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ODF WYOG-2020-SMT-0.3 SFR

# OLYMPIC DATA FEED

**ODF Ski Mountaineering Data Dictionary**  
Lausanne 2020 - Winter Youth Olympic Games  
Technology and Information Department  
© International Olympic Committee

ODF WYOG-2020-SMT-0.3 SFR  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Ski Mountaineering Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for ski mountaineering.

## 1.2 Objective

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

## 1.3 Paralympic Games

- N/A

## 1.4 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.

## 1.5 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       |

## 1.6 Related Documents

| Document Title                          | Document Description   |
|---|--|
| ODF General Principles Document         | The document explains the environment and general principles for ODF.                    |
| ODF General Messages Interface Document | The document describes the ODF General Messages  |
| ODF Common Codes                        | The document describes the ODF Common codes used across all ODF documents.               |
| ODF Sport Codes                         | The document describes the ODF Sport codes used across all ODF documents                 |
| ODF Header Values                       | The document details the header values which show which RSCs are used in which messages. |



## 2 Messages

### 2.1 Applicable Messages

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

- 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_NAME                           | Participant Names  |                  |
| DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE | List of teams / update   | X                |
| DT_MEDALS *                              | Medal standings  |                  |
| DT_RESULT                                | Event Unit Start List and Results  | X                |
| DT_CURRENT                               | Current Results  | X                |
| DT_CUMULATIVE_RESULT                     | Cumulative Results   | X                |
| DT_BRACKETS                              | Brackets   | X                |
| DT_RANKING                               | Event Final Ranking  | X                |
| DT_COMMUNICATION                         | Official Communication   |                  |
| DT_WEATHER                               | Weather  | X                |
| DT_CONFIG                                | Configuration  | X                |
| DT_MEDALLISTS                            | Event's Medallists   |                  |
| DT_MEDALLISTS_DISCIPLINE                 | Medallists by discipline   |                  |
| DT_LOCAL_OFF                             | Discipline/venue stop transmission   |                  |
| DT_LOCAL_ON                              | Discipline/venue start transmission  |                  |
| DT_KA                                    | Keep Alive   |                  |

\* Indicates that this message is not relevant for Lausanne 2020 Winter Youth Olympics



## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

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

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

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<br>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<br>"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.<br><br>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).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.<br><br>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 before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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

### 2.2.1.4 Message Values

| Element: Competition (0,1) |     |       |  |
|----------------------------|-----|-------|--|
| Attribute                  | M/O | Value | Description  |
| Gen                        | O   | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport                      | O   | S(20) | Version of the Sport Data Dictionary applicable to the message   |
| Codes                      | O   | S(20) | Version of the Codes applicable to the message                   |



Sample

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-SMT-1.10" Codes="SOG-2020-1.20" >

| Element: Participant (1,N) |     |                              |  |
|----------------------------|-----|------------------------------|--|
| Attribute                  | M/O | Value                        | Description  |
| Code                       | M   | S(20) with no leading zeroes | <p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>   |
| Parent                     | M   | S(20) with no leading zeroes | <p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p> |
| Status                     | O   | CC @ParticStatus             | <p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>   |
| GivenName                  | O   | S(25)                        | Given name in WNPA format (mixed case)   |
| FamilyName                 | M   | S(25)                        | Family name in WNPA format (mixed case)  |
| PassportGivenName          | O   | S(25)                        | Passport Given Name (Uppercase)  |
| PassportFamilyName         | O   | S(25)                        | Passport Family Name (Uppercase)   |





| Element: Participant (1,N) |     |                     |   |
|----------------------------|-----|---------------------|---|
| Attribute                  | M/O | Value               | Description   |
| 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   |
| TVFamilyName               | M   | S(25)               | TV family 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.<br>"-" 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.<br>This information is not needed in the case of officials/referees.<br>"-" 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.<br><br>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<br><br>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)                | Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.  |



| Element: Participant (1,N)   |     |                |   |
|--|-----|----------------|---|
| Attribute  | M/O | Value          | Description   |
| ModificationIndicator  | M   | S(1)           | 'N' or 'U'<br>Attribute is mandatory in the DT_PARTIC_UPDATE message only<br><br>N-New participant (in the case that this information comes as a late entry)<br>U-Update participant<br><br>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants<br><br>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants<br><br>To delete a participant, a specific value of the Status attribute is used. |
| Element: Participant /Discipline (1,1)   |     |                |   |
| All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines. |     |                |   |
| Attribute  | M/O | Value          | Description   |
| Code   | M   | CC @Discipline | It is the discipline code used to fill the OdfBody @DocumentCode attribute.   |
| IFId   | O   | S(16)          | IF ID (competitor's federation number for the discipline).  |
| Element: Participant /Discipline /RegisteredEvent (0,N)  |     |                |   |
| All accredited athletes will be assigned to one or more events. There is an exception: 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<br>Numeric for individuals.<br>##0-0 for team members.  |

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code



## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

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<br>"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. |



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

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message 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 Values

| Element: Competition (0,1) |     |       |  |
|----------------------------|-----|-------|--|
| Attribute                  | M/O | Value | Description  |
| Gen                        | O   | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport                      | O   | S(20) | Version of the Sport Data Dictionary applicable to the message   |
| Codes                      | O   | S(20) | Version of the Codes applicable to the message                   |



| <b>Element: Team (1,N)</b> |            |                              |  |
|----------------------------|------------|------------------------------|--|
| <b>Attribute</b>           | <b>M/O</b> | <b>Value</b>                 | <b>Description</b>   |
| Code                       | M          | S(20) with no leading zeroes | Team's ID<br>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.<br>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.<br>Required in the case of current teams.  |
| Name                       | M          | S(73)                        | Team's name.   |
| TVTeamName                 | M          | S(21)                        | TV Team Name   |
| Gender                     | M          | CC @DisciplineGender         | Discipline Gender Code of the Team Char(1)   |
| 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<br>N-New team (in the case that this information comes as a late entry)<br>U-Update team<br>D-Delete team<br>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams<br>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams<br>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams |

| <b>Element: Team /Composition /Athlete (0,N)</b> |            |                              |  |
|--|------------|------------------------------|--|
| <b>Attribute</b>                                 | <b>M/O</b> | <b>Value</b>                 | <b>Description</b>   |
| Code   | M          | S(20) with no leading zeroes | Athlete's ID of the listed team's member.<br>Therefore, he/she makes part of the team's composition. |
| Order  | O          | Numeric 0                    | Team member order  |

| <b>Element: Team /Discipline (0,1)</b>                         |            |                |   |
|--|------------|----------------|---|
| <b>Discipline is expected unless ModificationIndicator="D"</b> |            |                |   |
| <b>Attribute</b>   | <b>M/O</b> | <b>Value</b>   | <b>Description</b>  |
| 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   |
| Bib       | O   | S(5)      | Team bib number to be sent in all the team event units (team sprint, relay) |

### 2.2.2.5 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, one message per race.  |
| DocumentType    | DT_RESULT                  | Event Unit Start List and Results message  |
| DocumentSubtype | Not used                   | Not used   |
| Version         | 1..V                       | Version number associated to the message's content. Ascendant number   |
| ResultStatus    | SC @ResultStatus           | Indicates whether the result is official or unofficial (or intermediate, live, etc).<br>Expected statuses are (though any in GEN are possible):<br>START_LIST (as soon as the start list is available and any changes [inc. IRMs])<br>LIVE (when the unit starts and after every update [intermediates etc.]).<br>INTERMEDIATE (used after the competition has started and is not finished but not currently live)<br>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)<br>UNOFFICIAL<br>OFFICIAL |
| FeedFlag        | "P"-Production<br>"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.  |



