

# OLYMPIC DATA FEED

## **ODF Road Cycling 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 Road Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Cycling Road.

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

## 1.5 Related Documents

Document 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 Cycling Road.

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / 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_CURRENT	Current Information	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
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

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

### 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	<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)



Element: Participant (1,N)			
Attribute	M/O	Value	Description
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
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.
IFld	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".
Class	O	CC @SportClass	Code to identify the sport class in the case of Para Cycling where it is mandatory.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
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)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(16)	Send the UCI license number
ENTRY	FACTOR	N/A	Element Expected: For Time Trial Only	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #00.000	Athletes Factor. (for example 95.950) or 100.000 for 100% Factor
ENTRY	GUIDE	Numeric 0	Pos: Send 1 and 2 (2 only if there is a second guide) Element Expected: If the athlete has a pilot	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	ID to identify the Pilot. Not used in all events.
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 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition. This message is not applicable in the Olympic Games.

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.

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.
TVTeamName	O	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 N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

<b>Element: Team /Discipline /RegisteredEvent (0,1)</b>			
<b>Each current team is assigned to one event. Historical teams will not be registered to any event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	CC @Event	Full RSC of the event
Bib	O	S(4)	Team Race number

### 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 event unit.

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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
		<p>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 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.

### 2.2.3.4 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.

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.	
	<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 last competitor(s) to reach the intermediate point (including F).
UI	AFTER_DIST	N/A	Description of @Pos: N/A  Element's Expected: When available except for Time Trial	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	The race distance completed so far Example: 56km
UI	AFTER_N	N/A	Element Expected: When was available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Athletes/Team passed point x riders/teams have completed y distance (z Km)
UI	STARTERS	N/A	Element Expected: When was available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Sent the number of competitors on the start list
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>				
<b>Expected: When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COMPLETE		
	Pos	N/A	N/A	

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
Value	Numeric ##0		Send the number of competitors whose event unit is completed (includes IRMs)	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When it is available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	ORG			
Pos	N/A	N/A		
Value	Numeric ##0		Send the number of organisations in the unit	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When it is available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	y Where y=CC@IRM	Send if any competitors have this IRM		
Pos	N/A	N/A		
Value	Numeric ##0		Send number of competitors who have an IRM.	
LEADER	CURRENT	Numeric #0	Pos Description: Send the intermediate point where the current leader has most recently passed  Element Expected: When it is available in Road Race	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(20) with no leading zeroes	Send the ID of the current leading competitor 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	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	h:mm:ss	Time up to that point of athlete who is leader at the intermediate point. Without leading zeros	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When it is available</b>				

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

**Sample**

```

....
<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="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" />
</ExtendedInfos>
....

```

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

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	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	S(3)	Rank of the competitor in the corresponding event unit.  In the case of Para Cycling time trial this is the factored final time.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	Road Race: h:mm:ss  Time trial: h:mm:ss.ff	The result of the competitor in the event unit. Do not include h if it is zero.  In the case of Para Cycling time trial this is the factored final time.
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.

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
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. DSQ and DNF will be grouped separately in the order defined by the international federation.
StartOrder	M	Numeric	Competitor's start order. The group number. This value will be display only for Individual time trial.
StartSortOrder	M	Numeric	Order in the Start_list. Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	String	Time behind at finish only (Values for Leaders: +0 Road Race, +0.00 Time Trial and blank for team.)  In the case of Para Cycling time trial this is the factored final time.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	CURRENT	N/A	Description of @Pos: N/A Element's Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Intermediate point where the competitor has most recently passed  If the competitor has an IRM: 1. In case the DNS or the competitor has an IRM before crossing the first intermediate point: send 0. 2. In other cases, send the Intermediate point that was crossed most recently. (Starting by 1. Start point (0) not considered if competitor athlete does not receive an IRM)
ER	RELEGATED	N/A	Description of @Pos: N/A  Element's Expected: In Road Race only only send for competitor who needs that otherwise DO NOT send.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	To know if the competitor's has been relegated. Send Y when competitor been relegated. Otherwise do not send
ER	STATUS	N/A	Description of @Pos: N/A Element's Expected: Time trial: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @CompetitorStatus	Race status for that athlete Only for Time trial
ER	PHOTO	N/A	Element Expected: At the end of the race. Only send for competitor who needs a photo to determine the rank.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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



Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the competition has taken place (1,2..F)  Element Expected: When it is available	
	Attribute	M/O	Value	Description
	Value	O	Road Race: h:mm:ss  Time trial: h:mm:ss.ff Only for the final results (last intermediate point - Finish)	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	S(3)	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.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
SortOrder	M	Numeric	<p>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</p> <p>AT1 @SortOrder 1 INTERMEDIATE 3</p> <p>AT2 @SortOrder 2 INTERMEDIATE 3</p> <p>Then If the Athlete AT2 is the first to pass the intermediate point 4, he will be the new leader in that point so the values for these athletes are:</p> <p>AT2 INTERMEDIATE 3 / SortOrder 2 INTERMEDIATE 4 / SortOrder 1</p> <p>AT1 INTERMEDIATE 3 / SortOrder 1 INTERMEDIATE 4 / SortOrder 2</p>	
Diff	O	Time	<p>Send the time behind the fastest in the corresponding intermediate only for those completed the intermediate. (Format +h:mm:ss or +0 for the Leader in Road Race, or +h:mm:ss.tt or +0.00 for Time Trial). Do not send H if it is zero)</p>	
Speed	O	Numeric ##0.000	<p>Send the average speed of the competitor up to that point.</p>	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: When it is available</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
Code	INDEX_INT			
Pos	N/A	N/A		
Value	Numeric	Index based on the athletes order of arrival to the intermediate point.		
PROGRESS	PRETIMING	S(2)	Description of @Pos: Pre-timing number where the information is applicable (1,2..)	
			Element's Expected: Always (For Time Trial only)	
Attribute	M/O	Value	Description	
Value	O	Time trial: h:mm:ss.ff Only for the final results (last intermediate point - Finish)	Time at the Pre-timing point. The time its cumulative for Pre-timing points	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value	
Rank	O	Text	Send the rank of the competitor at the Pretiming. Do not send if no value.	
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.	
SortOrder	M	Numeric	Index based on whole list (with the ones who have not reached the pre-timing as well – after the ones who have, but before the IRMs. Sorted by the intermediate/pre-timing passed most recently and by order there (if none, then by start order)).	
Diff	O	Time	Send the time behind the fastest in the corresponding pre-timing point only for those completed the pre-timing. (Format is +h:mm:ss.ff or +0.00 for Leader). Do not send H if it is zero)	
Speed	O	Numeric ##0.000	Send the average speed of the competitor up to the intermediate only where the athlete has passed the intermediate.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: If applicable</b>				
Attribute	Value	Description		
Code	INDEX_PRE			

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Pos	N/A	N/A	
Value	Numeric		Index based on the athletes order of arrival to the intermediate point.
PROGRESS	SECTION	S(2)	<p>Description of @Pos: Section number for the information. (1,2..) Section is between two intermediates the competitor has data (Time, Rank, diff. Avr. speed)</p> <p>Element Expected: When it is available</p>
Attribute	M/O	Value	Description
Value	O	Road Race: h:mm:ss  Time trial: h:mm:ss.ff Only for the final results (last intermediate point)	Time for the section. 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)). 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 intermediate only for those completed the intermediate. (Format +h:mm:ss or +0 for the Leader in Road Race, or +h:mm:ss.tt or +0.00 for Time Trial). Do not send H if it is zero)
Speed	O	Numeric ##0.000	Send the average speed of the competitor in the SECTION.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	REAL_TIME	N/A	Description of @Pos: N/A Element Expected: Para Cycling Time Trial
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	h:mm:ss Unfactored time for the competitor.

**Sample**

```
<Result Rank="1" ResultType="TIME" Result="3:35:29" SortOrder="1" StartSortOrder="8" Diff="0.0">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="CURRENT" Value="13" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="7:39" ValueType="TIME"
Rank="16" SortOrder="16" Diff="+0:23" Speed="21.568">
      </ExtendedResult>
    ....
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="14:57" ValueType="TIME" Rank="1"
SortOrder="1" Diff="0:00" Speed="19.344">
      </ExtendedResult>
    ....
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="37:26" ValueType="TIME"
Rank="3" SortOrder="3" Diff="+0:02" Speed="19.859">
      </ExtendedResult>
    .....
```

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
Bib	O	S(4)	Competitor Bib for Team events

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)			
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
Class	O	CC @SportClass	Code to identify the sport class in the case of Para Cycling where it is mandatory.
GuideFamilyName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable
GuideGivenName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable
GuideID	O	S(20) without leading zeros	ID of the Pilot in the case of Para Cycling if applicable

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.			
Type	Code	Pos	Description
EUE	START_TIME	N/A	Description of @Pos: N/A  Element's Expected: Always, for Time Trial event units
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm:ss
			<b>Description</b>
			Send the Start time for the competitor. Do not remove leading zeros.

