OLYMPIC DATA FEED

ODF Mountain Bike Data Dictionary
Tokyo 2020 - Games of the XXXII Olympiad
Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 2018 Commonwealth Games

This document is to be applied for the 2018 Commonwealth Games. All included concepts are applied.

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

Document Title	Document Description
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 Cycling Mountain Bike .

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	

DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

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

2.2.1.1 Description

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

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

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

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

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

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

2.2.1.3 Trigger and Frequency

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

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
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.
Element: Participant /Discipline (1,1) All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	UCI code (competitor's federation number for the discipline).
Element: Participant /Discipline /RegisteredEvent (0,N) All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10,..Send only in the Case of Current="true".

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		RANK_WLD	N/A	Element Expected: As soon as the venue results has this information (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	Send the UCI ranking for the competitor.
ENTRY		LICENCE	N/A	Element Expected: As soon as the venue results has this information (Rider ID) (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(16)	Send the UCI license number

Element: Participant /OfficialFunction (0,N) Send if the official has optional functions. Do not send, otherwise.			
Attribute	**M/O**	**Value**	**Description**
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.1.5 Message Sort

The message is sorted by Participant @Code

2.2.2 Event Unit Start List and Results

2.2.2.1 Description

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in this discipline	
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on

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

2.2.2.3 Trigger and Frequency

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

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

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

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

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

* When the last competitor finish (UNOFFICIAL)
* After the results for the race are approved (OFFICIAL)

Trigger also after any change.

2.2.2.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
EndDate	O	DateTime	Actual end date-time. Do not fill before

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		INT_x (x = overall Intermediate Point)	Numeric #0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2) Element Expected: When available and only when the unit is LIVE. This is used to show the most recent competitors arriving at this intermediate point included in this message. Effectively it is saying who is updated in this message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).
UI		AFTER_N	N/A	Element Expected: When was available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Athletes passed point x riders have completed y distance (z Km)
UI		STARTERS	N/A	Element Expected: When was available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Sent the number of competitors on the start list
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: When it is available**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: When it is available**			
	Attribute	**Value**	**Description**	
	Code	ORG		
	Pos	N/A	N/A	
	Value	Numeric	Send the number of organisations in the unit	

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
		##0		
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: When it is available**			
	Attribute	**Value**	**Description**	
	Code	y Where y=CC@IRM	Send if any competitors have this IRM	
	Pos	N/A	N/A	
	Value	Numeric ##0	Send number of riders who have an IRM.	
UI		FASTEST	Numeric #0	Pos Description: Send the lap's number in which the competitor had the best time. Element Expected: Send only at the end of the race
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	To know the fastest competitor and in which lap happened Send the ID of the competitor with the fastest lap
LEADER		CURRENT	Numeric #0	Pos Description: Send the intermediate point where the current leader has most recently passed Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the Current Leader ID at the intermediate point
LEADER		INTERMEDIATE	S(2)	Pos Description: The number that identifies the intermediate result point, from 1 to F intermediate result points. Where F is when finish the race. Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss	Time up to that point of athlete who is leader at the intermediate point. Without leading zeros

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

Sample (Sample)

```
....
<ExtendedInfos>
    <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
    <ExtendedInfo Type="UI" Code="STARTERS" Value="30" />
        <Extension Code="COMPLETE" Value="28" />
        <Extension Code="ORG" Value="17" />
        <Extension Code="DNF" Value="1" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="AFTER_N" Value="30 riders completed 10Km" />
    <ExtendedInfo Type="UI" Code="FASTEST" Pos="1" Value="1076556" />
    <ExtendedInfo Type="LEADER" Code="CURRENT" Pos="13" Value="1106825" >
    <ExtendedInfo Type="LEADER" Code="INTERMEDIATE" Pos="1" Value="0:55">
        <Extension Code="SPEED_AVG" Value="28.800" />
    </ExtendedInfo>
....
    <ExtendedInfo Type="LEADER" Code="INTERMEDIATE" Pos="13" Value="1:30:52">
        <Extension Code="SPEED_AVG" Value="19.320" />
        <Extension Code="LAP_SPEED_AVG" Value="19.131" />
    </ExtendedInfo>
    <ExtendedInfo Type="LEADER" Code="SECTION" Pos="3" Value="14:46">
        <Extension Code="SPEED_AVG" Value="19.178" />
    </ExtendedInfo>
....
    <ExtendedInfo Type="LEADER" Code="SECTION" Pos="13" Value="15:05">
        <Extension Code="SPEED_AVG" Value="19.173" />
    </ExtendedInfo>
    <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="1234567" />
    <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="2" Value="1234444" />
    </ExtendedInfo>
```

