

# OLYMPIC DATA FEED

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

ODF WYOG-2020-SMT-0.4 SFR  
22 November 2019

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Paralympic Games

- N/A

## 1.4 Main Audience

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

## 1.5 Glossary

The following abbreviations are used in this document.

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

## 1.6 Related Documents

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

## 2 Messages

### 2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS *	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Results	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_WEATHER	Weather	X
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

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

## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

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

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

List of participants by discipline update (DT\_PARTIC\_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

### 2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC 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: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

### Sample

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

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



Element: Participant (1,N)			
Attribute	M/O	Value	Description
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" 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	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
ModificationIndicator	M	S(1)	<p>'N' or 'U'</p> <p>Attribute is mandatory in the DT_PARTIC_UPDATE message only</p> <p>N-New participant (in the case that this information comes as a late entry)</p> <p>U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
Element: Participant /Discipline (1,1)			
<p>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.</p>			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).
Element: Participant /Discipline /RegisteredEvent (0,N)			
<p>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.</p>			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	<p>Bib number from OVR</p> <p>Numeric for individuals.</p> <p>##0-0 for team members.</p>

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code

## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

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

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

List of teams (DT\_PARTIC\_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

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

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

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

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

### 2.2.2.4 Message Values

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

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	M	S(73)	Team's name.
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only 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 0	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
IFId	O	S(16)	Competitor's federation number for the corresponding discipline



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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event
Bib	O	S(5)	Team bib number to be sent in all the team event units (team sprint, relay)

#### **2.2.2.5 Message Sort**

The message is sorted by Team @Code.

## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports.

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes, one message per race.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are (though any in GEN are possible): START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update [intermediates etc.]). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) 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:

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

### 2.2.3.4 Message Values

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



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

#### Sample (Individual event)

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

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

Used for forerunners and similar who do not participate in the competition. Not usually part of DT_PARTIC.			
Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Organisation ID
Order	M	Numeric #0	Order of the forerunner in the unit.

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

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

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

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

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function Can be different from the function sent in the DT_PARTIC message.
Order	O	Numeric	Order of officials.

Element: Officials /Official /Description (1,1) Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

Element: Result (1,N) For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the event unit
RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	h:mm:ss.ff or m:ss.f (for sprint events during the unit) or String	Time for the competitor except in mass start. Do not send hours if not applicable.  For Sprint Events, result times will be transmitted in tenths of seconds while ResultStatus is 'LIVE'. Result times format will change to hundredths of seconds for other status. Clarification on the use of LAP (Lapped) and RAL (Ranked as Last competitor): LAP and RAL are Result Marks (RMs), not IRMs. LAP and RAL competitors receive a Rank. LAP or RAL value is sent when @ResultType is TIME.
IRM	O	SC @IRM	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Send just in the case the competitor has qualified. (Sprint and Team Sprint)
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric ##0	Start order.
StartSortOrder	M	Numeric ##0	Unique number for sorting the start list.
ResultType	O	SC @ResultType	Result type.
Diff	O	+m:ss.ff or +m:ss.fff (for sprint events during the unit)	Time behind the leader. Send 0.00 for the leader. For Sprint Events, result times and diff will be transmitted in thousandths of seconds while ResultStatus is 'LIVE'. The format will change to hundredths of seconds for other status.

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

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

**Sample (Ski Mountaineering)**

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:08:15.4" StartOrder="12" StartSortOrder="12" Diff="0.0">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="C" Value="36:04.9" Diff="+5.7" Rank="13" SortOrder="13" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="PS" Value="30.9" Diff="+2.1" Rank="15" RankEqual="Y"
SortOrder="16" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="F" Value="31:39.6" Diff="+2.9" Rank="2" SortOrder="2" />
  </ExtendedResults>
  <Competitor Code="2040363" Type="A" Organisation="NED" >
    <Composition>
      <Athlete Code="2040363" Bib="21" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for Team
Bib	O	S(5)	Bib number for the team
Organisation	M	CC @Organisation	Competitor's organisation

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

Used in Team events only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team (Team events)

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

For team events only

Type	Code	Pos	Description
EUE	START_GROUP	N/A	Element Expected: Always.
Attribute	M/O	Value	Description
Value	O	Numeric ##0	Start row.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

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

Athletes extended information.