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

### 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)
- For Individual Events with individual start time send with status LIVE shortly before the first athlete starts to mark the first athlete as NEXT
- For Individual & Team Events: After the last heat of a phase (Quarterfinal, Semi-final) of sprint and team sprint the UNOFFICIAL results of each heat of the phase is resend. Only at that time the QualificationMark attributes for Lucky Losers are included.
- For Sprint Events: Quarterfinals: Heat selection process: As soon as an athlete select a Heat (START\_LIST)
- When the unit starts and after every update (intermediates etc.) (LIVE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable. In detail:
  - UNCONFIRMED: after the last competitor has crossed the finish line and until the unofficial results are distributed
  - UNOFFICIAL: until the end of the fifteen (15) minutes protesting period or estimated delays in results verification or other open issues
  - OFFICIAL: if no protest has been logged during the protest period, and after all protests have been resolved
  - PROTESTED: if a protest has been logged during the protest period, until its resolution
  - After any change

### 2.2.3.4 Message Values

| Element: Competition (0,1) |     |       |  |
|----------------------------|-----|-------|--|
| Attribute                  | M/O | Value | Description  |
| Gen                        | O   | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport                      | O   | S(20) | Version of the Sport Data Dictionary applicable to the message   |
| Codes                      | O   | S(20) | Version of the Codes applicable to the message                   |





| Element: ExtendedInfos /UnitDateTime (0,1)  |  |   |  |
|---|--|---|--|
| Attribute   | M/O  | Value   | Description  |
| StartDate   | M  | DateTime  | Actual start date-time. Do not include until unit starts.  |
| Element: ExtendedInfos /ExtendedInfo (0,N)  |  |   |  |
| Type  | Code   | Pos   | Description  |
| UI  | STARTERS   | N/A   | Element Expected:<br>Always where status is not START_LIST.  |
| Attribute   | M/O  | Value   | Description  |
| Value   | M  | Numeric<br>##0  | Sent the number of competitors on the start list.  |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension<br>Expected: Always where status is not START_LIST. |  |   |  |
| Attribute   | Value  | Description   |  |
| Code  | COMPLETE   |   |  |
| Pos   | N/A  |   |  |
| Value   | Numeric<br>##0                                     | Send the number of competitors whose event unit is completed (includes IRMs). |  |
| UI  | LAST_QUAL  | N/A   | Element Expected:<br>Only for Individual Sprint and Team Sprint (all phases except final)  |
| Attribute   | M/O  | Value   | Description  |
| Value   | M  | S(20) without leading zeroes  | Send the last qualifying place competitor ID.<br>In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.  |
| DISPLAY   | INT_x<br>(x = overall Intermediate Point, not LEG) | Numeric<br>0  | Pos Description:<br>Send a unique number for each competitor included (that is if two competitors updated send 1 & 2).<br><br>Element Expected:<br>When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events). |
| Attribute   | M/O  | Value   | Description  |
| Value   | O  | S(20) without leading zeroes.   | Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).  |

