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SOG-2020-CSL-2.5 APP

# Olympic Data Feed



**ODF Canoe Slalom Data Dictionary**  
**Tokyo 2020 – Games of the XXXII Olympiad**  
Technology and Information Department  
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SOG-2020-CSL-2.5 APP  
13 March 2020



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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Canoe Slalom Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Canoe Slalom 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 Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

## 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 Canoe Slalom.

- 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_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_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	



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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 (event unit start list and results, phase results, medallists 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 includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full 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	<a href="#">SC @Source</a>	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 prior to 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 Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	Gen				



Sport	
Codes	
<a href="#">Participant (1,N)</a>	
	Code
	Parent
	Status
	GivenName
	FamilyName
	PassportGivenName
	PassportFamilyName
	PrintName
	PrintInitialName
	TVName
	TVInitialName
	TVFamilyName
	LocalFamilyName
	LocalGivenName
	Gender
	Organisation
	BirthDate
	Height
	Weight
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	Current
	OlympicSolidarity
	ModificationIndicator
	<a href="#">Discipline (1,1)</a>



Code	
IFld	
<a href="#">RegisteredEvent (0..N)</a>	
Event	
Bib	
<a href="#">EventEntry (0..N)</a>	
Code	
Type	
Pos	
Value	

### 2.2.1.5 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 (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-CSL-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</p>



			<p>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. 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	<a href="#">CC @ParticStatus</a>	<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).
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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only



			<p>N-New participant (in the case that this information comes as a late entry) 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)**

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	<a href="#">CC @Discipline</a>	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)**

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	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(4)	Bib number, only available in the UPDATE message.  Only required in the case of Current="true".

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: As soon as this information is



				available
Attribute	M/O	Value	Description	
Value	M	S(4)	Canoe Slalom ranking for the competitor If the rank is equalled then send "=" at the beginning of the rank.	

### 2.2.1.6 Message Sort

The message is sorted by Participant @Code



## 2.2.2 Event Unit Start List and Results

### 2.2.2.1 Description

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

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit.
DocumentSubcode	Not used	Not used
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	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission



		<p>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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.2.3 Trigger and Frequency

- \* As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- \* When the unit starts and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE)
- \* When Unit is not finished but is not currently running (i.e. Waiting a Re-Run but other event is currently LIVE) use (INTERMEDIATE)
- \* In case of interruption use INTERMEDIATE till competition resumes. If competition is rescheduled, Results are cancelled and status will be START\_LIST.
- \* After the unit is over (UNOFFICIAL/OFFICIAL)

Trigger also after any change (except for the current competitor, this information is in DT\_CURRENT).

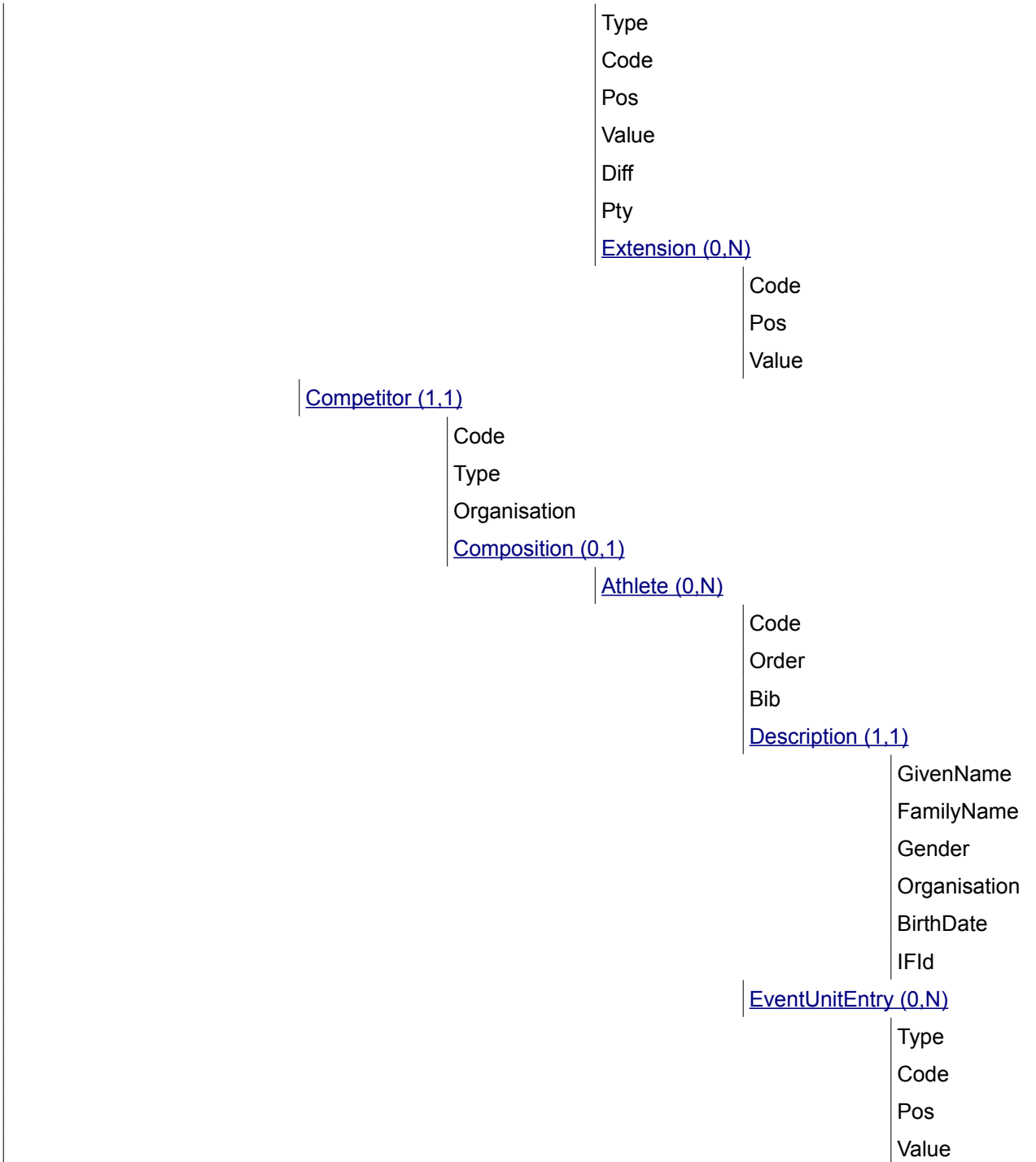
### 2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">UnitDateTime (0,1)</a>				
			<a href="#">StartDate</a>			
		<a href="#">ExtendedInfo (0,N)</a>				



