DT_SCHEDULE_UPDATE	*GETTING_READY*	X			o
Start	DT_SCHEDULE_UPDATE	*RUNNING*	X			o
	DT_RESULT	LIVE				X
Split time *	DT_CURRENT					X

Trigger	Message	Status	D	E	P	U
*	DT_RESULT	LIVE				X
Finish *	DT_CURRENT					X
	DT_RESULT	LIVE				
	DT_BRACKET			X		
Next heat *	DT_CURRENT					X
* repeated for each athlete						

3.3 After each Race

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

3.4 At the end of the event

Trigger	Message	Status	D	E	P	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		X		

Trigger	Message	Status	D	E	P	U
	DT_MEDALLIST_DISCIPLINE		X			
	DT_RANKING	OFFICIAL		X		
	DT_BRACKET			X		
	DT_PDF C92X Medallist			X		
After last event	DT_PDF C93 Medallists by Event		X			

Legend:

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

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	17 Apr 2015	First version
v1.1	24 Apr 2015	Updated with Omega comments
v1.2	08 Jul 2015	Minor corrections
v1.3	23 Jul 2015	Minor corrections
v1.4	09 Sep 2015	Minor updates
v1.5	01 Oct 2015	Minor updates
v1.6	04 Jan 2016	Status Change
v1.7	24 Mar 2016	Updated
v1.8	19 May 2016	Updated
v1.9	10 Nov 2016	Updated
v1.10	22 Dec 2016	Minor update
v2.0	23 Feb 2017	First version as a full document
v2.1	25 May 2017	CR015100

File Reference: ODF/INT424 R-WOG-2018-SSK-v2.1 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	Draft	First version
v1.1	Draft	Omega review
v1.2	SFR	Update samples to new codes
v1.3	SFR	DT_CURRENT: Change the CURRENT and NEXT Values in ExtendedInfos DISPLAY from Numeric to S(3) DT_RESULT: Change the BREAK_PAIR Value in ExtendedInfos UI from Numeric to S(3) DT_RESULT: In Result/ExtendedResults/ExtendedResult add the Extension PAIR at ER / RE_RUN to indicate the time of the reskate.
v1.4	SFR	Clarified that DT_CUMULATIVE_RESULT is sent after each pair in the first race. DT_RESULT to update during each pair with splits as LIVE and after each pair as INTERMEDIATE. DT_RESULT / DT_CURRENT to have F as the final intermediate point for intermediate times.
v1.5	SFR	Add explanation of managing reskate in DT_RESULT and DT_CURRENT. Removed cumulative message as 500m is now a single race.
v1.6	SFA	Status Change

v1.7	SFA	CR8928, DT_PARTIC/DT_PARTIC_TEAM add 'Substitute' at Discipline/RegisteredEvent and remove extension CR8930, Change header in phase messages CR8934, DT_BRACKETS adding IRM attribute and START_LIST CR9941, Add Result attribute at CompetitorPlace in DT_BRACKETS
v1.8	SFA	Add STARTED in ExtendedInfo in DT_CURRENT message
v1.9	APP	DT_RESULT: Add Sprint points (SPRINT) Typos: Remove remnants of cumulative message which is now removed Time Line: Minor updates
v1.10	APP	DT_RESULT: "RS + competitor ID" in reskate applies for both Competitor and Athlete elements. Defect 142357: clarified the codes for SPRINT are S1, S2, S3 and F.
v2.0	APP	First version as a full document DT_CURRENT: removed RecordIndicators element that were there by mistake DT_IMAGE: CR14627 - Add Result Element to include competitors in the message
v2.1	APP	CR015100: - DT_CURRENT: Update for single unit in Team Pursuit Quarterfinals - DT_RESULT: Update for single unit in Team Pursuit Quarterfinals, update UnitNum description - DT_RESULT: Add Results @Unchecked for unverified marks - DT_RESULT: Add SPEED extension for average speed - DT_RESULT: Add LANE EventUnitEntry for Team Pursuit - DT_PHASE_RESULT: Removed - DT_RANKING: Update triggering to be after each unit (from phase)