**Sample (Individual event)**

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
<ExtendedInfo Type="UI" Code="STARTERS" Value="27" >
  <Extension Code="COMPLETE" Value="9" />
</ExtendedInfo> <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="123456" />
```

| Element: ExtendedInfos /ExtendedInfo /Competitor (0,N) |  |  |  |
|--|--|--|--|
|--|--|--|--|



**Used for forerunners and similar who do not participate in the competition. Not usually part of DT\_PARTIC.**

| Attribute    | M/O | Value            | Description                          |
|--------------|-----|------------------|--------------------------------------|
| Organisation | O   | CC @Organisation | Organisation ID                      |
| Order        | M   | Numeric #0       | Order of the forerunner in the unit. |

**Element: ExtendedInfos /SportDescription (0,1)**  
Sport Descriptions in Text

| Attribute      | M/O | Value                | Description                                       |
|----------------|-----|----------------------|---|
| DisciplineName | M   | S(40)                | Discipline name (not code) from Common Codes      |
| EventName      | M   | S(40)                | Event name (not code) from Common Codes           |
| Gender         | M   | CC @DisciplineGender | Gender code for the event unit                    |
| SubEventName   | M   | S(40)                | EventUnit short name (not code) from Common Codes |

**Element: ExtendedInfos /VenueDescription (0,1)**  
Venue Names in Text.

| Attribute    | M/O | Value         | Description                                      |
|--------------|-----|---------------|--|
| Venue        | M   | CC @VenueCode | Venue Code                                       |
| VenueName    | M   | S(25)         | Venue short name (not code) from Common Codes    |
| Location     | M   | CC @Location  | Location code                                    |
| LocationName | M   | S(30)         | Location short name (not code) from Common Codes |

**Element: 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<br>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                             |
|--------------|-----|------------------|---|
| 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 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   | S(3)   | Rank of the competitor in the event unit  |
| RankEqual   | O   | S(1)   | Send 'Y' if the rank is equaled else do not send.   |
| Result  | O   | h:mm:ss.ff<br>or<br>m:ss.f (for sprint events during the unit)<br>or<br>String | Time for the competitor except in mass start.<br>Do not send hours if not applicable.<br><br>For Sprint Events, result times will be transmitted in tenths of seconds while ResultStatus is 'LIVE'. Result times format will change to hundredths of seconds for other status.<br>Clarification on the use of LAP (Lapped) and RAL (Ranked as Last competitor):<br>LAP and RAL are Result Marks (RMs), not IRMs. LAP and RAL competitors receive a Rank. LAP or RAL value is sent when @ResultType is TIME. |
| IRM   | O   | SC @IRM  | Invalid result mark (IRM) for the event unit<br>Send only in the case @ResultType is IRM  |
| QualificationMark   | O   | SC<br>@QualificationMark   | Send just in the case the competitor has qualified. (Sprint and Team Sprint)  |
| SortOrder   | M   | Numeric<br>##0   | This attribute is a sequential number with the order of the results for the 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.<br>Updated during the race with the current order.  |
| StartOrder  | O   | Numeric<br>##0   | Start order.  |
| StartSortOrder  | M   | Numeric<br>##0   | Unique number for sorting the start list.   |
| ResultType  | O   | SC @ResultType   | Result type.  |
| Diff  | O   | +m:ss.ff<br>or<br>+m:ss.fff (for sprint events during the unit)                | Time behind the leader. Send 0.00 for the leader.<br>For Sprint Events, result times and diff will be transmitted in thousandths of seconds while ResultStatus is 'LIVE'. The format will change to hundredths of seconds for other status.   |



| <b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>          |              |   |  |
|--|--------------|---|--|
| <b>Type</b>  | <b>Code</b>  | <b>Pos</b>  | <b>Description</b>   |
| PROGRESS   | INTERMEDIATE | S(2)  | Pos Description:<br>Intermediate point where the intermediate time is recorded (1, 2...F).<br><br>Element Expected:<br>When data is available for individual events. |
| <b>Attribute</b>   | <b>M/O</b>   | <b>Value</b>  | <b>Description</b>   |
| Value  | M            | h:mm:ss.f   | Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.   |
| Value2   | O            | m:ss.ff   | Time for the section ending at the intermediate point @Pos. This is the time from the previous intermediate to the current one.                                      |
| IRM  | O            | SC @IRM   | IRM at the intermediate if applicable.   |
| Rank   | O            | S(2)  | Send the rank of the competitor at the intermediate point.   |
| RankEqual  | O            | S(1)  | Send 'Y' if rank is equaled, otherwise do not send.  |
| SortOrder  | M            | Numeric<br>#0   | Index based on the Rank to sort the competitor considering equals and IRMs.  |
| Diff   | O            | +h:mm:ss.f<br>or 0.0  | Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.  |
| Arrive   | O            | Numeric<br>#0   | Arrival order at the intermediate point  |
| <b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> |              |   |  |
| <b>Expected: If applicable.</b>  |              |   |  |
| <b>Attribute</b>   | <b>Value</b> | <b>Description</b>  |  |
| Code   | LAST         |   |  |
| Pos  | N/A          |   |  |
| Value  | S(1)         | Send Y if this is the last (most recent) intermediate passed by the competitor) |  |



| Element: Result /ExtendedResults /ExtendedResult (1,N) |                  |            |  |
|--|------------------|------------|--|
| Type   | Code             | Pos        | Description  |
| PROGRESS   | STYLE            | S(2)       | Pos Description:<br>Style or PitStop. Send C, F, or PS for Classical, Free or PitStop.<br><br>Element Expected: Only for Skiathlon.  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | h:mm:ss.f<br>Result time of the style/stop. Do not send hours or minutes if zero.  |
|  | IRM              | O          | SC @IRM<br>IRM in the style.   |
|  | Rank             | O          | S(2)<br>Send the rank of the competitor in the style/stop.   |
|  | RankEqual        | O          | S(1)<br>Send 'Y' if rank is equaled, otherwise do not send.  |
|  | SortOrder        | M          | Numeric #0<br>Index based on the Rank to sort the competitor considering equals and IRMs.  |
|  | Diff             | O          | +h:mm:ss.f or 0.0<br>Send the time behind the leader in the unit in the style. Do not send hours or minutes if zero.   |
| ER   | PHOTO            | N/A        | Element Expected: If applicable.   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | S(1)<br>To know if the competitor's final result was decided by photo.<br>Send E for Evaluated, P for Pending, otherwise do not send<br>If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known).<br>For example: Rank = 1,,,4... and SortOrder = 1,2,3,4... |
| ER   | POT_DSQ          | N/A        | Element Expected: If applicable.   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | S(1)<br>Send 'Y' if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.  |
| ER   | IRM_RULE         | N/A        | Element Expected: If applicable.   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | String<br>Send rule number if disqualified.  |
| ER   | IRM_RULE_TEXT    | N/A        | Element Expected: If applicable.   |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | String<br>Send rule description if disqualified.   |
| ER   | TIME_PENALTY     | N/A        | Element Expected:<br>Interval start Events as an effect of a false start.  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|  | Value            | M          | S(2)<br>Time penalty sanction received in seconds as an effect of a false start.   |



| Element: Result /ExtendedResults /ExtendedResult (1,N) |           |              |  |   |
|--|-----------|--------------|--|---|
| Type   | Code      | Pos          | Description  |   |
| ER   | SANCTION  | Numeric<br>0 | Pos Description:<br>Distinguish the sanctions if more than one. Order of importance for the sanction.<br>Element Expected:<br>When there is a description available for a jury decision. |   |
|  | Attribute | M/O          | Value  | Description   |
|  | Value     | M            | String   | Text to describe a jury decision. Some examples are<br>'Written reprimand - Technical violation'<br>'Yellow card - False start'<br>'Ranked as last - Obstruction' |

**Sample (Ski Mountaineering)**

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:08:15.4" StartOrder="12" StartSortOrder="12" Diff="0.0">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y"
SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="9:11.6" Diff="+1.5" Rank="5" SortOrder="5" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="13:02.3" Diff="+3.0" Rank="7" SortOrder="7" />
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:08:15.4" Diff="0.0" Rank="1" SortOrder="1" />
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y"
SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="5:15.3" Diff="+3.8" Rank="15" SortOrder="15" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="3:50.7" Diff="+5.2" Rank="22" SortOrder="22" />
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="4:55.9" Diff="0.0" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="C" Value="36:04.9" Diff="+5.7" Rank="13" SortOrder="13" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="PS" Value="30.9" Diff="+2.1" Rank="15" RankEqual="Y"
SortOrder="16" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="F" Value="31:39.6" Diff="+2.9" Rank="2" SortOrder="2" />
  </ExtendedResults>
