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COMMITTEE

ODF R-YOG-2018-CYC V1.3 SFA

# OLYMPIC DATA FEED

## **ODF Cycling Data Dictionary**

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ODF R-YOG-2018-CYC V1.3 SFA

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

- 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_BRACKETS	Brackets	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_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.
IFId	O	S(16)	UCI code (competitor's federation number for the discipline).

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

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

### 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.

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

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



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

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message 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
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)**

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

**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 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).

- After each run, if multiple runs in a unit (INTERMEDIATE)
- When the unit is over (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	CURRENT_RUN	N/A	Element Expected: At the beginning of each run in BMX racing when there are multiple runs. Not included when official.
Attribute	M/O	Value	Description



<b>Element: ExtendedInfos /ExtendedInfo (0,N)</b>				
	<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
	Value	M	Numeric #	The number that identifies the current Run for this event unit, according to the defined number of runs per phase (e.g.: from 1 to 3 for Quarterfinals and for Semi-finals)
DISPLAY		CURRENT	N/A	Element Expected: In BMX Freestyle when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	ID of the current competitor
UI		SPEED	N/A	Element Expected: After the race In Criterium, Road Race, Time Trial
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Average speed
UI		STARTERS	N/A	Element Expected: When was available in road race, criterium, Time Trial, CC Eliminator and CC Short Circuit
	<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	
	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>	





Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
Code	y Where y=CC@IRM		Send if any competitors have this IRM
Pos	N/A	N/A	
Value	Numeric ##0		Send number of riders who have an IRM.

**Sample**

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-08T15:40:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT_RUN" Value="2" />
</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	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send 'Y' if applicable else do not send.
Result	O	m:ss.fff or h:mm:ss or Numeric ### or #0.00	Total result for the particular event unit. As applicable in each unit Criterion: Send points Cross Country Eliminator: - Qualification: Send time - Other phases: Send points Cross Country Short Circuit: Send time Team Time Trial: Send time Road Race: Send time BMX Freestyle: Send score (#0.00) BMX Racing: -For the Semi-finals: send the Total Points achieved in all runs for this heat. -For the Final: send the Time. Do not send minutes if they do not apply.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned.
QualificationMark	O	SC @QualificationMark	The code which gives the information on the qualification of the competitor for the next round of the competition. Don't send for the Final. Only send if applicable.
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, 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.  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.



**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
StartOrder	M	Numeric	Start order of the competitor in the start list. Criterium: Line number Team Time Trial: Group number CC Eliminator: Start Order CC Short Circuit: Line Number BMX Racing: The Gate selection order(for the first run in a unit) BMX Freestyle: The heat number. N/A Road Race
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Generally the same @StartOrder, except that the attribute should be sent even in case of DSQ, following sport rules. In BMX Freestyle this is the order considering both heats.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+m.ss.fff or +m.ss.ff or +m.ss	Time Behind leader.

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

Type	Code	Pos	Description
ER	POINTS	N/A	Pos Description: N/A Element Expected: Where points applicable (not Criterium)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
	<b>Description</b>		Points awarded in the unit
ER	SPEED	N/A	Pos Description: N/A Element Expected: Where average speed applicable (Cross Country Eliminator, Cross Country Short Circuit, Time Trial)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0.000
	<b>Description</b>		Average speed
CRITERIUM	SPRINT	N/A	Element Expected: In Criterium
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
	<b>Description</b>		Total sprint points



<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
Type	Code	Pos	Description	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: In Criterium</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	SPRINTS			
Pos	Numeric 0	Sprint number		
Value	Numeric #0	Points awarded in the sprint		
CRITERIUM	LAPS	N/A	Element Expected: In Criterium when finished	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Laps completed	
CRITERIUM	FINISH_ORDER	N/A	Element Expected: In Criterium when finished	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric ##0	Finishing order	
ER	RUN	Numeric 0	Pos Description: The number that identifies the Run number, from 1 to the total number of runs (according to the event phase).  Element Expected: Always for each run in BMX Semifinals.	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	m:ss.ffff	Run Time @Pos Run result Do not send minutes if not applicable.	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value	
IRM	O	SC @IRM	Send appropriate IRM code if IRM at this ExtendedResult.  Send just in the case the result is an IRM (invalid result mark) @Pos Run result. DNS can be received with the Start List without Rank.	
Rank	O	Text	Send the rank of the competitor in the run	
RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.	
SortOrder	M	Numeric	Send the order of the competitor in the run.	