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

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

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

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

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**
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	String	Time behind at finish only (for leader is +0:00)

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	IRM_LAP	N/A	Element Expected: Only If the @IRM=LAP or @IRM=DNF
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	If the @IRM=LAP Send the laps remaining to finish the race. If the @IRM=DNF Send the lap when the competitor left the race. Example: If the rider abandoned in lap 0 @IRM="DNF" IRM@Value=0 If the rider abandoned in lap 3 @IRM="DNF" IRM@Value=3 If the rider lapped with 4 laps remaining @IRM="LAP" IRM@Value=4
ER	PHOTO	N/A	Element Expected: At the end of the race. Only send for competitor who needs a photo to determine the rank.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	To know if the competitor's final result is awaiting a photo. Send P for Pending Status. Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the competition has taken place (1,2..F) Element Expected: When it is available

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**

Attribute	**M/O**	**Value**	**Description**
Value	O	h:mm:ss	Cumulative time after the intermediate point (@pos) Do not send leading zeros.
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
Rank	O	Text	Send the cumulative rank of the competitor at the intermediate point. Do not send if no value.
RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
SortOrder	M	Numeric	Send the order of the competitor at the corresponding point Order based on whole list (with the ones who have not passed yet are ordered as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first. E.g.: If the leader (AT1) is in the intermediate point 3 and the Athlete AT2 just to pass that point so the values for these athletes are AT1 @SortOrder 1 INTERMEDIATE 3 AT2 @SortOrder 2 INTERMEDIATE 3 Then If the Athlete AT2 is the first to pass the intermediate point 4, he will be the new leader in that point so the values for these athletes are: AT2 INTERMEDIATE 3 / SortOrder 2 INTERMEDIATE 4 / SortOrder 1 AT1 INTERMEDIATE 3 / SortOrder 1 INTERMEDIATE 4 / SortOrder 2

Element: Result /ExtendedResults /ExtendedResult (1,N)				
	Type	**Code**	**Pos**	**Description**
	Diff	O	+h:mm:ss or +0:00 (leader)	Send the time behind the leader at the corresponding point. Do not send leading zeros.
	Speed	O	Numeric ##0.000	Send the average speed of the competitor up to that point.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: When it is available**			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A	N/A	
	Value	S(1)	Send Y if this is the last (most recent) intermediate passed by the competitor)	
PROGRESS		SECTION	S(2)	Pos Description: Section between the intermediate points delimiting a Lap. The section 1 is the first SECTION (usually Start Loop). Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss	Time for that lap. Do not send h if it is zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Text	Rank of the competitor in the section.
	RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on whole list (with the ones who have not completed the SECTION as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first.
	Diff	O	Time	Send the time behind the fastest in the corresponding SECTION. (Format +h:mm:ss or + 0:00 for the leader. Do not send H is zero)
	Speed	O	Numeric	Send the average speed of the competitor in the

Element: Result /ExtendedResults /ExtendedResult (1,N)				
	Type	**Code**	**Pos**	**Description**
			##0.000	SECTION.

Sample (Sample)

```
....
<Result Rank="3" ResultType="TIME" Result="1:32:00" SortOrder="3" StartOrder="1" StartSortOrder="2" Diff="+3:23">
    <ExtendedResults>
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="7:39" ValueType="TIME" Rank="16" SortOrder="16" Diff="+0:23" Speed="21.568"/>
....
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="14:57" ValueType="TIME" Rank="1" SortOrder="1" Diff="+0:00" Speed="19.344"/>
....
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="37:26" ValueType="TIME" Rank="3" SortOrder="3" Diff="+0:02" Speed="19.859" />
    </ExtendedResults>
    <Competitor Code="1132993" Type="A" Organisation="SUI" Bib="11">
        <Composition>
            <Athlete Code="1132993" Order="1">
                <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI" BirthDate="1994-12-15" />
                <EventUnitEntry Type="EUE" Code="RANK" Value="123" />
            </Athlete>
        </Composition>
    </Competitor>
</Result>
....
```

Element: Result /Competitor (1,1)
Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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

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

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type		**Code**	**Pos**	**Description**
EUE		RANK	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####	UCI Ranking

Sample (Sample)

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

2.2.2.5 Message Sort

Sort by Result @SortOrder

2.2.3 Play by Play

2.2.3.1 Description

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	Not used for CM.	Not used for CM.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it

Attribute	Value	Comment
		will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

Messages will be generated with this frequency and status
* After every race incident (LIVE)(UNOFFICIAL if any new incident after race and before results be official)
* After the race (unit) (OFFICIAL).