  <Competitor Code="2040363" Type="A" Organisation="NED" >
    <Composition>
      <Athlete Code="2040363" Bib="21" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```



| Element: Result /Competitor (1,1)<br>Competitor related to the result of one event unit.               |             |                              |  |
|--|-------------|------------------------------|--|
| Attribute  | M/O         | Value                        | Description  |
| Code   | M           | S(20) with no leading zeroes | Competitor's ID  |
| Type   | M           | S(1)                         | A for athlete, T for Team  |
| Bib  | O           | S(5)                         | Bib number for the team  |
| Organisation   | M           | CC @Organisation             | Competitor's organisation  |
| Element: Result /Competitor /Description (0,1)<br>Used in Team events only                             |             |                              |  |
| Attribute  | M/O         | Value                        | Description  |
| TeamName   | M           | S(73)                        | Name of the team (Team events)   |
| Element: Result /Competitor /EventUnitEntry (0,N)<br>For team events only                              |             |                              |  |
| Type   | Code        | Pos                          | Description  |
| EUE  | START_GROUP | N/A                          | Element Expected: Always.  |
| Attribute  | M/O         | Value                        | Description  |
| Value  | O           | Numeric<br>##0               | Start row.   |
| 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<br>0                 | 1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T"). |
| Bib  | O           | S(5)                         | Bib number<br>Numeric for individuals.<br>##0-0 for team members.  |
| Element: Result /Competitor /Composition /Athlete /Description (1,1)<br>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  |



| <b>Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)</b> |                  |             |                |  |
|--|------------------|-------------|----------------|--|
| <b>Individual athletes entry information.</b>                                  |                  |             |                |  |
| <b>Type</b>  |                  | <b>Code</b> | <b>Pos</b>     | <b>Description</b>   |
| EUE  |                  | START_GROUP | N/A            | Element Expected:<br>Individual mass start races.  |
|  | <b>Attribute</b> | <b>M/O</b>  | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M           | Numeric<br>##0 | Start lane, row or group.  |
| EUE  |                  | START_TIME  | N/A            | Element Expected: Races with interval start.   |
|  | <b>Attribute</b> | <b>M/O</b>  | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M           | hh:mm:ss       | Start time.  |
| EUE  |                  | WAVE        | N/A            | Element Expected: If the competitor is in a wave start.  |
|  | <b>Attribute</b> | <b>M/O</b>  | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M           | m:ss           | Time of the wave start for the competitor if applicable.   |
| EUE  |                  | LEG_BIB     | N/A            | Element Expected: All team events.   |
|  | <b>Attribute</b> | <b>M/O</b>  | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M           | Numeric<br>0   | Leg number of the Team member. For Team Sprint provide number of the first leg (1 or 2).<br>For Relay should be 1,2,3,4. |
| EUE  |                  | COLOUR      | N/A            | Element Expected: All team events.   |
|  | <b>Attribute</b> | <b>M/O</b>  | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M           | S(1)           | Bib colour ('b', 'g', 'r' or 'y').   |
| EUE  |                  | TECHNIQUE   | N/A            | Element Expected: Mixed Relay.   |
|  | <b>Attribute</b> | <b>M/O</b>  | <b>Value</b>   | <b>Description</b>   |
|  | Value            | O           | S(1)           | Skiing Technique ('C' or 'F').   |
| EUE  |                  | YC          | N/A            | Element Expected: only if data exists.   |
|  | <b>Attribute</b> | <b>M/O</b>  | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M           | S(1)           | 'Y' if the athlete receives a yellow card during the current race, otherwise do not send.                                |
| EUE  |                  | PREVIOUS_YC | N/A            | Element Expected: only if data exists.   |
|  | <b>Attribute</b> | <b>M/O</b>  | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M           | S(1)           | 'Y' if the athlete has a yellow card from a previous race, otherwise do not send.  |

| <b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b> |  |              |            |   |
|---|--|--------------|------------|---|
| <b>Team member or individual athlete's extended result.</b>                                     |  |              |            |   |
| <b>Type</b>   |  | <b>Code</b>  | <b>Pos</b> | <b>Description</b>  |
| PROGRESS  |  | INTERMEDIATE | S(2)       | Pos Description:<br>Intermediate point where the intermediate time is recorded (1, 2...F).<br>Element Expected:<br>When data is available in team events. |





| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)<br>Team member or individual athlete's extended result.  |              |  |   |  |
|---|--------------|--|---|--|
| Type  | Code         | Pos  | Description   |  |
| <b>Attribute</b>  | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |  |
| Value   | M            | h:mm:ss.f  | Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.  |  |
| Value2  | O            | m:ss.ff  | Time for the section ending at the intermediate point @Pos.   |  |
| IRM   | O            | SC @IRM  | IRM at the intermediate if applicable.  |  |
| Rank  | O            | S(2)   | Send the rank of the competitor at the intermediate point.  |  |
| RankEqual   | O            | S(1)   | Send 'Y' if rank is equaled, otherwise do not send.   |  |
| SortOrder   | M            | Numeric #0   | Index based on the Rank to sort the competitor considering equals and IRMs.   |  |
| Diff  | O            | +h:mm:ss.f or 0.0  | Time/Points etc behind leader at this ExtendedResult  |  |
| <b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable. A maximum of one athlete per team has the flag at one time.</b> |              |  |   |  |
| <b>Attribute</b>  | <b>Value</b> | <b>Description</b>   |   |  |
| Code  | LAST         |  |   |  |
| Pos   | N/A          |  |   |  |
| Value   | S(1)         | Send 'Y' if this is the last (most recent) intermediate passed by the athlete. |   |  |
| PROGRESS  | LEG_SPLIT    | S(2)   | Pos Description:<br>Identifies the leg or round, from 1 to the total number of legs (relay) or rounds (team sprint).<br>Element Expected:<br>When data is available in team events. |  |
| <b>Attribute</b>  | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |  |
| Value   | M            | m:ss.f   | Leg time in the @Pos leg or round for the team member in the leg (relay) or round (team sprint). It is not cumulative.  |  |
| IRM   | O            | SC @IRM  | IRM at the intermediate if applicable.  |  |
| Rank  | O            | S(2)   | Rank @Pos in the leg or round for the team member in the leg (relay) or round (team sprint).  |  |
| RankEqual   | O            | S(1)   | Send 'Y' if rank is equaled, otherwise do not send.   |  |
| SortOrder   | M            | Numeric #0   | Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).considering equals and IRMs.  |  |
| Diff  | O            | +m:ss.f or 0.0   | Send the time behind the leader in the unit at the split.   |  |
| ER  | TIME_PENALTY | N/A  | Element Expected:<br>Interval start Events as an effect of a false start.   |  |
| <b>Attribute</b>  | <b>M/O</b>   | <b>Value</b>   | <b>Description</b>  |  |



| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)<br>Team member or individual athlete's extended result. |          |              |  |  |
|--|----------|--------------|--|--|
| Type   | Code     | Pos          | Description  |  |
| Value  | M        | S(2)         | Time penalty sanction received in seconds as an effect of a false start  |  |
| ER   | SANCTION | Numeric<br>0 | Pos Description:<br>Distinguish the sanctions if more than one. Order of importance for the sanction.<br>Element Expected:<br>When there is a description available for a jury decision. |  |
| Attribute  | M/O      | Value        | Description  |  |
| Value  | M        | String       | Text to describe a jury decision. Some examples are<br>'Written reprimand - Technical violation'<br>'Yellow card - False start'<br>'Ranked as last - Obstruction'                        |  |

### Sample (Cross Country)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0" StartOrder="10" StartSortOrder="10" >
...
<Competitor Code="SMTW4X5KM---SWE01" Bib="2" Type="T" Organisation="SWE" >
  <Description TeamName="Sweden" />
  <Composition>
    <Athlete Bib="2-1" Code="2019490" Order="1">
      <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
      <ExtendedResults>
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="4:23.3" Diff="+1.3" Rank="5"
SortOrder="5" />
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="6:56.8" Diff="+1.3" Rank="7"
SortOrder="7" />
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="11:29.6" Diff="+0.4" Rank="2"
SortOrder="2" />
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="14:09.8" Diff="+4.3" Rank="3"
SortOrder="3" />
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="4:23.3" Diff="+1.3" Rank="5" SortOrder="5" />
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="2:33.5" Diff="+1.8" Rank="7" RankEqual="Y"
SortOrder="7" />
...
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="2:40.2" Diff="+5.9" Rank="4" SortOrder="4" />
        <ExtendedResult Type="PROGRESS" Code="LEG_SPLIT" Pos="1" Value="14:09.8" Diff="+4.3" Rank="3" SortOrder="3" />
      </ExtendedResults>
    </Athlete>
```