	Type
	Code
	Pos
	Value
	<a href="#">Extension (0..N)</a>
	Code
	Pos
	Value
	<a href="#">SportDescription (0..1)</a>
	DisciplineName
	EventName
	Gender
	SubEventName
	<a href="#">VenueDescription (0..1)</a>
	Venue
	VenueName
	Location
	LocationName
<a href="#">Result (1..N)</a>	Rank
	RankEqual
	Result
	Unchecked
	IRM
	QualificationMark
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
	Pty
	<a href="#">ExtendedResults (0..1)</a>
	<a href="#">ExtendedResult (1..N)</a>



### 2.2.2.5 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)			
Actual start date and time / end date and time. (do not include until unit starts)			
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	GATE	N/A	Element Expected: When available
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available</b>			
<b>Attribute</b>			
<b>Value</b>		<b>Description</b>	
Code	MISSED		
Pos	Numeric #0		Gate number
Value	Numeric #0		Total number of misses for referenced gate
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available</b>			
<b>Attribute</b>			
<b>Value</b>		<b>Description</b>	
Code	TOUCHED		
Pos	Numeric #0		Gate number.
Value	Numeric #0		Total number of touches for referenced gate
UI	FORERUNNER	Numeric 0	Pos Description: Send the forerunner number Element Expected: If available



Attribute	M/O	Value	Description
Value	M	hh:mm:ss	Start time for the forerunner
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
<b>Expected: If available</b>			
Attribute	Value	Description	
Code	BOAT		
Pos	N/A	N/A	
Value	String	Boat Type of the forerunner. e.g. C1, K1, ....	
DISPLAY	LAST_QUAL	Numeric #0	Pos Description: Send cumulative rank of the competitor. Element Expected: Send with every update after 4 competitors have completed the semi-final run.
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

