

# OLYMPIC DATA FEED

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 2018 Commonwealth Games

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

- DT\_CUMULATIVE\_RESULT is not used as there is no Omnium event

## 1.5 Glossary

The following abbreviations are used in this document.

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

## 1.6 Related Documents

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

## 2 Messages

### 2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / 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_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

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

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
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 Id. (competitor's federation number for the discipline).
Element: Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is an exception: substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	Bib number, to be sent mandatory in all the events though is only available in the UPDATE message.  Send only in the Case of Current="true".
Class	O	CC @SportClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Cycling Track
Substitute	O	S(1)	Send "Y" if substitute else do not send
Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Type	Code	Pos	Description
ENTRY	LICENCE	N/A	Element Expected: As soon as the this information is known (this information can be sent in both messages)
Attribute	M/O	Value	Description
Value	M	S(16)	Send the UCI license number

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Type	Code	Pos	Description
ENTRY	GUIDE	N/A	@Pos: N/A Element Expected: If applicable
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	ID to identify the pilot for para cycling 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.

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. 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

Element: Team /Discipline (0,1)			
Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

### **2.2.2.5 Message Sort**

The message is sorted by Team @Code.

## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports. 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	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL 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.

### 2.2.3.3 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 known and with any changes / IRMs before the start. (START\_LIST)

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

- As soon as the competition starts (LIVE)
- After any addition / change in any data during the competition (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 message is sent as 'INTERMEDIATE' during extended breaks:

- For Sprints event, when progression of phase is the best of three races, (INTERMEDIATE) is used at the end of Race 1 and 2.
- After all competitors have finished the unit (UNOFFICIAL / OFFICIAL)
- Trigger 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	
UI	ELAPSED_TIME	Numeric #0	Pos Description: Send 1, 2 or 3 in Keirin or Individual Sprint finals, otherwise do not send anything  Element Expected: Just for Keirin, Individual Sprint Finals, Points Race, Omnium Points Race, Scratch Race, Omnium Scratch Race and Omnium Elimination Race	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Keirin and Individual m:ss.fff  other races mm:ss	Send the elapsed time for the winner of the event unit. Do not send minutes if zero.
UI	SPEED_AVG	Numeric #0	Pos Description: Send 1, 2 or 3 in Keirin or Individual Sprint finals, otherwise do not send anything  Element Expected: Just for Keirin, Individual Sprint Finals, Points Race, Omnium Points Race, Scratch Race, Omnium Scratch Race and Omnium Elimination Race	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the average speed in km/h of the winner during the event unit
DISPLAY	CURRENT	N/A	Element Expected: Individual Sprint Qualifying, Time Trial, Omnium Flying Lap and only when the unit is LIVE.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the competitor ID of the competitor currently riding. Remove only for new competitor or the unit is finished.
DISPLAY	UNIT_CURRENT	N/A	Element Expected: Send in Team Pursuit Qualifying, Team Sprint Qualifying, Time Trial, Omnium Time Trial and Individual Pursuit, Omnium Individual Pursuit, and only when the unit is LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the current heat/race number
DISPLAY	LAST_UNIT	N/A	Element Expected: Send in Team Pursuit Qualifying, Team Sprint Qualifying, Time Trial, Omnium Time Trial, Individual Pursuit and Omnium Individual Pursuit. (Update just at the end of Heat/race), and only when the unit is LIVE	

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the last heat/race number
DISPLAY	LAST_COMP		N/A	Element Expected: Individual Sprint, Omnium Flying Lap, Omnium Points Race, Team Sprint and Team Pursuit and only when the unit is LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the competitor ID of the last competitor to ride, or in Omnium Points Race ID's of athletes to Score in the Recent Sprint.
DISPLAY	LAST_QUAL		N/A	Element Expected: As soon as it is known (Only for Individual Sprint and Team Sprint)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) with no leading zeroes	Send the last qualifying place ID (in Qualifying round) In the situation where insufficient riders have participated to show the last qualifying position then show the current last place.
DISPLAY	RECENT_SPRINT		N/A	Element Expected: Send in Points Race, Omnium Points Race
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the most recent sprint number

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

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Heat number for the event unit where applicable.