### 2.2.3.5 Message Sort

Sort by Result @SortOrder



## 2.2.4 Current Results

### 2.2.4.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information.

### 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 with one message per unit. For Sprint Events DocumentCode is at phase level.   |
| DocumentSubcode | Not used                   | Not used  |
| DocumentType    | DT_CURRENT                 | Current message   |
| Version         | 1..V                       | Version number associated to the message's content. Ascendant number  |
| FeedFlag        | "P"-Production<br>"T"-Test | Test message or production message.   |
| Date            | Date                       | Date when the message is generated, expressed in the local time zone where the message was produced.  |
| Time            | Time                       | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.   |
| LogicalDate     | Date                       | <p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p> |
| Source          | SC @Source                 | Code indicating the system which generated the message.   |



### 2.2.4.3 Trigger and Frequency

Send:

- At any time a competitor starts in interval start events as there will be a new 'next' (unless last athlete).
- Whenever the competitor most advanced on the course reaches a new intermediate point.
- As soon as the leading team starts a new leg in a team event.
- Send some seconds before the first athlete starts in individual starts, so the start of the first athlete is covered in time. The first athlete will be sent as NEXT athlete in the first message.

In Sprint Events, Elimination phases.

- Send before the beginning of each Heat except from first Heat in the Phase with current lucky losers' data.
- Send at the end of each Heat with the updated current lucky losers' data.
- Do not send at final Heat as current lucky losers' data is not applicable.

### 2.2.4.4 Message Values

| Element: Competition (0,1) |     |       |  |
|----------------------------|-----|-------|--|
| Attribute                  | M/O | Value | Description  |
| Gen                        | O   | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport                      | O   | S(20) | Version of the Sport Data Dictionary applicable to the message   |
| Codes                      | O   | S(20) | Version of the Codes applicable to the message                   |

| Element: ExtendedInfos /ExtendedInfo (1,N) |                  |            |  |  |
|--|------------------|------------|--|--|
| Type                                       | Code             | Pos        | Description  |  |
| DISPLAY                                    | NEXT             | N/A        | Element Expected: In interval start events.  |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M          | S(20) without leading zeroes   | Send the competitor ID of the next competitor to start.                |
| DISPLAY                                    | STARTED          | N/A        | Element Expected:<br>In intervals and pursuit starts only. Send only once for each competitor. |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M          | S(20) without leading zeroes   | Send the competitor ID of the competitor most recently started.        |
| DISPLAY                                    | CURR_LEG         | N/A        | Element Expected:<br>Team Sprint and Relay events.   |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   | <b>Description</b>   |
|  | Value            | M          | Numeric<br>0   | Current Leg reached by the leading competitor updated at the exchange. |



| Element: ExtendedInfos /ExtendedInfo (1,N) |                   |            |  |   |
|--|-------------------|------------|--|---|
| Type                                       | Code              | Pos        | Description  |   |
| DISPLAY                                    | CURR_INTERMEDIATE | N/A        | Element Expected:<br>All events with intermediate points.                              |   |
|  | <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>   | <b>Description</b>  |
|  | Value             | M          | S(2)   | Most recent intermediate point reached by the first competitor (1,2,3,..F).<br>Finish line is considered as an intermediate point.<br>The value should be according to the Pos defined in the INTERMEDIATES of the DT_CONFIG message. For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg. |
| UI   | LL_TIME_TO_BEAT   | N/A        | Element Expected:<br>Sprint Events, elimination phases except first Heat of the Phase. |   |
|  | <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>   | <b>Description</b>  |
|  | Value             | M          | m:ss.fff   | Last lucky loser time to beat before the start of the Heat.   |

| Element: Result (0,N) |     |                |   |
|-----------------------|-----|----------------|---|
| Attribute             | M/O | Value          | Description   |
| Result                | O   | h:mm:ss.fff    | Time for the competitor in the Heat.  |
| SortOrder             | M   | Numeric<br>#0  | Sort order of the current lucky losers. Use '1' for the faster lucky loser, '2' for the second faster lucky loser, etc. |
| StartSortOrder        | O   | Numeric        | N/A for CCS.  |
| ResultType            | O   | SC @ResultType | Type of the @Result attribute.  |

| Element: Result /ExtendedResults /ExtendedResult (1,N) |                  |              |   |  |
|--|------------------|--------------|---|--|
| Type   | Code             | Pos          | Description   |  |
| ER   | LL               | Numeric<br>0 | Pos Description: Current lucky loser order.<br>Element Expected:<br>In Sprint events, elimination Phase except Final Heat. Only before each Heat except from first Heat in the Phase. |  |
|  | <b>Attribute</b> | <b>M/O</b>   | <b>Value</b>  | <b>Description</b>                         |
|  | Value            | M            | S(1)  | Send Y if the competitor is a lucky loser. |

| Element: Result /Competitor (1,N) |     |                              |                           |
|-----------------------------------|-----|------------------------------|---------------------------|
| 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 |
| Bib                               | O   | S(5)                         | Bib number for the team   |
| 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 | Athlete's ID.  |
| Order   | M   | Numeric<br>0                 | 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<br>Numeric for individuals.<br>##0-0 for team members.  |

#### 2.2.4.5 Message Sort

Not applicable except in, Sprint Events, elimination phases only: Use @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.

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

### 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                   | Full RSC of the unit   |
| DocumentSubcode | S(10)                      | Picture number   |
| DocumentType    | DT_IMAGE                   | Image message  |
| DocumentSubtype | S(20)                      | Send PHOTOFINISH   |
| Version         | 1..V                       | Version number associated to the message's content.<br>Ascendant number  |
| ResultStatus    | SC @ResultStatus           | Only applicable status is OFFICIAL   |
| FeedFlag        | "P"-Production<br>"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.<br><br>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).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.<br><br>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

Trigger when image available and after any change.

### 2.2.5.4 Message Values

| Element: Competition (0,1)                |     |              |  |
|---|-----|--------------|--|
| Attribute                                 | M/O | Value        | Description  |
| Gen                                       | O   | S(20)        | Version of the General Data Dictionary applicable to the message   |
| Sport                                     | O   | S(20)        | Version of the Sport Data Dictionary applicable to the message   |
| Codes                                     | O   | S(20)        | Version of the Codes applicable to the message   |
| 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)<br>If it is possible to send the ID it should be included. |
| Type  | M   | S(1)                         | A for athlete or T for team.<br>If it is possible to send the type 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)<br>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.<br>If it is possible to send the ID it should be included. |
| Order  | M   | Numeric<br>0                 | Value is 1   |
| Bib  | O   | S(5)                         | Bib  |