Sample (Global)



```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-29T13:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="3" Value="13:06:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="4" Value="13:09:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="GATE">
    <Extension Code="TOUCHED" Pos="1" Value="0" />
    <Extension Code="MISSED" Pos="1" Value="0" />
    <Extension Code="TOUCHED" Pos="2" Value="1" />
    <Extension Code="MISSED" Pos="2" Value="0" />
    <Extension Code="TOUCHED" Pos="3" Value="2" />
    <Extension Code="MISSED" Pos="3" Value="0" />
    <Extension Code="TOUCHED" Pos="4" Value="2" />
  ....
    <Extension Code="TOUCHED" Pos="22" Value="2" />
    <Extension Code="MISSED" Pos="22" Value="0" />
  </ExtendedInfo>
</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	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common



			Codes
Location	M	<a href="#">CC @Location</a>	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 equaled (Y). Only send if applicable
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
Unchecked	O	S(1)	Send "Y" if boat results are under review, otherwise do not send.
IRM	O	<a href="#">SC @IRM</a>	IRM for the particular unit if applicable. Send just in the case @ResultType is IRM.
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Indicates the qualification of the competitor for the next round of the competition. Only send in semifinal.
SortOrder	M	Numeric	Used to sort all the results of an event unit  Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started.  During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Competitor's start order
StartSortOrder	M	Numeric	Sequential number for Start Order. Used to sort all start list competitors in the event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.





Diff	O	+sss.ff	Time behind leader, send 0.00 for leader and positive for behind.
Pty	O	Numeric ##0	Total penalties

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
PROGRESS		RE_RUN	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 boat has to get a Re-Run choice, otherwise do not send.
PROGRESS		INTERMEDIATE	N/A	Pos Description: The number that identifies intermediate, from 1 to F (including finish point). Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	sss.ff	Total time at the intermediate including penalties
	Diff	O	+/-sss.ff	Send time behind leader at the intermediate including penalties
	Pty	O	Numeric ##0	Total of Penalty's seconds at this intermediate point
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TIME		
	Pos	N/A		
	Value	sss.ff	Time at this intermediate point (not including penalties)	
PROGRESS		GATE_PTY	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of gates. Element Expected: If available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the penalty at the gate, "-" for no penalty.

**Sample (General)**



```
<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7"
Diff="0.00" Pty="2" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.08"
Pty="0" Diff="0.00" >
      <Extension Code="TIME" Value="25.08" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="60.59"
Pty="0" Diff="0.00" >
      <Extension Code="TIME" Value="60.59" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="92.56"
Pty="0" Diff="0.00" >
      <Extension Code="TIME" Value="92.56" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="7" Value="-" />
  </ExtendedResults>
</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
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			



Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm:ss

**Sample (General)**

```
<EventUnitEntry Type="EUE" Code="START_TIME" Value="10:15:00" />
```

### 2.2.2.6 Message Sort

Sort by Result @SortOrder

## 2.2.3 Current Information

### 2.2.3.1 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 during a unit.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	Not used	Not used
DocumentType	DT_CURRENT	Current message
DocumentSubtype	Not used	Not used
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>



		Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

Trigger as follows:

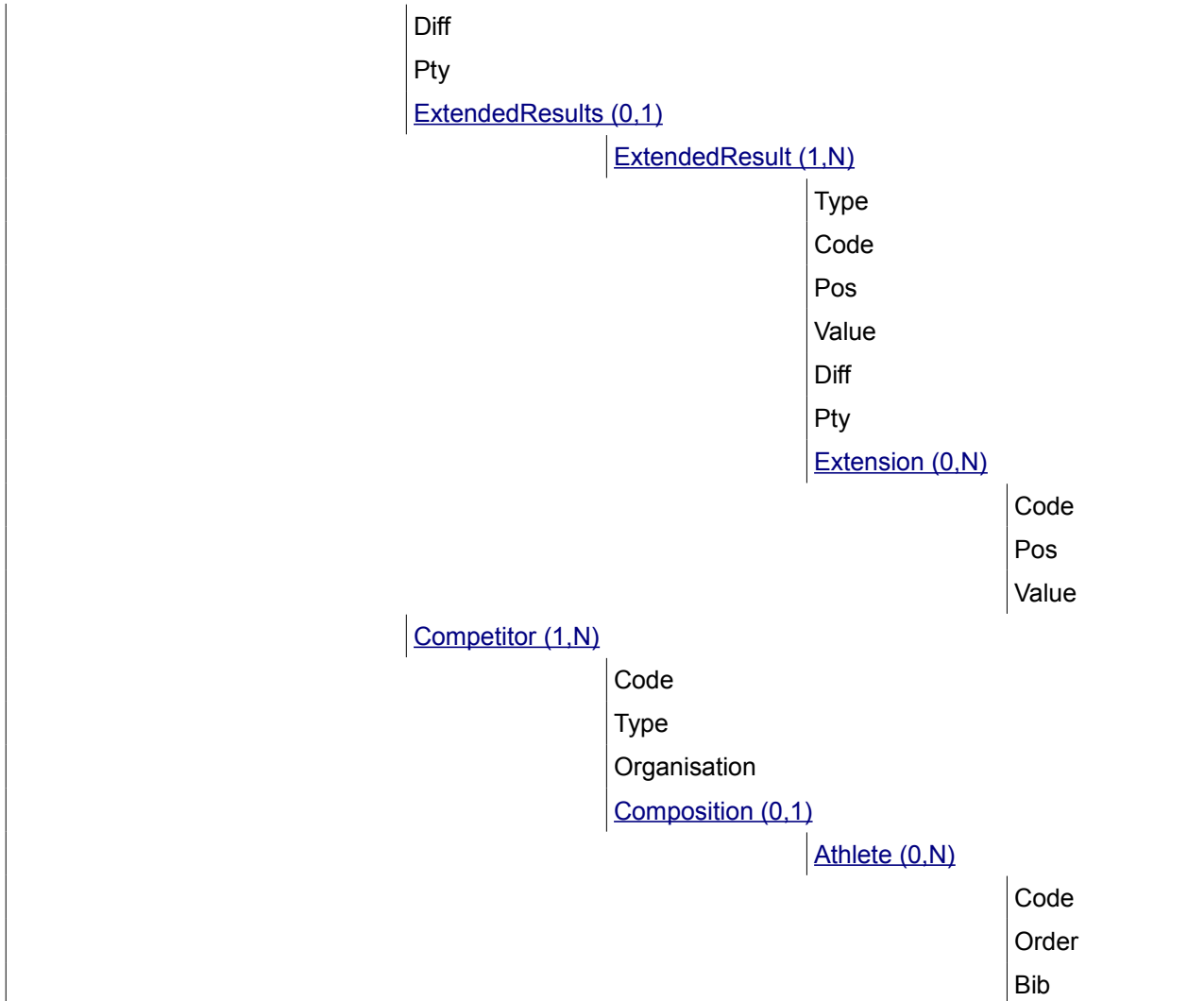
- \* With the next to start when the unit ScheduleStatus becomes GETTING\_READY
- \* At any time a new athlete starts on the course
- \* Immediately after every gate/addition/change in data during each run by each competitor.
- \* Immediately after the competitor completes the course and the data is available.