2.2.3.4 Message Values

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

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

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

Element: Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message

Period	M	S(10)	When in race, lap number or at start etc.
Order	M	Numeric	Unique sequential number for all the incidents in the race, from 1 to n
ActionDesc	O	S(200)	Action/Incident description

Element: Actions /Action /Competitor (0,N)
Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only 1 competitor.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Actions /Action /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only 1 competitor.
Bib	O	S(4)	Bib number

Element: Actions /Action /Competitor /Composition /Athlete /Description (1,1)
Athletes extended information

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

Sample (Sample)

```
....
<ExtendedInfos>
    <ExtendedInfo Type="EI" Code="AFTER_DIST" Value="56km" />
    <SportDescription DisciplineName="Cycling Mountain Bike" EventName="Women's Mountain Bike"
SubEventName="Women's Mountain Bike" Gender="W" />
    <VenueDescription Venue="HLL" VenueName="The Hill" Location="MLL" LocationName="The Hill"/>
</ExtendedInfos>
<UnitActions>
....
<UnitAction Id="123456" Period="Lap 3" Order="3" ActionDesc="Riders 56 and 58 involved in minor crash at 22 km. No
serious injuries.">
        <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
            <Composition>
                <Athlete Code="1008743" Order="1" >
                    <Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="SUI"
BirthDate="1994-12-15" />
                </Athlete>
            </Composition>
        </Competitor>
        <Competitor Code="1008223" Type="A" Organisation="SUI" Order="1">
            <Composition>
                <Athlete Code="1008223" Order="1" >
                    <Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="FRA"
BirthDate="1992-12-15" />
                </Athlete>
            </Composition>
        </Competitor>
....
```

2.2.3.5 Message Sort

Actions /Action @Order

2.2.4 Image

2.2.4.1 Description

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

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	
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. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

Trigger when image available and after any change.

2.2.4.4 Message Values

Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png
Element: Competition /Image /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	M	S(1)	A for athlete or T for team
Organisation	O	CC @Organisation	Competitor’s organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	O	S(73)	Name of the team

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
Bib	O	S(4)	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/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.2.4.5 Message Sort

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

2.2.5 Event Final Ranking

2.2.5.1 Description

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

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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.5.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.
Trigger also after any change.

2.2.5.4 Message Values

Element: ExtendedInfos /SportDescription (0,1) Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. 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	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A".
Bib	O	S(4)	Bib

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

2.2.5.5 Message Sort

Sort by Result @SortOrder

2.2.6 Configuration

2.2.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

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

2.2.6.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

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

2.2.6.4 Message Values

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

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
COURSE	LENGTH	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	O	Numeric ##0.0#	Send the total length of the race in km.
COURSE	LAP	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	O	Numeric ##0.0#	Send the lap length in km
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always when applicable			
Attribute	**Value**	**Description**	
Code	NUM		
Pos	N/A	N/A	
Value	Numeric 0	Total number of laps in the race (full laps)	
COURSE	FINISH_LOOP	N/A	Element Expected: Always if finish loops exist
Attribute	**M/O**	**Value**	**Description**
Value	O	Numeric ##0.0#	Send the finish loop length in km
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
Attribute	**Value**	**Description**	
Code	NUM		

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
	Pos	N/A	N/A	
	Value	Numeric 0	Total number of Finish Loops in the race Send if any Finish Loops exist	
COURSE		START_LOOP	N/A	Element Expected: Always if start loops exist
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0#	Send the start loop length in km
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Always when applicable**			
	Attribute	**Value**	**Description**	
	Code	NUM		
	Pos	N/A	N/A	
	Value	Numeric 0	Total number of Start Loops in the race Send if any Start Loops exist	
EC		FED_RANKING_DATE	N/A	Element Expected: As soon as the venue results has this information
	Attribute	**M/O**	**Value**	**Description**
	Value	M	YYYY-MM-DD	Send the date for UCI Ranking
EC		INTERMEDIATE	S(2)	Pos Description: Each intermediate point in the race where results are taken (Example: after start loop, after each lap/half lap, after the finish loop, at the end of the race, ..), from 1 to F. Where 1 is the first intermediate point and F is the finish the race. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.0#	Send distance in km at this intermediate point.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: When available**			
	Attribute	**Value**	**Description**	
	Code	TYPE		