| 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) |

**Sample**

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="T" Organisation="GBR" >
      <Description TeamName="Great Britain"/>
    </Result>
    <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
      <Competitor Code="1234444" Type="T" Organisation="ESP" >
        <Description TeamName="Spain"/>
      </Result>
      <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
    </Image>
```

**2.2.5.5 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 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  |
| 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:<br>START_LIST (during the athlete selection of heats -at the start and during selection-)<br>INTERMEDIATE (during the competition)<br>UNCONFIRMED (when last match unconfirmed)<br>UNOFFICIAL (when last match unofficial)<br>OFFICIAL (when all matches official)   |
| FeedFlag        | "P"-Production<br>"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.<br><br>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).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.<br><br>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, only update with different results statuses (of DT\_RESULT) if there are changes affecting the brackets.

During the athlete selection of heats the message is sent as START\_LIST (at the start and during selection).

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 Values

| Element: Competition (0,1) |     |       |  |
|----------------------------|-----|-------|--|
| Attribute                  | M/O | Value | Description  |
| Gen                        | O   | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport                      | O   | S(20) | Version of the Sport Data Dictionary applicable to the message   |
| Codes                      | O   | S(20) | Version of the Codes applicable to the message                   |

| Element: ExtendedInfos /SportDescription (0,1)<br>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)<br>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 (only if only one location is used) |
| 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 bracket item |

| Element: Bracket /BracketItems (1,N) |     |                  |   |
|--------------------------------------|-----|------------------|---|
| Attribute                            | M/O | Value            | Description   |
| Code                                 | M   | SC @BracketItems | Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinal or semifinal etc. |

| Element: Bracket /BracketItems /BracketItem (1,N) |     |            |  |
|---|-----|------------|--|
| Attribute   | M/O | Value      | Description  |
| Code  | O   | Numeric #0 | Heat number in the phase.  |
| Order   | M   | Numeric #0 | Sequential number inside of BracketItems to indicate the order, always start at 1.   |
| Position  | M   | Numeric #0 | Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. |
| Date  | O   | Date       | Date of BracketItem (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   | m:ss.ff    | Time of the winning competitor.  |



**Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)**  
 - If the competitors are known, this element is used to place the competitors in the bracket.  
 - If they are not yet known, it contains some information (on the rule to access to this bracket...)

| Attribute         | M/O | Value                 | Description   |
|-------------------|-----|-----------------------|---|
| Pos               | M   | Numeric #0            | This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). Before the unit it is by position number, after the unit rank by place in the unit. |
| Rank              | O   | Numeric #0            | Competitor Rank   |
| Code              | O   | SC @CompetitorPlace   | If the competitor is not known yet send TBD.  |
| Diff              | O   | 0.00<br>or<br>m:ss.ff | Time behind<br>Do not send minutes if zero and no leading zeros.  |
| IRM               | O   | SC @IRM               | The invalid rank mark, if applicable  |
| QualificationMark | O   | S(2)                  | Send qualification mark, Q or 'LL'.   |
| StrikeOut         | O   | S(1)                  | If the competitor should be struck out in this bracket item send Y.   |

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)**

| Type | Code             | Pos        | Description  |
|------|------------------|------------|--|
| ECP  | PHOTO            | N/A        | Element Expected: When applicable                              |
|      | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|      | Value            | M          | S(1)<br>Send Y if photofinish was required for this competitor |
| ECP  | YC               | N/A        | Element Expected: When applicable                              |
|      | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|      | Value            | M          | S(1)<br>Send Y if this competitor has a yellow card            |

**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      | M   | CC @Unit | Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. |

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**  
 CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

| Attribute    | M/O | Value                        | Description                 |
|--------------|-----|------------------------------|-----------------------------|
| Code         | M   | S(20) with no leading zeroes | Competitor's ID             |
| Type         | M   | S(1)                         | A for Athlete or T for Team |
| Organisation | O   | CC @Organisation             | Competitors' organisation   |



| 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 | Athlete's ID   |
| Order  | M   | Numeric 0                    | Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".After each run it will be the order in which the athletes participated (run order). |

| 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

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="1" Order="1" Position="1" Date="2018-02-16" Time="18:16" Unit="SMTMSPRINT-----SFNL0001----"
    Result="2:45.64" >
      <CompetitorPlace Pos="1" Rank="1" QualificationMark="Q" Diff="0.0" >
        <PreviousUnit Unit="SMTMSPRINT-----QFNL0001----" />
        <Competitor Code="2018975" Type="A" Organisation="NED">
          <Composition>
            <Athlete Code="2018975" Order="1" >
              <Description GivenName="Jay" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Rank="2" QualificationMark="Q" Diff="+0.74">
        <PreviousUnit Unit="SMTMSPRINT-----QFNL0001----" />
        <Competitor Code="2024602" Type="A" Organisation="GER">
          <Composition>
            <Athlete Code="2024602" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-11-14" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```



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ODF WYOG-2020-SMT-0.3 SFR

### **2.2.6.5 Message Sort**

- 1- Bracket @Code .
- 2- BracketItems /BracketItem /Unit
- 3- BracketItem /Unit are sorted according to their scheduled start time.



## 2.2.7 Event Final Ranking

### 2.2.7.1 Description

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

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

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

| Attribute       | Value                      | Comment  |
|-----------------|----------------------------|--|
| CompetitionCode | CC @Competition            | Unique ID for competition  |
| DocumentCode    | Full RSC of the Event      | Sent for all the competition events.   |
| DocumentType    | DT_RANKING                 | Event Final ranking message  |
| Version         | 1..V                       | Version number associated to the message's content.<br>Ascendant number  |
| ResultStatus    | SC @ResultStatus           | Result status, indicates whether the data is official or partial.<br>OFFICIAL<br>PARTIAL   |
| FeedFlag        | "P"-Production<br>"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.<br><br>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).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.<br><br>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 message is expected only at the end of the Event.

Trigger also after any change.

### 2.2.7.4 Message Values

| Element: Competition (0,1) |     |       |  |
|----------------------------|-----|-------|--|
| Attribute                  | M/O | Value | Description  |
| Gen                        | O   | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport                      | O   | S(20) | Version of the Sport Data Dictionary applicable to the message   |
| Codes                      | O   | S(20) | Version of the Codes applicable to the message                   |

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

| Element: ExtendedInfos /VenueDescription (0,1) |     |               |   |
|--|-----|---------------|---|
| 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   | S(3)                            | Final rank of the competitor in the corresponding event.                                       |
| RankEqual  | O   | S(1)                            | Send 'Y' if the rank is equaled, else do not send.   |
| ResultType   | O   | SC @ResultType                  | Result type, for the corresponding event, mandatory if Result or IRM is included.              |
| Result   | O   | m:ss.ff<br>or<br>h:mm:ss.f      | Time for the competitor.<br>Do not send leading zeros. Decimals vary according to sport rules. |
| Diff   | O   | +m:ss.f<br>or<br>0.0 for winner | Time behind the leader when available in relay and individual events (not sprint).             |



**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   |
|-----------|-----|---------|---|
| IRM       | O   | SC @IRM | Send if the competitor has an IRM (invalid result mark).  |
| SortOrder | M   | Numeric | This attribute is a sequential number with the order of the results for the 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   | LAST_PHASE       | N/A        | Element Expected:<br>In individual and team sprint events. |
|      | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>   |
|      | Value            | O          | SC @ResultPhase<br>Last phase reached by the competitor.   |

**Element: Result /Competitor (1,1)**

| Attribute    | M/O | Value                        | Description   |
|--------------|-----|------------------------------|---|
| Code         | M   | S(20) with no leading zeroes | Competitor's ID.<br>"NOCOMP" in the case where there is no competitor in the rank due to IRM. |
| Type         | M   | S(1)                         | T for Team, A for athlete   |
| Organisation | O   | CC @Organisation             | Competitors' organisation if known  |

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

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

**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.                                      |
| 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: 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

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86" Diff="+0.97">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="LAST_PHASE" Value="F" />
  </ExtendedResults>
  <Competitor Code="SMTM4X10KM-RUS01" Type="T" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000691" Order="1" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
      <Athlete Code="2000821" Order="2" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### 2.2.7.5 Message Sort

Sort by Result @SortOrder



## 2.2.8 Weather

### 2.2.8.1 Description

The Weather Conditions is a message containing the current weather conditions in the venue.

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

### 2.2.8.3 Trigger and Frequency

The message is sent

- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session



## 2.2.8.4 Message Values

| Element: Competition (0,1) |     |       |  |
|----------------------------|-----|-------|--|
| Attribute                  | M/O | Value | Description  |
| Gen                        | O   | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport                      | O   | S(20) | Version of the Sport Data Dictionary applicable to the message   |
| Codes                      | O   | S(20) | Version of the Codes applicable to the message                   |

| Element: Weather (1,1) |     |          |                             |
|------------------------|-----|----------|-----------------------------|
| Attribute              | M/O | Value    | Description                 |
| Date                   | M   | DateTime | Date/time of the conditions |

| Element: Weather /Conditions (1,N) |     |                   |  |
|------------------------------------|-----|-------------------|--|
| Attribute                          | M/O | Value             | Description  |
| Code                               | M   | SC @WeatherPoint  | Weather points, send GEN (Stadium), HIGH (middle of the course). |
| Humidity                           | O   | Numeric<br>##0    | Humidity in %  |
| Wind_Direction                     | O   | CC @WindDirection | Wind direction   |
| Prec_Type                          | O   | SC @PrecType      | Precipitation type (if applicable)                               |

| Element: Weather /Conditions /Condition (0,3) |     |   |  |
|---|-----|---|--|
| Attribute                                     | M/O | Value   | Description  |
| Code  | M   | S(4)  | Weather condition type, send SKY and SNOW  |
| Value   | M   | CC @WeatherConditions<br>Or<br>CC @SnowConditions | Codes that describe the Weather Condition.<br>Use CC @WeatherConditions for SKY<br>Use CC @SnowConditions for SNOW |

| Element: Weather /Conditions /Temperature (0,N)<br>If data available |     |                             |   |
|--|-----|-----------------------------|---|
| Attribute  | M/O | Value                       | Description   |
| Code   | M   | S(4)                        | Temperature type, send AIR, SNOW                        |
| Unit   | M   | SC @TemperatureUnit         | Unit for temperature, send both Celsius and Fahrenheit. |
| Value  | M   | Numeric<br>-#0.0 or<br>#0.0 | Temperature of the @Code.<br>Negative if applicable     |

| Element: Weather /Conditions /Wind (0,N) |     |              |                               |
|--|-----|--------------|-------------------------------|
| Attribute                                | M/O | Value        | Description                   |
| Code                                     | M   | S(5)         | Wind Speed, send SPEED        |
| Unit                                     | M   | SC @WindUnit | Unit for Wind. Use MS and KMH |
| Value                                    | M   | Numeric      | Wind speed in @Unit           |



|  |  |       |  |
|--|--|-------|--|
|  |  | ##0.0 |  |
|--|--|-------|--|

### Sample

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="HIGH" Humidity="49" Wind_Direction="SE">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="2.8" />
    <Temperature Code="AIR" Unit="F" Value="37.0" />
    <Temperature Code="SNOW" Unit="C" Value="-2.4" />
    <Temperature Code="SNOW" Unit="F" Value="27.7" />
    <Wind Code="SPEED" Unit="KMH" Value="7.2" />
    <Wind Code="SPEED" Unit="MS" Value="2.0" />
  </Conditions>
  <Conditions Code="GEN" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.8" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.3" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Value="0.0" />
    <Wind Code="SPEED" Unit="MS" Value="0.0" />
  </Conditions>
</Weather>
```