Each message includes the most recently finished, the current (or currents in case that several competitors are competing at the same time) and the next to start. The number is less at the start and end of each unit as not all of these statuses exist at that time.

### 2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	Gen				
	Sport				
	Codes				
	<a href="#">ExtendedInfos (0,1)</a>				
		<a href="#">ExtendedInfo (1,N)</a>			
			Type		
			Code		
			Pos		
			Value		
	<a href="#">Result (0,N)</a>				
		Rank			
		RankEqual			
		Result			
		IRM			
		SortOrder			
		StartOrder			
		StartSortOrder			
		ResultType			



### 2.2.3.5 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	CURRENT	Numeric	Pos Description: From 1 to n to identify the different current competitors, usually not more than 2. Element Expected: Send with every update if CURRENT exists. In case of several current competitors, @Pos value will be updated after each one arrives to finish point.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current competitor
DISPLAY	LAST_COMP	N/A	Element Expected: Send with every update after first competitor finished and when new current is known. If competitor finishes and CURRENT is not updated, LAST_COMP remains with old value until CURRENT is updated except for the last competitor when LAST_COMP is updated and there is no current.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to finish
DISPLAY	NEXT	N/A	Element Expected: Send with every update if NEXT exists	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the Next competitor to start

**Sample (General)**

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="1122334" />
</ExtendedInfos>
```

**Element: Result (0,N)**

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" if



			applicable
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Order by start order for the competitors in the message. Used to sort all the competitors included in the message. The order is the order of starting for the competitors included in the message, that will usually be (if in the middle of the unit and only one current) LAST_COMP, CURRENT(s), NEXT = 1, 2, 3.
StartOrder	O	Numeric	Competitor's start order
StartSortOrder	M	Numeric	Same as @SortOrder
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	+sss.ff	Time behind leader, send 0.00 for leader Display the time behind the leader. All fill when applicable, 0.00 for leader, positive for behind.
Pty	O	Numeric ##0	Penalty information

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
PROGRESS		RE_RUN	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 boat has to get a Re-Run choice, otherwise do not send.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: The number that identifies intermediate, from 1 to F (including finish point). Element Expected: If available for CURRENT and LAST_COMP.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	sss.ff	Total time at the intermediate including penalties





Diff	O	+/-sss.ff	Send time behind leader at the intermediate including penalties
Pty	O	Numeric ##0	Total of Penalty's seconds at this intermediate point
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: if applicable unless DNF</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CURRENT		
Pos	N/A	N/A	
Value	S(1)	Send "Y" if is the last Intermediate point crossed, otherwise do not send.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If available for CURRENT &amp; LAST_SCORED competitor only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME		
Pos	N/A	N/A	
Value	sss.ff	Time at this intermediate point (not including penalties)	
PROGRESS	GATE_PTY	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of sections. Element Expected: If available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(2)	Send the penalty at the gate, "-" for no penalty.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If available for CURRENT competitor only</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	CURRENT		
Pos	N/A	N/A	
Value	S(1)	Send "Y" if is the last gate crossed, otherwise do not send	

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

**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
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID.
Order	M	Numeric	The order for the boat member for each boat. 1 for Competitor @Type="A".
Bib	O	S(4)	Bib number

**Sample (General)**