### 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="START_TIME" Value="14:20:00" />
  .....
```

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Only for team member in relay</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	LEG_SPLIT	Numeric 0	@Pos: Round Number Element Expected: Para Cycling Team Relay
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss Time for the team member in the leg
	ValueType	O	SC @ResultType ValueType should be used to describe the type of data @Value Will be TIME
	Rank	O	Text Send the rank for a team member in the leg
	RankEqual	O	Y Send Y where Rank at this specific ExtendResult is equalled else not sent.
ER	AFTER_LEG_SPLIT	Numeric 0	@Pos: Round Numer Element Expected: Para Cycling Team Relay
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	mm:ss Time for the team member after the leg
	ValueType	O	SC @ResultType ValueType should be used to describe the type of data @Value Will be TIME
	Rank	O	Text Send the rank for team after the leg
	RankEqual	O	Y Send Y where Rank at this specific ExtendResult is equalled else not sent.

### 2.2.3.5 Message Sort

Sort by Result @SortOrder

## 2.2.4 Play by Play

### 2.2.4.1 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.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	Not used in this discipline	
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.



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.

### 2.2.4.3 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).

### 2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
EI	AFTER_DIST	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			Description
			The race distance completed so far Example: Lap 4, 56km or just 56km
Element: ExtendedInfos /SportDescription (0,1)			
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)			
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
Class	O	CC @SportClass	Code to identify the sport class in the case of Para Cycling where it is mandatory.
GuideFamilyName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable
GuideGivenName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable
GuideID	O	S(20) without leading zeros	ID of the Pilot in the case of Para Cycling if applicable

### Sample (Sample)

```
....
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="AFTER_DIST" Value="56km" />
  <SportDescription DisciplineName="Road Cycling" EventName="Women's Road Race" SubEventName="Women's
Road Race" 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>

```

### 2.2.4.5 Message Sort

Actions /Action @Order

## 2.2.5 Current Information

### 2.2.5.1 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. In road cycling it is only used in the road race for the break away.

### 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	
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 "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.

### 2.2.5.3 Trigger and Frequency

- Only during the road race. Update at three minute intervals during the race.

### 2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
BREAKAWAY	GROUP	Numeric #0	Pos Description: Send a unique number for group  Element Expected: When available and only when the unit is LIVE
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	h:mm:ss or +m:ss	Time behind the group in-front or elapsed time for the leader(s). Do not send h if zero.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When the rides are available			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GROUP_NAME		
Pos	N/A	N/A	
Value	Text	Name of the group, for example Lead, or Chase or Peloton etc.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When it is available but not for the peloton.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RIDER		
Pos	Numeric #0	Send 1 to n with a unique number for each rider in the group	
Value	S(20) with no leading zeroes	Send the ID of each rider known in the group.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When it is available but not for the peloton.			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RIDERS_NUM		
Pos	N/A	N/A	
Value	Numeric ##0	Number of athletes in the group	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When it is available only for the lead group			

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
Attribute	Value	Description	
Code	TO_FINISH		
Pos	N/A	N/A	
Value	Numeric ##0.#	Distance to finish	

**Sample**

```
<Competition Code="OG2020">
  <ExtendedInfos>
    <ExtendedInfo Type="BREAKAWAY" Code="GROUP" Pos="1" Value="1:12:23" />
      <Extension Code="GROUP_NAME" Value="Lead" />
      <Extension Code="RIDER" Pos="1" Value="1234567" />
      <Extension Code="RIDER" Pos="2" Value="1234555" />
    </ExtendedInfo>
    <ExtendedInfo Type="BREAKAWAY" Code="GROUP" Pos="2" Value="+1:32" />
      <Extension Code="GROUP_NAME" Value="Peloton" />
    </ExtendedInfo>
  </ExtendedInfos>
</Competition>
```

**2.2.5.5 Message Sort**

Sort by BREAKAWAY @Pos.

## 2.2.6 Image

### 2.2.6.1 Description

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
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.



### 2.2.6.3 Trigger and Frequency

Trigger when image available and after any change.

### 2.2.6.4 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	O	S(1)	A for athlete or T for team. 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

<b>Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Only sent in the case of individual events. Team members are not sent in team events.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)
<b>Element: Competition /Image /ImageData (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
-	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>
```

### 2.2.6.5 Message Sort

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

## 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.

### 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	
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	<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.