<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Always after each run, except Final phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CUM_ORDER		
Pos	N/A	N/A	
Value	Numeric #0	Result's Cumulative order after this run (after the Pos Run result).	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Always after each run, Final phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CUM_PTS		
Pos	N/A	N/A	
Value	N/A	Cumulative Points after the Pos Run result.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Always after each run, except Final phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CUM_RANK		
Pos	N/A	N/A	
Value	Numeric #0	Result Cumulative Rank after this run (after the Pos Run result)	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: For each run as soon as the information is known.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GATE		
Pos	N/A	N/A	
Value	Numeric #	Gate selected at this run (e.g.: 1..8)	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: For each run as soon as the information is known.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GATE_SELECTION		
Pos	N/A	N/A	
Value	Numeric #	Gate selection order to start in this run (e.g.: 1..8)	



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
Expected: Always after each run, except Final phase			
Attribute	Value	Description	
Code	POINTS		
Pos	N/A	N/A	
Value	Numeric #0	Points at the Pos Run result.	
ER	WARNING	N/A	Element Expected: Send for any athlete in case of Warning (All races)
Attribute	M/O	Value	Description
Value	M	S(1)	Warning indicator. Send 'Y' when it has received a Warning else do not send

**Sample (BMX Racing SF)**

```
<Result Rank="3" ResultType="POINTS" Result="19" SortOrder="3" StartOrder="5" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RUN" Pos="1" Value="42.560" ValueType="TIME" Rank="7"
SortOrder="7" >
      <Extension Code="POINTS" Value="7" />
      <Extension Code="GATE_SELECTION" Value="2" />
      <Extension Code="GATE" Value="3" />
      <Extension Code="CUM_PTS" Value="7" />
      <Extension Code="CUM_RANK" Value="7" />
      <Extension Code="CUM_ORDER" Value="7" />
    ....
  </ExtendedResult>
</ExtendedResults>
</Result>
```

**Sample (BMX Racing Final)**

```
<Result Rank="2" ResultType="TIME" Result="37.929" SortOrder="2" StartOrder="5" StartSortOrder="3"
Diff="+0.353" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="WARNING" Value="Y" />
  </ExtendedResults>
</Result>
```

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



Element: Result /Competitor /EventUnitEntry (0,N)  
Group entry information.

Type	Code	Pos	Description
EUE	START_TIME	N/A	Element Expected: Team Time Trial
Attribute	M/O	Value	Description
Value	M	hh:mm:ss	Send the Start time for the competitor. Do not remove leading zeros.

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)  
Individual athletes entry information.

Type	Code	Pos	Description
EUE	START_TIME	N/A	Element Expected: CC Eliminator Qualification
Attribute	M/O	Value	Description
Value	M	hh:mm:ss	Send the Start time for the competitor. Do not remove leading zeros.

### 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 YOG cycling, the Cumulative Results message is used for the final results in every medal event.

### 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 medal 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 INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL 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.





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

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 after each unit in track events is completed. If field events it is triggered after each attempt as LIVE.

### 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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.



<b>Element: ExtendedInfos /SportDescription (0,1)</b>			
<b>Sport Descriptions in Text.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element: ExtendedInfos /VenueDescription (0,1)</b>			
<b>Venue Names in Text. DO NOT INCLUDE unless all at single venue.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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 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. This attribute is optional because the competitor could get an invalid rank mark.
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 type, either points or IRM for the cumulative result.
Result	O	Numeric ##0	The cumulative result of the competitor. Send just in the case @ResultType is POINTS
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
Diff	O	Numeric ###0	Points behind leader. 0 for the leader (combined events)
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.



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	CC @Event (Full RSC of the subevent)	N/A	Element Expected: Team Time Trial only (It is the only sub event where points allocated by team)
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Points for the team in the sub event
IRM	O	SC @IRM	Send IRM code is applicable

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 or T for Team
Organisation	M	CC @Organisation	Competitor's organisation

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

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 athlete order 1 ,2..



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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	CC @Event (Full RSC of the subevent)	N/A	Element Expected: After each subevent is completed	
	Attribute	M/O	Value	Description
	Rank	O	S(3)	Rank of the athlete. Only applies in BMX racing and BMX freestyle
	RankEqual	O	S(1)	Send "Y" if the rank is equaled else do not send. Only applies in BMX racing and BMX freestyle
	Value	M	Numeric ##0	Points for the individual in the sub event
IRM	O	SC @IRM	Send IRM code is applicable	

#### 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.

In the case of Youth Olympic Cycling this message is only applicable

### 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.



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.