```
<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7"
Pty="2" Diff="0.00" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.08"
Pty="0" Diff="0.00" >
      <Extension Code="TIME" Value="25.08" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="60.59"
Pty="0" Diff="0.00" >
      <Extension Code="TIME" Value="60.59" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="92.56"
Pty="0" Diff="0.00" >
      <Extension Code="TIME" Value="92.56" />
      <Extension Code="CURRENT" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5" Value="-" />
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-" />
    ....
    <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="22" Value="-" />
  </ExtendedResults>
  ....
</Result>
```

**2.2.3.6 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 slalom canoeing the message is used in the heats where there are two runs.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the of the phase
DocumentSubcode	Not used	Not used
DocumentType	DT_CUMULATIVE_RES ULT	Cumulative Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates the status of the results LIVE 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.
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).



		<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	<a href="#">SC.@Source</a>	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.

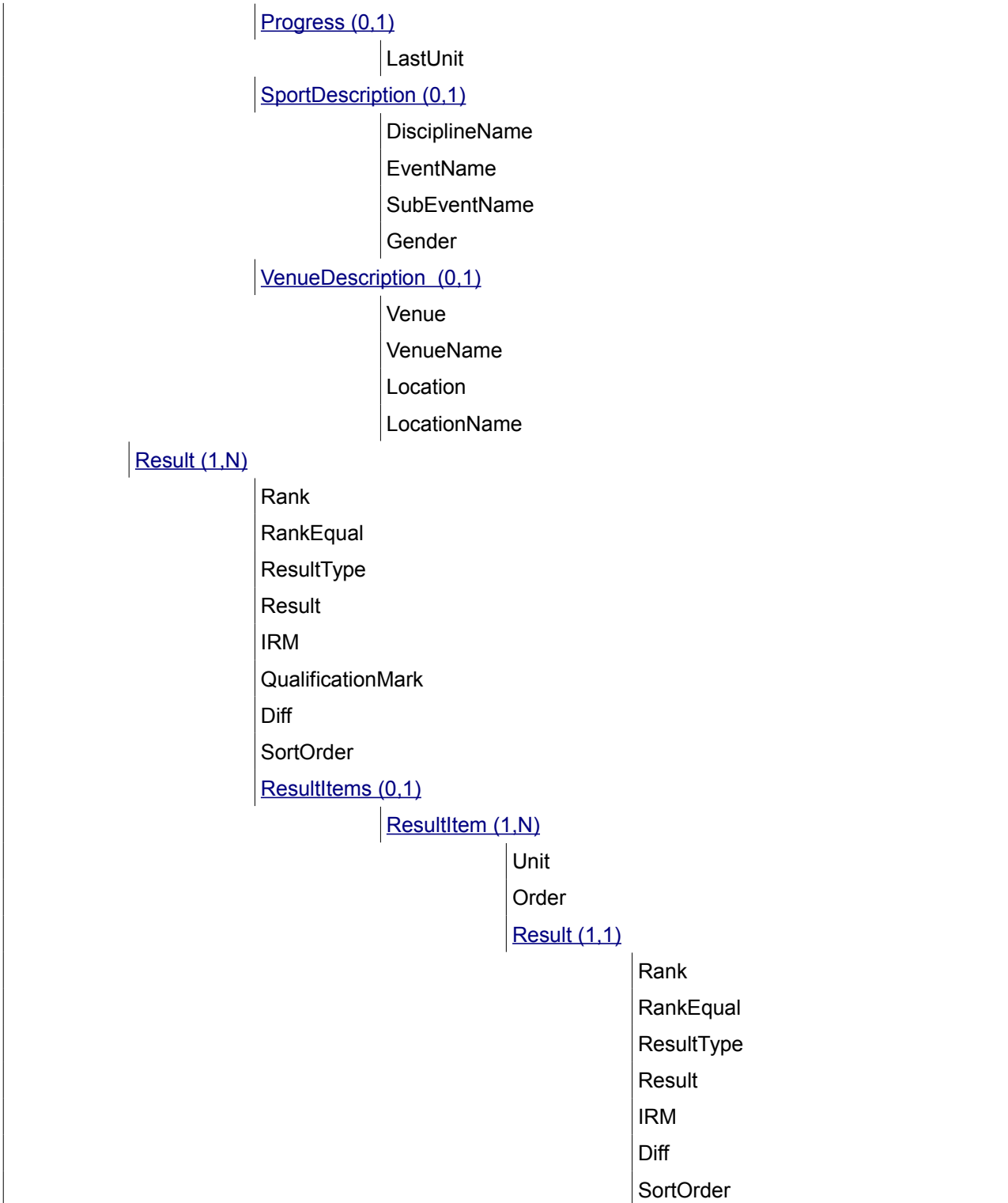
Specific triggers are:

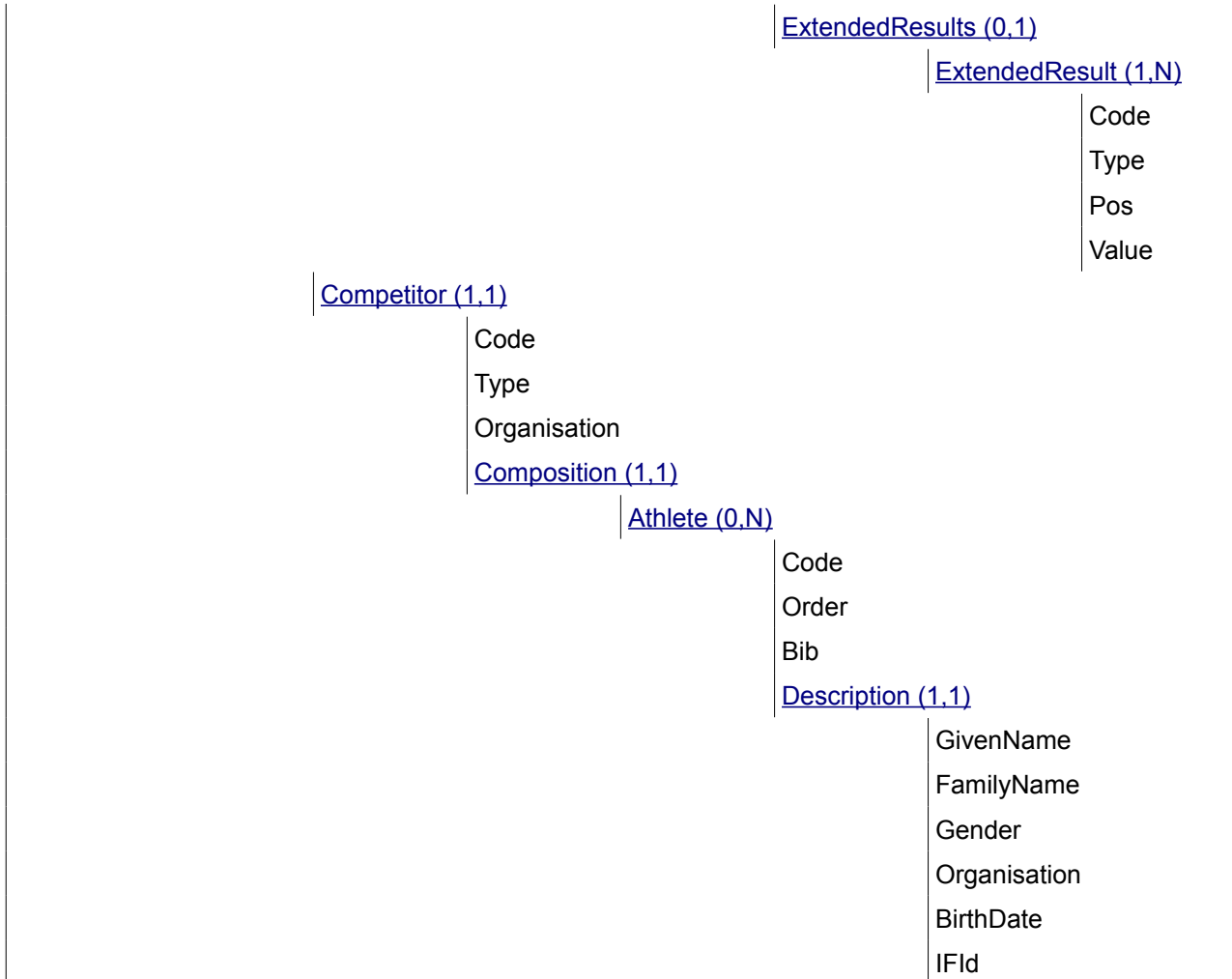
- \* When the unit starts (for Run 1 or Run 2) and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE)
- \* When First Run is finished (INTERMEDIATE).
- \* When Second Run is finished (UNOFFICIAL/OFFICIAL).

### 2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				
			<a href="#">Extension (0,N)</a>				
				Code			
				Pos			
				Value			





### 2.2.4.5 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 (0,N)			
Type	Code	Pos	Description



UI	GATE	Numeric #0	Pos Description: Gate number Element Expected: When available	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	MISSED		
	Pos	N/A	N/A	
	Value	Numeric #0	Total number of misses for referenced gate	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TOUCHED		
	Pos	N/A	N/A	
	Value	Numeric #0	Total number of touches for referenced gate	
DISPLAY	LAST_QUAL	Numeric #0	Pos Description: Send cumulative rank of the competitor. Element Expected: Send with every update after 4 competitors have completed at least one run	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

**Element: ExtendedInfos /Progress (0,1)**

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

**Sample (General)**