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

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

Element: Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank for the competitor at the event unit. The Rank is by phase in case of Finals
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	m:ss.fff (time) or Numeric #0 (points) or -Numeric -#0 (points)	The result of the competitor in the event unit.  Send if ResultType is different from IRM.  Time result  or  Points (just for Omnium Points Race)
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just if ResultType is equal to IRM or IRM_TIME or IRM_POINTS
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	Used to sort all the results of the unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Competitor's start order.  According to the sport rules. In the case of Team Pursuit Qualifying this is the Start Order/Heat Number.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	s.fff	Time Behind Leader  Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
PROGRESS		INTERMEDIATE	Numeric 0	Pos Description: Intermediate point number as defined in DT_CONFIG (including the finish race point)  Element Expected: Units with defined intermediates
<b>Attribute</b>				
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.fff	Team's intermediate point time (from the start to this point.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value (IRM not used)
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult, rank at the intermediate point.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult.  Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
	Diff	O	+s.fff	Time behind the leader at the corresponding intermediate point.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: Sprint Finals</b>				
<b>Attribute</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	WINNER		
	Pos	N/A	N/A	
	Value	S(1)	Send "Y" if this competitor has won the race.	
PROGRESS		SECTION	Numeric 0	Pos Description: Section number as defined in DT_CONFIG, from 2 to the total number of sections. (Section 1 is start to first intermediate)  Element Expected: Units with defined intermediates
<b>Attribute</b>				
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.fff	Team's time for this section
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the rank in the section.	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.	
SortOrder	M	Numeric #0	<p>Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult.</p> <p>Index based on whole list (with the ones who have not reached the section as well - after the ones who have, but before the IRMs. Sorted by the section passed most recently and by order there (if none, then by start order)).</p> <p>For tied athletes, follow sport rules.</p>	
PROGRESS	LAP	Numeric 0	<p>Pos Description: Lap number, 1.. (Lap 1 etc)</p> <p>Element Expected: Units with lap times</p>	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	s:fff	Time for each completed lap (not cumulative)
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
PROGRESS	SPLIT	Numeric 0	<p>Pos Description: Each half lap point from the start 1..n4 (half Lap 1 etc) for events (where n is the finish point)</p> <p>Element Expected: For Team Pursuit Qualifying and Team Sprint Qualifying</p>	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss:fff	Time for the split to @Pos. (not cumulative). Do not send minutes if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Text	<p>Rank of the competitor for this specific ExtendedResult.</p> <p>send the rank in the split</p>
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult.  Index based on whole list (with the ones who have not reached the lap as well - after the ones who have, but before the IRMs. Sorted by the half lap passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.	
Diff	O	+s.fff	Time behind leader at this ExtendedResult  Send the time behind the leader at the corresponding split.	
PROGRESS	LAST_QUAL	N/A	Element Expected: Sprint Qualifying,	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if this competitor is in the last qualifying place else do not send.
PROGRESS	DIFF_LAST	N/A	Element Expected: For Ind/Team Pursuit Qualifying	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	+m:ss.fff	Time behind last qualifying positioned team. Do not send minutes if zero. Only send if not in qualifying position.
PROGRESS	SPEED_AVG	N/A	Element Expected: For Time Trial, Ind/Team Pursuit all phases and Team Sprint all phases Omnium Flying Lap, Omnium Individual Pursuit, Omnium Time Trial	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Average speed in km/h in the race
PROGRESS	STATUS	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(n)	Send the status
PROGRESS	WARNING	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case of the team has received a warning
PROGRESS	LAP_PTS	Numeric 0	Pos Description: Send 1 for points gained, 2 for points lost and 3 for balance  Element Expected: For Points Race, Omnium Points Race	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
Value	M	+Numeric +#0	Send the number of lap points (gained, lost or balance) (1 for points gained, 2 for points lost and 3 for balance)	
PROGRESS	PTS_SPRINT	Numeric #0	Pos Description: Send the sprint number @Pos 1..10 for Women's Omnium Points Race @Pos 1..16 for Men's Omnium Points Race  Element Expected: For Points Race, Omnium Points Race	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Send the number of points at the sprint	
SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult.  Index based on points obtained in each sprint (only for riders who get points, sorted first rider who get more points in the sprint to less points), but in last Sprint will be used to get finish order for all riders.	
PROGRESS	LAPS_DOWN	N/A	Element Expected: For Scratch, Omnium Scratch Race	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	-Numeric -0	Send the number of laps down	
PROGRESS	EXPLANATION	N/A	Element Expected: If applicable	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(n)	Send the incident explanation	
PROGRESS	PHOTO	Numeric	Pos Description: Send 1, 2 or 3 for Sprint Finals, to know the race affected by Photo-finish decision, otherwise Do not send anything  Element Expected: Sprint Finals, Keirin and Omnium Scratch Race At the end of the race. Only send for competitor who needs that otherwise DO NOT send.	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
Value	O	S(1)	To know if the competitor's final result was decided by photo. Send "P" for Pending Status. Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7	
PROGRESS	LAST_SPRINT	N/A	Element Expected: Points Race/Omnium Points Race	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the last sprint number done by the athlete	