### 2.2.5.3 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:

- 1/8 Finals (including before races), Quarterfinals, Semi-finals:
  - After the last run of each phase (INTERMEDIATE)
- Finals:
  - After the run (UNOFFICIAL/OFFICIAL)
- 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



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

<b>Element: Bracket (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket.

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

<b>Element: Bracket /BracketItems /BracketItem (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	O	SC @BracketItem	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the heat number within the phase (for Quarterfinals and Semi-finals), or final for Final. (E.g.: it could be for 1/8 Finals): H1-Heat 1, ..., H8-Heat 8)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

<b>Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)</b>			
<b>- If the competitors are known, this element is used to place the competitors in the bracket.</b>			
<b>- If they are not yet known, it contains some information (on the rule to access to this bracket...)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Pos	M	Numeric ##	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...) (before race with Gate selection order and after race by Result)
Code	O	SC @CompetitorPlace	When the competitor for this bracket item is not known yet (TBD).
Result	O	Text	Rank of the competitor in the unit (if not @IRM)
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.  
 Should be informed in the case of the Final, and Semifinals (men)

Attribute	M/O	Value	Description
Unit	M	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 not the first bracket column.

**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".
Bib	O	S(4)	Bib number

**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





### **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	<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.



### 2.2.6.3 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 way 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 /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="A" Organisation="GBR" >
  ...
  </Result>
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
    <Competitor Code="1234444" Type="A" Organisation="ESP" >
  ...
  </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



<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, T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known

<b>Element: Result /Competitor /Description (0,1)</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" or 1.. for Teams
Bib	O	S(4)	Bib



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

### 2.2.7.5 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, the configuration for one particular event unit must be provided before the start list. If this message is resent then a DT\_RESULT message should follow.

All messages are at phase level.

The message is not required in the final phase.

### 2.2.8.4 Message Values

Element: Configs /Config (1,N)				
Attribute	M/O	Value	Description	
Unit	M	CC @Phase	Full RSC of the Phase (34).	
Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	GROUPS_NUM	N/A	Element Expected: BMX Racing (Semi-finals), when it is available.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Total number of heats (groups) per phase (only applies for the Semi-finals).
EC	SPRINTS_NUM	N/A	Element Expected: Criterium	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of sprints
QUALIFICATION	QUAL_RULE	N/A	Element Expected: When available in BMX Racing except in Finals	
	Attribute	M/O	Value	Description
	Value	M	String	Full text of qualification information.
EC	RUNS_NUM	N/A	Element Expected: Always in BMX Racing, except Final Race	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Total number of runs (races) in this unit.
QUALIFICATION	FROM_RANK	N/A	N/A  Element Expected: Always in BMX Racing except final	
	Attribute	M/O	Value	Description



Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
Value	M	Numeric 0	Indicates qualification for the next round (semifinal. final), based on rank for each unit in the phase  Send the qualifying rank to indicate first rank to qualify. Usually 1.	
QUALIFICATION	TO_RANK	N/A	N/A  Element Expected: Always in BMX Racing except final	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>		
Value	M	Numeric 0	Send the qualifying rank to indicate last rank to qualify for each unit in the phase.	
COURSE	LENGTH	N/A	Element Expected: Always in road race, criterium, Time Trial, CC Eliminator and CC Short Circuit	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>		
Value	O	Numeric ##0.0#	Send the total length of the race in km.	
COURSE	RACE	N/A	Element Expected: Always in road race, criterium, Time Trial, CC Eliminator and CC Short Circuit	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>		
Value	O	String	Race configuration description.	

### 2.2.8.5 Message Sort

There is no message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	4 December 2017	First version
V1.1	3 January 2018	Updated
V1.2	20 February 2018	Updated
V1.3	19 September 2018	Updated

#### File Reference: ODF R-YOG-2018-CYC V1.3 SFA

Change Log		
Version	Status	Changes on version
v1.0	SFA	First version
V1.1	SFA	DT_PARTIC: Added passport names
V1.2	SFA	DT_RESULT: Change Road Race to send Time @Result DT_RESULT: Add Result /ExtendedResults /ExtendedResult DT_RESULT: Add Average Speed in UnitInfos
V1.3	SFA	DT_RESULT: For BMX Freestyle there is a single DT_RESULT for all heats with StartOrder as Heat number and StartSortOrder with position from 1 to 8 over the two heats.