```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="GATE">
    <Extension Code="TOUCHED" Pos="1" Value="0" />
    <Extension Code="MISSED" Pos="1" Value="0" />
    <Extension Code="TOUCHED" Pos="2" Value="1" />
    <Extension Code="MISSED" Pos="2" Value="0" />
    <Extension Code="TOUCHED" Pos="3" Value="2" />
    <Extension Code="MISSED" Pos="3" Value="0" />
    <Extension Code="TOUCHED" Pos="4" Value="2" />
    ....
    <Extension Code="TOUCHED" Pos="22" Value="2" />
    <Extension Code="MISSED" Pos="22" Value="0" />
  </ExtendedInfo>
</Progress LastUnit="CSLMK1-----HEAT000100--" />
```

**Element: ExtendedInfos /SportDescription (0,1)**

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

**Element: ExtendedInfos /VenueDescription (0,1)**

**Venue Names in Text. DO NOT INCLUDE unless all at single venue.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

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

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
Rank	O	Text	Rank over all athletes who have completed at





			least one run. Only included if the competitor has a valid cumulative rank according to the sport rules.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute
Result	O	sss.ff	The cumulative result of the competitor. Best score (including the penalties)
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	The code which gives an indication on the qualification of the competitor for the next round of the competition
Diff	O	+sss.ff	Time behind leader, 0.00 for the leader
SortOrder	M	Numeric	Competitor order within event Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.

**Element: Result /ResultItems /ResultItem (1,N)**

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full unit level RSC of the which forms part of the overall result
Order	M	Numeric #0	Logical order of the units, usually schedule order.

**Element: Result /ResultItems /ResultItem /Result (1,1)**

Attribute	M/O	Value	Description
Rank	O	Text	Rank over all athletes who have completed this run. Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem. Only included if the competitor has a valid rank according to the sport rules.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either time or IRM for the



			corresponding event unit Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative to the value in Result below.
Result	O	sss.ff	Total score (including the penalty) in this run/unit
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned for the unit. Send just in the case @ResultType is IRM.
Diff	O	+sss.ff	Time behind leader in this unit, 0.00 for the leader
SortOrder	M	Numeric	Competitor order within event unit Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		BEST	N/A	Element Expected: Always for the best run. Don't send if result for both runs is the same.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y is this is the best run, else do not send.
ER		TIME	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	ss.ff	Time for the run without penalty
ER		PTY	N/A	Element Expected: Always if not null
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Penalty seconds for the run if applicable

**Sample (General)**