**Sample (Team Pursuit Qualifying)**

```
<Result Rank="1" ResultType="TIME" Result="3:52.499" QualificationMark="Q" SortOrder="1" StartOrder="3"
StartSortOrder="3" Diff="0.000" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1:05.209" ValueType="TIME"
Rank="1" Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="2:04.826" ValueType="TIME"
Rank="1" Diff="0.000" SortOrder="1"/>
    ....
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="59.617" ValueType="TIME" Rank="1"
SortOrder="1"/>
    ".
    <ExtendedResult Type="PROGRESS" Code="SPLIT" Pos="1" Value="13.116" ValueType="TIME" Rank="1"
Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="PROGRESS" Code="SPLIT" Pos="2" Value="20.808" ValueType="TIME" Rank="1"
Diff="0.000" SortOrder="1"/>
    ....
    <ExtendedResult Type="PROGRESS" Code="LAP" Pos="1" Value="20.808" ValueType="TIME" Rank="1"
Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="PROGRESS" Code="LAP" Pos="2" Value="14.040" ValueType="TIME" Rank="1"
Diff="0.000" SortOrder="1"/>
    ....
    <ExtendedResult Type="PROGRESS" Code="SPEED_AVG" Value="61.935" />
  </ExtendedResults>
```



```
<Result Rank="1" ResultType="TIME" Result="12.556" SortOrder="1" StartOrder="3" StartSortOrder="3"
Diff="0.000" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="2.627" ValueType="TIME" Rank="1"
Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="7.922" ValueType="TIME" Rank="1"
Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="3" Value="13.320" ValueType="TIME" Rank="1"
Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="ER" Code="SECTION" Pos="2" Value="5.295" ValueType="TIME" Rank="1"
SortOrder="1"/>
    <ExtendedResult Type="ER" Code="SECTION" Pos="3" Value="5.398" ValueType="TIME" Rank="1"
SortOrder="1"/>
    <ExtendedResult Type="ER" Code="SPEED_AVG" Value="67.567" />
  </ExtendedResults>
```

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

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available  NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	A for athlete, T for Team
Bib	O	S(4)	Bib number
Organisation	O	CC @Organisation	Competitor's organisation

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

Used in Team events only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

**Element: Result /Competitor /EventUnitEntry (0,N)**

For team event information

Type	Code	Pos	Description
------	------	-----	-------------

EUE	WARNING	N/A	Element Expected: If applicable for all phases in Team Pursuit and Team Sprint	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case of the team has received a warning in a previous race else do not send

Element: Result /Competitor /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 0	1 if Competitor @Type="A". 1... for teams (T)
Bib	O	S(26) or S(4)	Race number Individual athlete's race number (if Competitor @Type="A") or team member's race number (if Competitor @Type="T")

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	LINEUP	N/A	Element Expected: Send for Points Race, Elimination Race and Scratch Race including in Omnium..	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Line-up location. Send 1 for fence and 2 for the blue band
EUE	UNIT_NUM	N/A	Element Expected: Individual Pursuit and Time Trial including in Omnium.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the heat or race number of the competitor
EUE	WARNING	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case of the rider has received a warning in a previous race else do not send.

Element: Result / Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
PROGRESS	PULLED_OUT	N/A	Element Expected: For Team Pursuit	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case of the rider pulled out before the finish else do not send.

### 2.2.3.5 Message Sort

Sort by Result @SortOrder

## 2.2.4 Cumulative Results

### 2.2.4.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In cycling track, the cumulative results message is used only in the omnium.