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

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member or individual athlete's extended result.				
Type	Code	Pos	Description	
PROGRESS	LEG_SPLIT	S(2)	Pos Description: Identifies the leg or round, from 1 to the total number of legs (relay) or rounds (team sprint). Element Expected: When data is available in team events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.f	Leg time in the @Pos leg or round for the team member in the leg (relay) or round (team sprint). It is not cumulative.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Rank @Pos in the leg or round for the team member in the leg (relay) or round (team sprint).
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the unit at the split.
ER	TIME_PENALTY	N/A	Element Expected: Interval start Events as an effect of a false start.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Time penalty sanction received in seconds as an effect of a false start
ER	SANCTION	Numeric 0	Pos Description: Distinguish the sanctions if more than one. Order of importance for the sanction. Element Expected: When there is a description available for a jury decision.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Text to describe a jury decision. Some examples are 'Written reprimand - Technical violation' 'Yellow card - False start' 'Ranked as last - Obstruction'



### Sample (Cross Country)

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

### 2.2.3.5 Message Sort

Sort by Result @SortOrder

## 2.2.4 Current Results

### 2.2.4.1 Description

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

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

### 2.2.4.3 Trigger and Frequency

Send:

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

In Sprint Events, Elimination phases.

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

### 2.2.4.4 Message Values

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

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

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
Value	M	m:ss.fff	Last lucky loser time to beat before the start of the Heat.	

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

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

Element: Result /Competitor (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team, A for athlete
Bib	O	S(5)	Bib number for the team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type='T') on the results or 1 if Competitor @Type='A'.
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

#### 2.2.4.5 Message Sort

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

## 2.2.5 Image

### 2.2.5.1 Description

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

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. 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.

### 2.2.5.3 Trigger and Frequency

Trigger when image available and after any change.

### 2.2.5.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message
Element: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png
Element: Competition /Image /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image. Formatted as appropriate in the event. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

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

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

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	Value is 1
Bib	O	S(5)	Bib

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)
Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

### Sample

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

### 2.2.5.5 Message Sort

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

## 2.2.6 Brackets

### 2.2.6.1 Description

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (during the athlete selection of heats -at the start and during selection-) INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) 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.



### 2.2.6.3 Trigger and Frequency

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

Send when a match/event unit is completed, only update with different results statuses (of DT\_RESULT) if there are changes affecting the brackets.

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

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

- Send with ResultStatus = 'START\_LIST' if no units are complete
- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'UNCONFIRMED' when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

### 2.2.6.4 Message Values

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

Element: ExtendedInfos /SportDescription (0,1) 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
Location	M	CC @Location	Location Code (only if only one location is used)
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item

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

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Heat number in the phase.
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1.
Position	M	Numeric #0	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	Date of BracketItem (example: YYYY-MM-DD). Must include if the data is available.
Time	O	S(5)	Time of the BracketItem (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	m:ss.ff	Time of the winning competitor.

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

- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

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

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

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

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item.

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

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

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". After each run it will be the order in which the athletes participated (run order).

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

### Sample

```

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

```



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#### **2.2.6.5 Message Sort**

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

## 2.2.7 Event Final Ranking

### 2.2.7.1 Description

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

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

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent for all the competition events.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. 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.

### 2.2.7.3 Trigger and Frequency

The message is expected only at the end of the Event.

Trigger also after any change.

### 2.2.7.4 Message Values

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

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

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

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	S(3)	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled, else do not send.
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	m:ss.ff or h:mm:ss.f	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules.
Diff	O	+m:ss.f or 0.0 for winner	Time behind the leader when available in relay and individual events (not sprint).