```

...
<Result ResultType="TIME" Result="93.49" Rank="1" QualificationMark="Q" SortOrder="1" Diff="0.00">
  <ResultItem>
    <ResultItem Unit="CSLMK1-----HEAT000100--">
      <Result Rank="11" ResultType="TIME" Result="92.56" Diff="+7.45"
SortOrder="11" >
        <Extension Code="TIME" Value="92.56" />
        <Extension Code="PTY" Value="2" />
      </Result>
    </ResultItem>
    <ResultItem Unit=" CSLMK1-----HEAT000200--">
      <Result Rank="1" ResultType="TIME" Result="93.49" Diff="0.00" SortOrder="1" >
        <Extension Code="BEST" Value="Y" />
        <Extension Code="TIME" Value="93.49" />
      </Result>
    </ResultItem>
  </Result>
...

```

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

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: Result /Competitor /Composition /Athlete (0,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 as the competitor is an athlete
Bib	O	S(4)	Bib number

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation



BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

#### 2.2.4.6 Message Sort

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



## 2.2.5 Event Final Ranking

### 2.2.5.1 Description

The event final ranking is a message containing the competitor final results and ranking at the completion of one particular event.

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

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.5.3 Trigger and Frequency

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

\* After any final ranking is known (PARTIAL)

\* After the event is finished (OFFICIAL)

Trigger also after any change.

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		ResultType				
		Result				
		Diff				
		IRM				
		SortOrder				





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	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit. Must be included if it is a single gender

**Element: ExtendedInfos /VenueDescription (0,1)**

**Venue Names in text**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

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

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

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute. Send if IRM or competitor is in final.
Result	O	sss.ff	Total time (including the penalty) for the highest phase reached by the competitor
Diff	O	+sss.ff	Time behind leader in the highest phase reached by the competitor, send 0.00 for leader.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, send if applicable in the highest phase reached by the competitor.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented.





Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	PHASE	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">CC @Phase</a>	Send the full phase RSC (Char34) of the highest phase reached
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Total of penalties in this phase	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME		
Pos	N/A	N/A	
Value	sss.ff	Time without penalties in this phase	

Element: Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation if known

Element: Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A"



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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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

### 2.2.5.6 Message Sort

Sort by Result @SortOrder

## 2.2.6 Configuration

### 2.2.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each phase.
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	<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	<a href="#">SC @Source</a>	Code indicating the system which generated the



	message.
--	----------

### 2.2.6.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for one particular phase must be provided before the start list. If there is a change then DT\_RESULT must be sent immediately afterward.

### 2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	Gen Sport Codes <a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>	Unit <a href="#">ExtendedConfig (1,N)</a>	Type Code Pos Value

### 2.2.6.5 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	<a href="#">CC @Phase</a>	Full RSC of the phase
------	---	---------------------------	-----------------------

<b>Element: Configs /Config /ExtendedConfig (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
EC		EVENT_CODE	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Send the short form event code. For example: "K1 W", "C1 M" etc.
EC		INTERMEDIATE	S(2)	Pos Description: Send the number that identifies the intermediate point, from 1 to F. (where F is the finishing point) Element Expected: When information released
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the gate number where the split point is placed. (not sent for finishing point if it is not a gate)
EC		GATES_NUM	N/A	Element Expected: When information released
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of gates
EC		GATE	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of gates. Element Expected: When information released
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send U if the gate is to be negotiated upstream Send D if the gate is to be negotiated downstream
QUALIFICATION		QUAL_RULE	N/A	Element Expected: Always, if the rule applies to the competition.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Qualification rule text (long version).
QUALIFICATION		FROM_RANK	N/A	Element Expected: All phases except final



	Attribute	M/O	Value	Description
	Value	M	S(2)	Highest rank in the phase to progress to the next phase
QUALIFICATION		TO_RANK	N/A	Element Expected: All phases except final
	Attribute	M/O	Value	Description
	Value	M	S(2)	Last rank in the phase to progress to the next phase

**Sample (General)**