Element: Configs /Config /ExtendedConfig (1,N)				
	Type	**Code**	**Pos**	**Description**
	Pos	N/A	N/A	
	Value	SC @IntPtType	Send an indication of whether the timing point is the Start Loop (SL), a Half Lap (HL), a Lap (LAP), or the Finish Loop (FL) (see codes)	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: If it applies**			
	Attribute	**Value**	**Description**	
	Code	TYPE_DISTANCE		
	Pos	N/A	N/A	
	Value	Numeric #0.0	Send an indication of whether the timing point is a half or full lap. Where the TYPE is SL (Start Loop) or FL (Finish Loop) then do not send the TYPE_DISTANCE attribute, for the 'Half Lap' the value is "x.5" where x is the number of completed laps, and for the 'Lap' the value is "x.0" where x is the number of completed laps.	
EC		INTERMEDIATES_NUM	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of intermediate points including the finish.
EC		SECTION	Numeric 0	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n)., from 2 to the total number of sections. Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0#	Send distance in km.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: When available.**			

Element: Configs /Config /ExtendedConfig (1,N)				
	Type	**Code**	**Pos**	**Description**
	Attribute	**Value**	**Description**	
	Code	BEGIN		
	Pos	N/A	N/A	
	Value	S(2)	Send the intermediate point for the start of the section.	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: When available.**			
	Attribute	**Value**	**Description**	
	Code	END		
	Pos	N/A	N/A	
	Value	S(2)	Send the intermediate point which is the end of the section (usually same a SECTION @Pos. For last section, send 'F'.	

Sample (Sample)

```
....
<Configs>
    <Config Unit="MTBMxxxxxxx-----…">
        <ExtendedConfig Type="EC" Code="FED_RANKING_DATE" Value="2012-08-25" />
    <ExtendedConfig Type="COURSE" Code="LENGTH" Value="29.26">
    <ExtendedConfig Type="COURSE" Code="LAP" Value="6.25">
        <ExtendedConfigItem Code="NUM" Value="4" />
    <ExtendedConfig Type="COURSE" Code="START_LOOP" Value="1.53">
        <ExtendedConfigItem Code="NUM" Value="2" />
     <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.4" >
          <ExtendedConfigItem Code="TYPE" Value="SL" />
     </ExtendedConfig>
     <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="2.8" >
          <ExtendedConfigItem Code="TYPE" Value="HL" />
          <ExtendedConfigItem Code="TYPE_DISTANCE" Value="0.5" />
     </ExtendedConfig>
....
     <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="29.26" >
          <ExtendedConfigItem Code="TYPE" Value="LAP" />
          <ExtendedConfigItem Code="TYPE_DISTANCE" Value="6.0" />
     </ExtendedConfig>
     <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="12" />
     <ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="4.7" >
        <ExtendedConfigItem Code="BEGIN" Value="1" />
          <ExtendedConfigItem Code="END" Value="3" />
    </ExtendedConfig>
....
    <ExtendedConfig Type="UI" Code="SECTION" Pos="13" Value="4.8" >
        <ExtendedConfigItem Code="BEGIN" Value="12" />
          <ExtendedConfigItem Code="END" Value="F" />
     </ExtendedConfig>
    </Config>
</Configs>
....
```

2.2.6.5 Message Sort

There is no message sorting rule.

2.2.7 Event Unit Weather conditions

2.2.7.1 Description

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

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

2.2.7.3 Trigger and Frequency

The message is sent once for the unit unless there is a large change in the conditions.

2.2.7.4 Message Values

Element: Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	GEN	GEN for general, because this information will only be measured once.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Element: Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherConditions	Codes that describe the Weather Conditions.
Element: Weather /Conditions /Temperature (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR	Air
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

2.2.7.5 Message Sort

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

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	15 October 2016	First version
V1.1	9 January 2017	Updated from Feedback
V1.2	2 March 2017	Updated

File Reference: ODF R-SOG-2020-MTB V1.2 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFA	Minor typographical errors DT_RESULT: Clarify the use of DISPLAY extension in ExtendedInfos. DT_CONFIG: Corrected typos in the sample
V1.2	APP	DT_RESULT: Remove StartListMod in the header DT_IMAGE: Added elements and attributes