**Element: Result (1,N)**

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
IRM	O	SC @IRM	Send if the competitor has an IRM (invalid result mark).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	LAST_PHASE	N/A	Element Expected: In individual and team sprint events.	
Attribute	M/O	Value	Description	
Value	O	SC @ResultPhase	Last phase reached by the competitor.	

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

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

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

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

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

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



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

#### Sample

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

#### 2.2.7.5 Message Sort

Sort by Result @SortOrder

## 2.2.8 Weather

### 2.2.8.1 Description

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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

### 2.2.8.3 Trigger and Frequency

The message is sent

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

## 2.2.8.4 Message Values

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

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

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

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

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

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

		##0.0	
--	--	-------	--

### Sample

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

### 2.2.8.5 Message Sort

There is no special sort order requirement for this message.

## 2.2.9 Configuration

### 2.2.9.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However, it may be possible that the configuration for one event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC.  Send one message per unit with the unit level DocumentCode for single unit events. Send one message per phase with the phase level DocumentCode for multiple unit events.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. 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 results message.

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

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

### 2.2.9.4 Message Values

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

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

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

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COURSE	Attribute	M/O	Value	Description
	Value	M	Numeric ####0	Send the total length of the course in metres.
	LAP		Numeric 0	Pos Description: If there is more than one course in the race (relay) send 1 for the first course and 2 for the second. Element Expected: When available.
COURSE	Attribute	M/O	Value	Description
	Value	M	Numeric ####0	Send the lap length in metres.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When available			
	Attribute	Value	Description	
	Code	NUM		
	Pos	N/A		
	Value	Numeric #0	Number of laps.	
	CLIMB		Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Element Expected: Always.
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Course Total Climb in metres.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always.			
	Attribute	Value	Description	
	Code	MAX		
	Pos	N/A		
	Value	Numeric ###0	Course Maximum Climb in metres.	
EC	LEG		S(2)	Pos Description: Send the value that identifies the leg in the team event, 1 to n for each leg. Element Expected: Team sprint and relay events.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0#	Distance from the start in km to the end of the leg.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Team sprint and relay events.			
	Attribute	Value	Description	

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



### Sample (General)

```
<Configs>
  <Config Unit="SMTWSKIATHLN-----FNL-0001----">
    <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="3.75 km C red" />
    <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="35" />
    <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="3883" >
      <ExtendedConfigItem Code="NUM" Value="2" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="280" >
      <ExtendedConfigItem Type="COURSE" Code="MAX" Value="42" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="NAME" Pos="2" Value="3.75 km C blue" />
    <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="2" Value="87" />
    <ExtendedConfig Type="COURSE" Code="LAP" Pos="2" Value="3985" >
      <ExtendedConfigItem Code="NUM" Value="2" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="2" Value="284" >
      <ExtendedConfigItem Type="COURSE" Code="MAX" Value="56" />
    </ExtendedConfig>
  </Config>
```

### Sample (Team events)

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



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ODF WYOG-2020-SMT-0.4 SFR

#### **2.2.9.5 Message Sort**

There is no message sorting rule.

### 3 Document Control

Version history		
Version	Date	Comments
V0.1	06 Aug 2019	First version
V0.2	19 Aug 2019	Correction of applicable messages
V0.3	06 Sept 2019	Update of a number of messages, add table of contents
V0.4	22 Nov 2019	Removal on non-applicable messages and irrelevant elements

**File Reference: ODF WYOG-2020-SMT-0.4 SFR**

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFR	Correction of applicable messages
V0.3	SFR	DT_PARTIC - Element: Participant; Attribute: Olympic Solidarity DT_PARTIC_TEAMS - Element: Team; Attribute: Name DT_PARTIC_TEAMS - Element: Team; Attribute: TVTeamName
V0.4	SFR	Removal of reference to DT_CUMULATIVE_RESULT in the Applicable Messages section Removal of references to Intermediates - not relevant for Ski Mountaineering