```
<Configs>
  <Config Unit="CSLMK1-----HEAT-----">
    <ExtendedConfig Type="EC" Code="EVENT_CODE" Value="C1 M" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="8" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="17" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" />
    <ExtendedConfig Type="EC" Code="GATES_NUM" Value="24" />
    <ExtendedConfig Type="EC" Code="GATE Pos="1" Value="D" />
    <ExtendedConfig Type="EC" Code="GATE Pos="2" Value="D" />
    <ExtendedConfig Type="EC" Code="GATE Pos="3" Value="D" />
    <ExtendedConfig Type="EC" Code="GATE Pos="4" Value="U" />
    ....
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Progression: 1
to 12 to semifinal, rest eliminated" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="12" />
    ....
```

**2.2.6.6 Message Sort**

There is no general message sorting rule.

### 3 Message Timeline

Legend						
<b>D</b> Discipline	<b>E</b> Event	<b>P</b> Phase	<b>S</b> Session	<b>U</b> Unit	<b>x</b> Sent on that level	<b>o</b> Includes info from that level

### 4 Document Control

Version history		
Version	Date	Comments
V1.0	23 June 2017	First Version
V1.1	9 January 2018	Updated
V2.0	8 August 2018	Updated
V2.1	25 October 2018	Updated
V2.2	24 January 2019	Updated - CRs
V2.3	14 August 2019	Updated - CRs
V2.4	14 Feb 2020	Updated
V2.5	13 Mar 2020	Updated

**File Reference:** SOG-2020-CSL-2.5 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version
V1.1	SFR	Delete DT_PARTIC_TEAMS (not required) from applicable messages DT_PARTIC: Correct typo in Bib DT_RESULT: Correct typo in triggering DT_CURRENT: Clarify when INTERMEDIATE needed.
V2.0	SFR	DT_CUMULATIVE_RESULT: DocumentCode in the header changed to phase level



		DT_RANKING: Added Result/Diff and clarify that Result/Result is for highest phase reached. CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results
V2.1	APP	DT_CUMULATIVE_RESULT: Add time and penalty at run level
V2.2	APP	CR16928 in DT_RESULT & DT_CURRENT: - Move PROGRESS/PTY @Result /ExtendedResults /ExtendedResult to Attribute Result/Pty. - Move PTY @Result /ExtendedResults /ExtendedResult /Extension to Attribute PROGRESS/INTERMEDIATE/PTY @Result /ExtendedResults /ExtendedResult Remove ValueType throughout the document (standardization) CR 17129 in DT_CONFIG: Add EC/GATE. Wording clarifications without changing the meaning.
V2.3	APP	CR16640: Add ODF Version @Competition CR17809: Change Participant/OlympicSolidarity to disallow N
V2.4	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight DT_RESULT: Add Value2 @PROGRESS/GATE_PTY @ Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Clarify description at Result/Rank DT_CUMULATIVE_RESULT: Clarify description at Result /ResultItems /ResultItem /Result /Rank DT_CONFIG: Clarify when data is included in message (after public release) [188256] Minor typographical corrections
V2.5	APP	DT_RESULT:Remove Value2 @PROGRESS/GATE_PTY @ Result /ExtendedResults /ExtendedResult