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

Attribute	Value	Comment
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.4.3 Trigger and Frequency

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

The first version should be triggered at the same time as the start list of the first unit is triggered and then:

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

### 2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.	
	Attribute	M/O	Value	Description
	Value	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

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

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

<b>Element: Result (1,N)</b>			
<b>For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the cumulative result.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	Type of the @Result attribute.
Result	O	Numeric ##0	The cumulative result of the competitor. Send the total number of points won by the competitor.
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned.  Send just in the case @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, 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 /ResultItems /ResultItem (1,N)</b>			
<b>Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Unit	M	CC @Unit	Full phase level RSC of the latest schedule item which the cumulative results is updated to.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

<b>Element: Result /ResultItems /ResultItem /Result (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the result for the phase identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the phase identified by /ResultItems /ResultItem. Only send in the case of IRM
ResultPoints	O	Numeric #0	The points achieved in the phase identified by /ResultItems /ResultItem. Send just in case of @ResultType is not IRM
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem.  Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	PROG_RANK	N/A	Element Expected: Send where the data exists
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Text
			Rank of the athlete after this phase
ER	PROG_PTS	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
			Overall points of the athlete after this phase

### Sample

```
<Result Rank="1" ResultType="POINTS" ResultPoints="36" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="CTRMSPRINT....." Order="1">
      <Result Rank="3" ResultPoints="36" SortOrder="3" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="PROG_RANK" Value="3"/>
          <ExtendedResult Type="ER" Code="PROG_PTS" Value="36"/>
        <ExtendedResults>
      </Result>
    </ResultItem>
  </ResultItems>
</Result>
```

...

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 as the competitor is an athlete
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

**2.2.4.5 Message Sort**

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder



## 2.2.5 Brackets

### 2.2.5.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

This message is used in the sprint events in track cycling.

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

### 2.2.5.3 Trigger and Frequency

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

Send when an event unit is completed with and Official status. The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

- Send with ResultStatus = 'INTERMEDIATE' before the start and until the last event unit (Gold Medal Match) is official (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.
- Trigger also after any change.

### 2.2.5.4 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.
Gender	M	CC @DisciplineGender	Gender code for the event unit

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

Element: Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket Note for example Gold and Bronze are different brackets.

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric or TBD	Bracket code to identify a bracket item. Unique identifier for the BracketItem.  In general, it will be sent the heat number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "TBD" for to be defined, if the heat number is not known
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress

Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket.			
- If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the competitors in the bracket (1, 2, ...).
Code	O	SC @CompetitorPlace or SC @IRM	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.  When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
IRM	O	SC @IRM	The invalid rank mark, if applicable

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph.			
Attribute	M/O	Value	Description
Unit	O	Full RSC at unit level	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match.

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**

**CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	1 for Competitor @Type="A".

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

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

**Sample**

```

<Bracket Code="FNL">
  <BracketItems Code="QFL">
  ...
  <BracketItem Order="2" Unit="CTRMSPRINT-----QFNL00020000" NextUnit CTRMSPRINT-----
SFNL00020000">
    <CompetitorPlace Pos="1" WLT="W">
      <Competitor Code="1126413" Type="A" Organisation="ESP" >
        <Composition>
          <Athlete Code="1126413" Order="1" >
            <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP"
BirthDate="1994-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L">>
      <Competitor Code="1093294" Type="A" Organisation="SUI" >
        <Composition>
          <Athlete Code="1093294" Order="1" >
            <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI"
BirthDate="1992-12-13" />
          </Athlete>
        </Composition>
      </Competitor>
    </CompetitorPlace>
  </BracketItem>

```

**2.2.5.5 Message Sort**

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Unit are sorted according to their scheduled start time.