### 2.2.8.5 Message Sort

There is no special sort order requirement for this message.



## 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 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                   | Full RSC.<br><br>Send one message per unit with the unit level DocumentCode for single unit events.<br>Send one message per phase with the phase level DocumentCode for multiple unit events.  |
| DocumentType    | DT_CONFIG                  | Configuration message  |
| Version         | 1..V                       | Version number associated to the message's content.<br>Ascendant number  |
| FeedFlag        | "P"-Production<br>"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.<br><br>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).<br><br>The end of the logical day is defined by default at 03:00 a.m.<br><br>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.<br><br>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 results message.

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

If a DT\_CONFIG message is sent after a DT\_RESULT in a related unit then the next version of DT\_RESULT must be sent immediately.

### 2.2.9.4 Message Values

| Element: Competition (0,1) |     |       |  |
|----------------------------|-----|-------|--|
| Attribute                  | M/O | Value | Description  |
| Gen                        | O   | S(20) | Version of the General Data Dictionary applicable to the message |
| Sport                      | O   | S(20) | Version of the Sport Data Dictionary applicable to the message   |
| Codes                      | O   | S(20) | Version of the Codes applicable to the message                   |

| Element: Configs /Config (1,N) |     |                       |  |
|--------------------------------|-----|-----------------------|--|
| Attribute                      | M/O | Value                 | Description  |
| Unit                           | M   | CC @Unit<br>CC @Phase | Full RSC.<br>Can be at event or phase level (for multi-phase events) |

| Element: Configs /Config /ExtendedConfig (1,N) |             |              |   |            |                 |  |
|--|-------------|--------------|---|------------|-----------------|--|
| Type   | Code        | Pos          | Description   |            |                 |  |
| COURSE   | NAME        | Numeric<br>0 | Pos Description:<br>If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second.<br>Element Expected: When available. |            |                 |  |
|  |             |              | <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>    | <b>Description</b>   |
|  |             |              | Value   | M          | String          | Name of the course in ENG.   |
| COURSE   | ALTITUDE    | N/A          | Element Expected: Always.   |            |                 |  |
|  |             |              | <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>    | <b>Description</b>   |
|  |             |              | Value   | M          | Numeric<br>###0 | Send the altitude of the stadium (start/finish) in metres.                             |
| COURSE   | HEIGHT_DIFF | Numeric<br>0 | Pos Description:<br>If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second.<br>Element Expected: Always.         |            |                 |  |
|  |             |              | <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>    | <b>Description</b>   |
|  |             |              | Value   | M          | Numeric<br>###0 | Send the total difference in height from the low point to the highest point in metres. |
| COURSE   | LENGTH      | Numeric<br>0 | Pos Description: Send proposed code.<br>Element Expected: Always.   |            |                 |  |
|  |             |              | <b>Attribute</b>  | <b>M/O</b> | <b>Value</b>    | <b>Description</b>   |
|  |             |              | Value   | M          | N/A             |  |





| Element: Configs /Config /ExtendedConfig (1,N)  |                  |                 |   |  |
|---|------------------|-----------------|---|--|
| Type  | Code             | Pos             | Description   |  |
|   | <b>Attribute</b> | <b>M/O</b>      | <b>Value</b>  | <b>Description</b>                             |
|   | Value            | M               | Numeric<br>####0  | Send the total length of the course in metres. |
| COURSE  | LAP              | Numeric<br>0    | Pos Description:<br>If there is more than one course in the race (relay)<br>send 1 for the first course and 2 for the second.<br>Element Expected: When available.  |  |
|   | <b>Attribute</b> | <b>M/O</b>      | <b>Value</b>  | <b>Description</b>                             |
|   | Value            | M               | Numeric<br>####0  | Send the lap length in metres.                 |
| <b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b><br>Expected: When available |                  |                 |   |  |
|   | <b>Attribute</b> | <b>Value</b>    | <b>Description</b>  |  |
|   | Code             | NUM             |   |  |
|   | Pos              | N/A             |   |  |
|   | Value            | Numeric<br>#0   | Number of laps.   |  |
| COURSE  | CLIMB            | Numeric<br>0    | Pos Description:<br>If there is more than one course in the race<br>(skiathlon & relay) send 1 for the first course and 2<br>for the second.<br>Element Expected: Always.   |  |
|   | <b>Attribute</b> | <b>M/O</b>      | <b>Value</b>  | <b>Description</b>                             |
|   | Value            | M               | Numeric<br>###0   | Course Total Climb in metres.                  |
| <b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b><br>Expected: Always.        |                  |                 |   |  |
|   | <b>Attribute</b> | <b>Value</b>    | <b>Description</b>  |  |
|   | Code             | MAX             |   |  |
|   | Pos              | N/A             |   |  |
|   | Value            | Numeric<br>###0 | Course Maximum Climb in metres.   |  |
| EC  | INTERMEDIATE     | S(2)            | Pos Description:<br>Send the value that identifies the intermediate<br>point, 1 to n for intermediates along the course and<br>F for the finish point.<br>Element Expected:<br>Always for all intermediates including those with a<br>leg in relays.<br>Not required in Sprint events (unless it has<br>intermediate points). |  |
|   | <b>Attribute</b> | <b>M/O</b>      | <b>Value</b>  | <b>Description</b>                             |