### 2.2.7.3 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.

### 2.2.7.4 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

<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.

<b>Element: Result /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element: Result /Competitor /Composition /Athlete (1,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
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
Class	O	CC @SportClass	Code to identify the sport class in the case of Para Cycling where it is mandatory.
GuideFamilyName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable
GuideGivenName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable
GuideID	O	S(20) without leading zeros	ID of the Pilot in the case of Para Cycling if applicable

### 2.2.7.5 Message Sort

Sort by Result @SortOrder

## 2.2.8 Configuration

### 2.2.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

### 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	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.

### 2.2.8.3 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.

### 2.2.8.4 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.
EC	INTERMEDIATE	S(2)	Pos Description: Each intermediate point in the race where results are taken 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.
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.



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	SECTION	Numeric 0	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n), from 2 to the total number of sections.  Element Expected: When available.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric ##0.0#	Send distance in km.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	BEGIN		
Pos	N/A	N/A	
Value	S(2)	Send the intermediate point for the start of the section.	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
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'.	

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	PRETIMING	S(2)	Description of @Pos: Each pre-timing point in the race where results are taken, from 1 to n. Where 1 is the first pre-timing point and n is the last pretiming point in the race.  Element's Expected: When available (For Time Trial)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0#	Send distance in km at this pre-timing point
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				
<b>Expected: When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NEXT_INTERMEDIATE		
	Pos	N/A	N/A	
	Value	S(2)	The next point intermediate (or final point) to the actual pre-timing point.	
EC	PRETIMING_NUM	N/A	Description of @Pos: N/A Element's Expected: When available (Time Trial)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of pre-timing points.
EC	ROUNDS_TOTAL	N/A	Description of @Pos: N/A Element's Expected: Only in Para Cycling Team Relay	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of rounds

### Sample

```
....  
<Configs>  
  <Config Unit="...">  
    <ExtendedConfig Type="EC" Code="LENGTH" Value="29.26" />  
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.4" />  
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="2.8" />  
  ....  
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="13" Value="29.3" >  
  
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="15" />  
    <ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="4.7" >  
      <ExtendedConfigItem Code="BEGIN" Value="1" />  
      <ExtendedConfigItem Code="END" Value="3" />  
    </ExtendedConfig>  
  ....  
    <ExtendedConfig Type="EC" Code="SECTION" Pos="13" Value="4.8" >  
      <ExtendedConfigItem Code="BEGIN" Value="12" />  
      <ExtendedConfigItem Code="END" Value="F" />  
    </ExtendedConfig>  
  </Config>  
</Configs>
```

#### 2.2.8.5 Message Sort

There is no message sorting rule.

## 2.2.9 Event Unit Weather conditions

### 2.2.9.1 Description

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

### 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	
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	<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.

### 2.2.9.3 Trigger and Frequency

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

### 2.2.9.4 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 %
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 '+')
Type	O	SC @TemperatureType	Type of Temperature (like Maximum, Minimum, Normal, etc.)

### 2.2.9.5 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 with feedback
V1.2	2 March 2017	Updated with feedback
V1.3	26 March 2017	Updated
V1.4	20 February 2018	Updated

**File Reference: ODF R-SOG-2020-CRD V1.4 APP**

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	Minor typographical corrections. DT_RESULT: Clarify the use of DISPLAY extension in ExtendedInfos. DT_CURRENT: Updated triggering
V1.2	SFA	DT_CURRENT: Remove Clock element and added time of leader. DT_CURRENT: Change the triggering to 3 minute intervals.
V1.3	APP	DT_RESULT: Remove StartListMod in the header DT_IMAGE: Add elements and attributes
V1.4	APP	DT_PARTIC: Updated to add Passport names (CR15219) Added additional information in applicable messages for Para Road Cycling Remove references to 2018 Commonwealth Games