## 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	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"/>
    </Competitor >
  </Result>
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
    <Competitor Code="1234444" Type="T" Organisation="ESP" >
      <Description TeamName="Spain"/>
    </Competitor >
  </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 Records

### 2.2.7.1 Description

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

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (Discipline Level)	RSC of the discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.7.3 Trigger and Frequency

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

### 2.2.7.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

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

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

Element: Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

<b>Element: Record /RecordType /RecordData (0,N)</b>			
<b>RecordData is not sent for NotEstablished Records unless a "standard" applies</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	Result type, either time or distance etc.
Result	M	m:ss.fff	Send always unless the record is not established. The performance of the competitor for the record. Do not send minutes if zero.
Unit	O	CC @Unit	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always (when known) unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

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

Element: Record /RecordType /RecordData /Competitor (0,1)			
Competitor to whom the record is assigned. Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"T" for team "A" for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Record /RecordType /RecordData /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

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

**Athletes extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

### 2.2.7.5 Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order

## 2.2.8 Event Final Ranking

### 2.2.8.1 Description

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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

### 2.2.8.3 Trigger and Frequency

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

Trigger also after any change.

### 2.2.8.4 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
ResultType	O	SC @ResultType	Type of the @Result attribute (only for Omnium event)
Result	O	Numeric #0	The result of the competitor in the event. (only for Omnium event) Send just if ResultType is different from IRM
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, T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Used in Team events only</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team
<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".

<b>Element: 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 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)
IFId	O	S(16)	International Federation ID

### 2.2.8.5 Message Sort

Sort by Result @SortOrder



## 2.2.9 Configuration

### 2.2.9.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

### 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	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.

### 2.2.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each unit.

Trigger also after any change, but considering that, if possible, the configuration for one particular unit must be provided before the start list or resend the DT\_RESULT if there are changes in DT\_CONFIG.



### 2.2.9.4 Message Values

Element: Configs /Config (1,N)				
Attribute	M/O	Value	Description	
Unit	M	SC @Phase	Full RSC of the phase.	
Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	DISTANCE	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(n)	Race distance for one specific unit (in metres)
EC	QUAL_RULE	N/A	Element Expected: Do not send for finals	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(n)	Explanation on how the riders advance to the next round. Should include date and time for next phase, e.g., Fastest 8 teams qualify for the first round (on 18 AUG at 20:15)

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	INTERMEDIATE	S(2)	<p>Pos Description: Send the intermediate number from 1 to F. Where 1 is the first intermediate point and F is the finish the race</p> <p>Men's Individual Pursuit/Team Pursuit (inc. Omnium): @Pos 1, 2, 3, F @Value 1000, 2000, 3000,4000</p> <p>Women's Individual Pursuit (inc. Omnium) : @Pos 1, 2, F @Value 1000, 2000, 3000</p> <p>1000m Time Trial (inc. Omnium): @Pos 1, 2, 3, F @Value 250, 500, 750, 1000</p> <p>500m Time Trial (inc. Omnium): @Pos 1, F @Value 250, 500</p> <p>Team Sprint: @Pos 1, 2, F @Value: 250, 500, 750</p> <p>Individual Sprint (Qualifying): @Pos 1, F @Value: 100, 200</p> <p>Individual Sprint (Finals): @Pos 1..3 (related to number of races of the phase) @Value: N/A</p> <p>Omnium Flying Lap: @Pos 1, 2, F @Value: 50, 150, 250</p> <p>Element Expected: Send as explained for each event</p>	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #000	Distance in metres from the beginning of the race to this intermediate point.
EC	INTERMEDIATES_TOTAL	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of intermediate points not including the start or finish

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	SECTION	S(2)	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	M	Numeric ####0	Send distance in m.
EC	GROUPS_NUM	N/A	Element Expected: Send for Omnium Individual Pursuit, Team Pursuit (First round), Team Sprint (first round), Individual Sprint (1/16 finals, 1/8 finals, repechages, quarterfinals and semifinals) and Keirin (all phases).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of heats by phase
SPRINTS_NUM (for Points Race inc. Omnium)		N/A	Element Expected: Send for Points Race (inc. Omnium)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of sprints
EC	LAPS_NUM	N/A	Element Expected: Send for Team Sprint events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the number of laps by phase
EC	SPLIT	S(2)	Pos Description: The number that identifies the Split. A Split is between two half lap points, from 1 and n. Example: Split 1 is the split between start the race and first half lap. @Pos 1..31  Element Expected: Send for Team events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ####0	Send distance in m. @Value 125, 250, ... 4000

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

### 2.2.9.5 Message Sort

There is no message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	2 March 2017	First version

File Reference: ODF R-SOG-2020-CTR V1.0 SFR

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version