| Element: Configs /Config /ExtendedConfig (1,N)  |                   |   |   |
|---|-------------------|---|---|
| Type  | Code              | Pos   | Description   |
| Value   | M                 | Numeric<br>#0.0#  | Distance from the start in km for the intermediate.   |
| <b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b><br><b>Expected: Team events only.</b>             |                   |   |   |
| <b>Attribute</b>  | <b>Value</b>      | <b>Description</b>  |   |
| Code  | LEG               |   |   |
| Pos   | Numeric<br>0      | Send the leg number of the team.  |   |
| Value   | S(2)              | Send the INTERMEDIATE within the leg 1...F.<br>If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2. |   |
| <b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b><br><b>Expected: Skiathlon only.</b>               |                   |   |   |
| <b>Attribute</b>  | <b>Value</b>      | <b>Description</b>  |   |
| Code  | PIT_STOP          |   |   |
| Pos   | N/A               |   |   |
| Value   | S(1)              | Send 'Y' for the intermediate point at the exit Pit Stop, else do not send.   |   |
| EC  | INTERMEDIATES_NUM | N/A   | Element Expected: Always except in sprint events.   |
| <b>Attribute</b>  | <b>M/O</b>        | <b>Value</b>  | <b>Description</b>  |
| Value   | M                 | Numeric<br>#0   | Send the total number of intermediate points where the time is recorded including F.  |
| EC  | LEG               | S(2)  | Pos Description:<br>Send the value that identifies the leg in the team event, 1 to n for each leg.<br>Element Expected: Team sprint and relay events. |
| <b>Attribute</b>  | <b>M/O</b>        | <b>Value</b>  | <b>Description</b>  |
| Value   | M                 | Numeric<br>#0.0#  | Distance from the start in km to the end of the leg.  |
| <b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b><br><b>Expected: Team sprint and relay events.</b> |                   |   |   |
| <b>Attribute</b>  | <b>Value</b>      | <b>Description</b>  |   |
| Code  | CUMULATIVE        |   |   |
| Pos   | S(2)              | Send the value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end.                     |   |
| Value   | Numeric<br>#0.0#  | Distance from the start of the race in km for the intermediate.   |   |
| <b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b><br><b>Expected: Team sprint and relay events.</b> |                   |   |   |
| <b>Attribute</b>  | <b>Value</b>      | <b>Description</b>  |   |
| Code  | INTERMEDIATE      |   |   |



| Element: Configs /Config /ExtendedConfig (1,N) |                  |            |   |  |
|--|------------------|------------|---|--|
| Type   | Code             | Pos        | Description   |  |
| Pos  | S(2)             |            | Send the value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end. |  |
| Value  | Numeric<br>#0.0# |            | Distance from the start of the leg in km for the intermediate.  |  |
| EC   | LEGS_NUM         | N/A        | Element Expected: Team sprint and relay events.   |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | Numeric<br>#0   | Send the total number of intermediate points where the time is recorded including F.   |
| QUALIFICATION<br>(by phase)                    | FROM_RANK        | N/A        | Element Expected: When applicable.  |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | Numeric<br>#0   | Send the qualifying rank to indicate first rank to qualify.  |
| QUALIFICATION<br>(by phase)                    | TO_RANK          | N/A        | Element Expected: When applicable.  |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | Numeric<br>#0   | Send the qualifying rank to indicate last rank to qualify.   |
| QUALIFICATION<br>(by phase)                    | QUAL_BT          | N/A        | Element Expected:<br>When some competitors qualify by time.   |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | Numeric<br>#0   | Number of competitors to advance (based in time qualification)<br>For example: In the individual sprint Value =2 (for the 2 lucky losers). |
| QUALIFICATION<br>(by phase)                    | QUAL_RULE        | N/A        | Element Expected: When applicable pre-finals.   |  |
|  | <b>Attribute</b> | <b>M/O</b> | <b>Value</b>  | <b>Description</b>   |
|  | Value            | M          | S(100)  | Text description of the qualification rule for next phase.   |



### Sample (General)

```
<Configs>
  <Config Unit="SMTWSKIATHLN-----FNL-0001----">
    <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="3.75 km C red" />
    <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="35" />
    <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="3883" >
      <ExtendedConfigItem Code="NUM" Value="2" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="280" >
      <ExtendedConfigItem Type="COURSE" Code="MAX" Value="42" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="NAME" Pos="2" Value="3.75 km C blue" />
    <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="2" Value="87" />
    <ExtendedConfig Type="COURSE" Code="LAP" Pos="2" Value="3985" >
      <ExtendedConfigItem Code="NUM" Value="2" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="2" Value="284" >
      <ExtendedConfigItem Type="COURSE" Code="MAX" Value="56" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="9" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.7" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.75" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="5.4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="7.4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="7.5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="9.5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="11.25" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="13.3" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="15.0" />
  </Config>
```

### Sample (Team events)

```
<ExtendedConfig Type="EC" Code="LEGS_NUM" Value="4" />
<ExtendedConfig Type="EC" Code="LEG" Pos="1" Value="5.0" />
<ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.7" />
<ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="2.5" />
<ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="4.2" />
<ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="5.0" />
<ExtendedConfigItem Code="CUMULATIVE" Pos="1" Value="1.7" />
<ExtendedConfigItem Code="CUMULATIVE" Pos="2" Value="2.5" />
<ExtendedConfigItem Code="CUMULATIVE" Pos="3" Value="4.2" />
<ExtendedConfigItem Code="CUMULATIVE" Pos="F" Value="5.0" />
<ExtendedConfig Type="EC" Code="LEG" Pos="2" Value="10.0" >
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.7" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="2.5" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="4.2" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="5.0" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="1" Value="6.7" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="2" Value="7.5" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="3" Value="9.2" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="F" Value="10.0" />
</ExtendedConfig>
```



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ODF WYOG-2020-SMT-0.3 SFR

### **2.2.9.5 Message Sort**

There is no message sorting rule.



### 3 Document Control

| Version history |              |   |
|-----------------|--------------|---|
| Version         | Date         | Comments  |
| V0.1            | 06 Aug 2019  | First version   |
| V0.2            | 19 Aug 2019  | Correction of applicable messages                     |
| V0.3            | 06 Sept 2019 | Update of a number of messages, add table of contents |
|                 |              |   |
|                 |              |   |
|                 |              |   |
|                 |              |   |

File Reference: ODF WYOG-2020-SMT-0.3 SFR

| Change Log |        |   |
|------------|--------|---|
| Version    | Status | Changes on version  |
| V0.1       | SFR    | First version   |
| V0.2       | SFR    | Correction of applicable messages   |
| V0.3       | SFR    | DT_PARTIC - Element: Participant; Attribute: Olympic Solidarity<br>DT_PARTIC_TEAMS - Element: Team; Attribute: Name<br>DT_PARTIC_TEAMS - Element: Team; Attribute: TVTeamName |
|            |        |   |
|            |        |   |
|            |        |   |
|            |        |   |